

ULP4-07

# Chasing Smoke

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Principality of Ulek Regional Adventure

Version 1.1

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The Congregation of the Hills calls out for aid. Agents of Ulaa have been murdered trying to regain ancient lost magics central to the defense and safety of the Lortmils. The divinations of the Keeper point like an arrow into the occupied territories. Will you respond and pursue the stuff of legend?

A Principality of Ulek regional adventure for APLs APL 2-12, and Part 1 of the Gems of Ulaa Series.

# 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 table tracking form, 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 gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

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

	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

Is of this type, and animals with different CRs are added separately.

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 face 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. 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 two things that you can do to help even the score.

1. 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.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move 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 PoU. Characters native to Ulek 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.

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask

# Adventure Background

## And

## Introduction

Smoke is an Ogre of remarkable intelligence and ambition. He is a bounty hunter and mercenary and a hardened survivor. Smoke hunts as a profession and has had fair success picking off the enemies of the Warlord, the Necromancer and Turkosh Mak himself. Smoke has killed efficiently and well for many employers. Some of his work has involved political intrigue and assassination. Much of what he has done involved the ambush and murder of this or that tribal leader or shaman. Specifically, Smoke's assassination of the leadership of the Bleeding Eye tribe led directly to an assault on the village of Hyle. Smoke's favorite work has always involved the direct destruction of the Principality of Ulek. During the Hateful Wars, his clan was driven from the Lortmils by the Prince's own house guard and by the Prince himself. Destruction of Ulek and house Corond rest at the center of his being.

Smoke is a hunter and tracker with an abiding hatred of the dwarves and men of Ulek. His best and favored work has occurred during the war, as he hunted down and obliterated this team of rangers, or that group of scouts. He is known, however, for deep reconnaissance and infiltration in the Lortmils.

Smoke found the hole in the northern frontier that was exploited by the necromancer. Smoke helped orchestrate the encirclement of Fort Stonewall. Smoke has helped arrange the disappearance of several individuals important to the state. He believes that if Ulek can be broken, then all of the Sheldomar will fall. This realization fuels both his ambition and his rage.

This is in part what makes his current situation such an ironic twist of fate. The Cult of the Earth Dragon contacted Smoke and let him know about a special item of power and significance that they were willing to pay a substantial sum of gold for. Agents of the Cult of the Earth Dragon active in Ulek learned that secured in a cave complex in the heart of the Lortmils was the Gem of Vigilance, a bloodstone gem central to the future of the Lortmils and the war. Smoke took the information provided him by the Cult and went hunting. His mission was

a simple one. Secure the Gem by any means necessary and return it to the Cult of the Dragon.

At the same time, a group of priests and paladins from the temple of Ulaa were deployed to find the same Gem. Hand picked by Defender Gurdvar Gelbforger and Defender Belden Bierman, this group was able to infiltrate the cave complex, defeat its guardians, and emerge into the light of day.

There they found Smoke and his compatriots and were butchered to a man. Smoke took immediate and quick possession of the Gem and departed for rendezvous on the Jewel with his employers. Unfortunately for him, the Gem of Vigilance had some unexpected powers that had an immediate effect on him.

The Gem of Vigilance represents that part of Ulaa and the spirit that defends and nurtures and protects. As such, its power is transforming. Smoke crossed into the disputed territories and found himself longing for the Lortmils. Worse, he began to experience a deep dislike towards the orcs, goblins, and humanoids that surrounded him.

He began to feel that these creatures were a direct and immediate threat to a place he held dear. He felt the magical compulsion working on him and struggled.

Smoke managed to hold his newfound revulsion in check until he came nose to nose with the agents of the Earth Dragon he was supposed to turn the Gem over to. He snapped and slew all five of the Cultists. Emerging from the worse effects of his magical compulsion, Smoke realized quickly that he was under a magical effect, that it stemmed from the Gem, and that he had made an enemy of the worst magnitude. The Cult of the Earth Dragon would not forgive this. His choices narrowed and he fled, tormented by the force of the Ulaa's bloodstone and the call of the Lortmils, but unwilling to return to what he knew would be certain doom. Additionally, he could not bring himself to cast the Gem aside.

To carry the Gem was to have duty inflicted upon the bearer. Smoke found himself hunting those that he knew were moving against the Principality of Ulek. Deep inside, his anger burned and he felt madness build. The Gem engaged in a constant dialogue with him, discussing his decisions, his beliefs, the people destroyed by his decisions and his actions, and constantly impressing on him the importance of protecting the Lortmils and Ulaa from the depredations of those who would despoil the

land and use its riches for pure personal gain. Smoke fights the voice and struggles to resist it. However, at times, and at times occurring with greater and greater regularity, he hears the voice and agrees with it, understanding that the path he had walked was not the only one open to him.

The PCs are brought into the narrative at this point.

Their presence is requested in Havenhill to consult with Keeper Karin Whytsmyth and both her senior-most defenders. The Gems of Ulaa are artifacts left in the Lortmils by the goddess herself. Each has a distinct sort of power. Each is unique, and each placed by the goddess with great foresight to protect the land and those, consequently, of her faith. Each one of the gems differs greatly in its individual raw power. However, each of the gems was created to perform a specific task, known only to the goddess. In the time since their creation, each of the gems has been used in a way specific to its powers, to protect and nourish the land and its people. When a follower of Ulaa says, "like a gem," he or she means something or someone who has shown up at exactly the right time, with the right skills or abilities, to solve a grave problem. Over time, the locations of the gems fell from common knowledge, but Ulaa had made each fall to rest in a place she felt was safe, and also that would help the gems get to the place that they needed to be, exactly when they were needed by the people of her sacred lands.

Karin Whytsmyth has recently begun having dreams and visions of the gems. Their locations come to her in traumatic flashes that have caused The Keeper seizures and that have also caused her to wake startled and sweating from a deep sleep. She believes that the time for Ulaa to make her power manifest in Ulek is coming. Karin had been shown a clear vision of the location of the Gem of Vigilance, inside a tapped out copper mine southeast of Thunderstrike. She shares this with the PCs and also lets them know that the temple dispatched a band of the faithful to retrieve the gem.

These people failed to report in, and an investigation of their absence led to the discovery of their looted bodies. The Keeper has a problem, one of the Gems of Ulaa has been stolen. Ulek needs the help of heroes.

The full force the Temple's divination magic has been unleashed and the Keeper will share what she knows. At this point the PCs are given a series of questions asked through divinations and their answers from Ulaa. These are pieces of a puzzle

that will make little sense on the surface. Karin will also cast additional divinations for the PCs as they request. The entire collection of information has the feeling of a cipher. There is no clear answer, as the central piece of puzzle, who Smoke is and what has occurred between him and the gem, is completely counter-intuitive. Likewise, not all the divinations are immediately applicable. The matrix of divinations the Temple provides will have some confusing and misleading elements, if the PCs attempt to immediately apply all of the divinations directly to the situation at hand. The will of Ulaa is sometimes mysterious and the divinations given by the goddess may not all have application to the current situation.

Several things are apparent based on the divinations. Someone ambushed and killed the agents of the temple as they left the complex that housed the gem. Somehow the Cult of the Earth Dragon is involved. The gem passed through the village of Onderill, and somehow the chapel of the goddess there is involved. Both Gem Guardians Pliva and Turvan Tallyminder, are present to share what they can about their old village and including knowledge of the orc tribe that infests the area and overran their village.

For some unknown reason, the Cult has been unable to get the gem, although they have deployed substantial resources in pursuit of the gem. When Karin asked what the Earth Dragon and its agents were doing to get the gem Ulaa's cryptic response via divination was, "The Dragon's jaws snap at bitter air and its claws clutch at emptiness. What it knew, it no longer knows and what it saw is obscured by an acrid veil."

Karin and her staff are not certain what the exact powers of the gem are. Legends tell that the gem was wielded by the first Keeper in defense of the Lortmils and against agents of Vecna. Myth ascribes the ability to find anyone or anything anywhere in the hills as well as ability to resist magic and damage by force of arms. However, none of these powers are known with certainty. All they know for certain is that the gem's powers are protective and nurturing and that it is a bloodstone gem. Structurally, this information will not just be handed to players. They will have to role-play their way through the encounter and arrive at conclusions with the Priests of Ulaa.

Karin has also been haunted by visions of an Ax. She will tell PCs that she believes that somehow the Ax of Corond and the gems of Ulaa are linked,

but she is not certain what the connection is. She will let the PCs know that she is also in contact with the Prince and several of his agents, and that she is in correspondence with the dwarven sage Pengellin on this issue. Members of the mine rangers and army have been sent to the temple on special assignment as part of this communication. As a result, these PCs will be able to count this time as military.

Of course, the Cult of the Earth Dragon has been in motion also. Smoke's actions manifest to the members of the cult as betrayal and duplicity of a sort they cannot tolerate. Their divinations have also had a nonsensical taint to them and they dispatched several teams of hardened veterans into the field to hunt and slay the Ogre and his band. Additionally, they set a bounty on the Ogre's head. The hunter becomes the hunted.

Karin will ask the PCs to find and retrieve the gem. Secondly, she will ask them to sanctify the chapel of Ulaa in Onderill and expunge whatever infestation they find within. She also asks them to secure the two sacred Texts of Ulaa.

Overland travel to Onderill will be uneventful, although it will be obvious to the PCs that there has been much activity across the frontier. PCs able to track will find evidence of much activity and will get a feeling that the disputed territories are on the move.

Before being overrun, Onderill was home to a fair sized chapel of Ulaa that was staffed by none other than Guardians Plima and Turvan Tallyminder. Onderill was a mixed community of halflings, gnomes, and humans, known for fine metalworking and cunningly crafted windmills.

Since it's sack, Onderill had been a base for the orcs of the Saltburner tribe. These orcs had been the sometime allies of Smoke. Unfortunately for them, the Gem of Vigilance brought Smoke back to the village. Smoke found the presence of the orcs in the temple of Ulaa offensive in the extreme. Smoke embarked on a steady campaign of guerilla war and ambush on the Saltburner Orcs. He hunted them.

As the PCs come to Onderill, the Saltburner Orcs have ceased to function as a full tribe. Their leadership has been butchered and the tribe has shattered and scattered as a true fighting force. The orcs still occupying the town are in a state of disorganization and disarray. They know something

is out there hunting them and they are in a state of paranoid panic.

PCs have several options available to them. A straight march into town yields a bloody and nasty fight with the last organized elements of the tribe. Reconnaissance will let the PCs know that something is odd about the town. If the PCs sneak into town they will quickly meet slaves and perhaps have an opportunity to question an orc prisoner. Effective reconnaissance gives the PCs the ability to destroy the orcs in detail as opposed to brawl with them en masse and nose to nose.

Regardless, PCs will discover several things are amiss. The slaves will report the general dissolution and break down of the tribe and will describe the execution and elimination of orcish leadership. Captured orcs will maintain that someone hired an assassin to kill off the "Tuff wonz, cuz we wuz gettin' too 'ard."

After dispatching the Saltburner Orcs, the PCs will no doubt proceed to the Chapel of Ulaa. The space had housed a cleric of Gruumsh and his retinue. Smoke quickly dispatched them. After the orcs has been destroyed as an effective fighting force, he cleaned the temple and prepared it for new consecration. This activity has been predicted by one of the divinations presented by Karin. The divinations reads, "The Stone Wife's halls will be reclaimed by cleansing smoke."

Inside, the PCs will find additional clues that all is not what it seems. Smoke's followers are goblins of considerable skill. Their presence, as well as the presence of Smoke, will become obvious. PCs will find a midden filled with refuse from goblins. They will also find a message left by Smoke describing what he did to cleanse the temple and prepare it for consecration.

PCs should begin to piece together much of what is going on. To assist them in this, the PCs find a tile inlay map on the dome of the chapel, detailing the area around Onderill. On the map, PCs will find the symbolic representation of a mine complex that will become the obvious next destination for them based on one of the divinations they've been given. The location of the Silver Spike Mine is represented in detail on the domed ceiling of the chapel. One of the Divinations reads, "When the path is unclear, go drive the Silver Spike."

PCs traveling to the Silver Spike will come across a camp that has been obliterated during the night by a skilled and precise ambush. Eight members of

the Cult of the Earth Dragon met a brutal end at the hands of Smoke and his Band. Smoke, being aware of his hazard, and also being familiar with the mode of operations of the Cult, ambushed these particular bounty hunters in their camp last night.

Depending on their skills, the PCs can determine the number and tactics of Smoke's band. Additionally, magical interrogation of the dead leads to further information about Smoke and who it is that hunts and kills the enemies of Ulek.

The Silver Spike has been an off again, on again base of operations for Smoke and his Band and this is well known by the Cult of the Dragon. The Cult of the Dragon has deployed four separate war bands in the area hunting Smoke and the gem. Smoke has made short work of them so far. However, one last group is trying to make a run at Smoke in his base camp. Unfortunately for them, Smoke and his group went into motion as soon as they realized that the Cult was after them. Smoke has baited a trap in Silver Spike and is planning on catching the last group of Cultists from behind as they work their way into the well-trapped mine.

However, the PCs arrive at Silver Spike after the Cultists enter the complex but before Smoke comes in behind them to wipe them out. Smoke observes their entrance into the Mine and waits for them to advance and enter and do his dirty work for him. PCs entering the mine quickly find evidence of the passage of the cultists. Several of them have been killed by a falling block trap.

Advancing deeper into the complex leads to a direct and nasty conflict with the cultists. However, the Earth Dragon Cultists have severely compromised morale at this point as they feel, quite correctly that they have been hunted and out maneuvered by Smoke. Several of the Cultists will break from the party and have no interest in combat. Others will fight to the death. The survivors will broker the information they have for their freedom.

Questioning the cultists uncovers what they know of the Gem of Vigilance as well as Smoke's betrayal. The Cultists have very little idea why Smoke has betrayed them and assume he has either been bought out or that he has taken the Gem for his own. They know some information about the nature of the gem's power. Additionally, they know the rough composition of Smoke's band.

PCs will have several paths open to them at this point. However, Smoke knows they are inside the Silver Spike and he knows they are from Ulek.

Smoke is still an Ogre and still holds a deep and abiding hate for Ulek. He loathes its people. As a result, he is completely torn by the current situation. He hates Ulek. He loves the Lortmils. He is tormented to the lip of madness by the experience of the Gem. However, the magic of Ulaa is working a steady transformation in him. The PCs will soon encounter him on the cusp of a change.

He will either be driven mad and twisted by the experience of the gem, or, he will be brought into the light of Ulaa and become a force for good within Ulek. The PCs will have a choice and will have several divinations available to them at this point that can direct them to the correct course of action.

PCs can choose to try and bring Smoke to their side, or they can have a bloody brawl with him. The realizations the PCs have here will determine the contour of the next encounter.

Smoke and his compatriots are in position to stage a quick and brutal ambush on the PCs as they exit the complex. At lower APLs they will wait until the PCs exit the cave and in effect this allows PCs to recharge their spells and heal if they are so inclined. At higher APLs, Smoke and his Band will pursue the PCs after six hours, attempting to bushwhack the PCs while they make camp.

Prior to his relationship with the Gem, Smoke would have slammed the PCs with offensive magic and then waded in with his fighter/rogue compatriots. Under Ulaa's magic, he instead shows his hand and will confront the PCs, questioning who they are and giving them an opportunity to leave if they surrender their gear. PCs who successfully manipulate the conversation cause Smoke to enter a stunned and dazed state. PCs who are not able to drive the conversation in the correct direction, find themselves in a brutal fight.

If Smoke's full conversion is triggered by the PCs, his Band will see Smoke's collapse as an attack on their leader and will engage the PCs with everything they have.

This fight will be tough to lethal based on how PCs respond. If Smoke joins in, the PCs will find themselves in a nasty and overpowering brawl. If Smoke is removed from the fight, then the PCs will find themselves in a difficult, but very survivable fight.

Assuming PCs make it home with the gem, the story ends in one of two ways. If Smoke returns with them, he relinquishes the Gem and has completely changed alignment and motivation. The

information he brings back to the Principality is vital in understanding the political landscape in the Pomarj, the Wild Coast, and the Disputed Territories.

PCs who return the Gem after slaying Smoke, will be thanked, and will have accomplished something important, but will not be delivering important information about the enemy into the hands of the Prince.

PCs who do not recover the Gem are probably dead, or have never figured out how to chase Smoke.

Thus ends the first part of the Gems of Ulaa.

## Introduction

### Members of the Congregation of the Hills

Please read the following to members of the church of Ulaa.

***You dream.***

***Five gems are placed on a pedestal before you, by a perfectly shaped and manicured feminine hand. There is a bloodstone, an amethyst, a ruby, a diamond, and an emerald. The hand gathers the gems and holds them before you. They are beautiful.***

***The gems are thrown upwards and your eye follows them high into the air. You are suddenly above a vast range of hills. In the distance you can see the spires of Gryrax and the sea. Far below you is the mound of the inner city of Havenhill. To your left and right you see the ribbon of the Jewel and the Sheldomar.***

***The gems fall back past you and are gone.***

***“Let them fall where they are needed,” the voice says. It is the voice of dreams, and the voice of magic.***

***Below you, with sudden clarity you see the Temple of Ulaa in Havenhill. “Come to me,” the voice says.***

***You wake to the sound of your own heartbeat.***

## The Royal Army

Please read the following to members of the PoU Royal Army.

***Krufec Brightsilver regards you sternly. “What I’m about to tell you is not for public discussion. Discussion of this with anyone outside of the matter will be treated as an act of treason. That means you’ll be stripped of rank, sent to the coal mines of house Corond, and left there to rot. This is your last and only chance to stand and walk from this table before I continue. Are we clear?”***

The colonel will wait to hear assent from the PCs present.

***Krufec snorts in response and favors you with a thin and grim smile. “Well, you’ve been chosen for this mission because you’ve shown ability to take on tough assignments. You’ve shown that you can handle the strange and bizarre with the same skill you use to send an orc straight to hell. That, is good.***

***“Simply put, the Temple of Ulaa has made a direct appeal to the Royal Army for assistance. Command has chosen you as his agents in this matter. Do you understand? High command has chosen you.***

***“Your orders are simple. Report to the temple of Ulaa in Havenhill and place yourself in the service of Keeper Karin Whitesmith, high priestess of that faith. Accept no instruction that runs counter to the interests of the state, although I doubt Karin will ask you to do anything that runs counter to the interest of Ulek. In effect, she will be your superior until you are released back into my service.***

***“Questions?”***

Use the following text to address PC questions. Feel free to paraphrase and ad lib as you deem it appropriate. The important thing, as always, is that the players are engaged and brought farther into the narrative.

Q: What does the Keeper want? What is our assignment for Ulaa?

***A: Such has not been shared with me and the specifics have passed only between people at the very top of our government and the Keeper. I know only that you are sent to Ulaa under the direction of my superiors, because we believe***



*you have shown yourself to be true patriots of Ulek, selfless in your commitment to him and the state. Do not expect public praise for what you do. Your reward will be the certainty that the men and dwarves and halflings of the land have peace and safety as a result.*

Q: When will we be released from service?

*A: I do not know. Heroes such as yourself are valued by our liege, and I imagine she will release you as soon as is prudent.*

Q: I don't want to go!

*A: Did I hear you correctly? Are you defying a direct order from me? From your Prince? You have one chance to reconsider your cowardice before I slap you in irons. Well?*

Allow PCs a chance to recant. PCs who fail to retract, are slapped in irons and taken out of play for 52 TUs. Please email the triad with details.

Once PCs have accepted their mission, close with the following.

*Go with the blessings of the Prince. May Moradin guide your heart and Clangeddin your steel. I do not know the purpose Ulaa has for you, but know that the Lortmils are her sacred lands. If the Temple has appealed to the Prince for aid, the very land itself must be in jeopardy.*

## **The Mine Rangers**

Please read the following to members of the Mine Rangers.

*Most officers pass along information in formal dispatch or in meetings loaded with significant pauses and stern warnings. This is just not always the case in the Mine Rangers. Dimble "Cloak" Beren seems to prefer conducting the business of the corps in inns and taverns. Of course, that is part of what has attracted many of your colleagues to the Mine Rangers. What is unusual is the private room your meeting into meet in.*

*The door opens and Dimble enters, his smile quick and his eyes twinkling as he recognizes you. "<insert PC rank here > it is good to see you." He hobbles to the stool next to you and sits, pouring himself a drink as he settles in. He sips, "Not quite Treehome's Gnome Golden Light, but a passable brew, nonetheless."*

*He looks deep into your eyes and you see the glee fade from his eyes. "The Mine Rangers have been asked a favor, and I thought of you to pay it.*

*"Do you know Defender Belden Bierman of of Ulaa?" Dimble asks and waits for your response.*

Continue after the PC speaks.

*"He is a friend of mine and also the Mine Rangers. He trains the sacred mounts of Ulaa and has been my sometime comrade at arms. Belden has asked me for help. Because of the good work and kindness you have done for me, I thought of you. Each time I have called on you, you have always done your best and taken the task with a true and steady heart. I call on you again.*

*"The specifics have not been fully shared with me. My good friend Belden cannot share with me all that has occurred within the halls of the Stonewife. However, he has told me that Ulaa has need of a mine ranger, and that the Keeper Karin Whitesmith asked him to request a boon of us. I need you to report to the Temple of Ulaa in Havenhill, act as my agent, and assist the temple with its difficulty. Any questions?*

Use the following text to address PC questions. Feel free to paraphrase and ad lib as you deem it appropriate. The important thing, as always, is that the players are engaged and brought farther into the narrative.

Q: Tell me about the Temple of Ulaa?

*A: Ulaa is the Oeridian goddess of the sacred spaces of the earth. She is the protector of the Lortmils and they are her sacred lands. The followers of Ulaa are often humans and halflings and many are our brother's in arms. The temple has given selflessly and tirelessly to the war, paying in blood, silver and steel to hold back the Pomarj.*

Q: What do they need?

*A: I am not certain. There are rumors that several of their number have gone missing. I do not know beyond that. Mayhap they need someone to go downward, or even further downward still. I fear some of their number may be wrapped in death and they seek the recovery of their dead. You may embark on dark trade in search of the answer. Of course, it could just be a romantic interlude. Regardless your diligence*

*will be the key to overcoming the danger that hedges us from all sides. I do not know with certainty what their absolute and true need is.*

Q: How long will they need my services?

*A: I do not know. Give them what time they need.*

Q: I don't want to go...

*A: Dimble is visibly shocked. "That is your right. I ask you as a favor, not as an order. As we are not the sort of people who do favors for each other, do not seek my aid in the future. Good night.*

Give the PC an opportunity to reverse his or her decision. PCs who play this as a joke will make a direct appeal to his sense of humor. He is a gnome after all. If he or she does not then let the player know they are done for this scenario and let them know they will no longer be able to advance in rank in the mine rangers.

When the PC is ready to continue to the Temple, read the following.

*I thank you. Please give my regards to Belden and also the Keeper. I am worried. It is unlike the Temple of Ulaa to be so secretive. Something dire must be afoot. Be guarded. Do not repeat what you learn to anyone but me.*

### **Everyone including Mine Rangers, Army and members of the Temple of Ulaa**

*The Five Stones in Havenhill is famous for its food and even more famous for its spirits. It's brandies are some of the finest in Ulek, and its apple brandy known throughout the Flanaess.*

*Dinner has been pleasant. As with most places in Ulek, seating has been informal, and newcomers have joined and other left you as you've eaten. The banter has been congenial and the sort of thing spoken commonly among adventurers. Each person at your table seems a member of the trade, and has been forthcoming with some story or anecdote about his or her career. The life of fortune and the road! Who knew so many people had been to Tenh?*

*The daylight fades. The sun has crept slowly down the wall and the red glow of the passing day drains color from the room. Candles and lamps are being lit by the staff of the Inn. One*

*of your dinner companions clears her throat loudly and draws all your attention.*

*"Ulaa," she says, "has guided you to me." You consider this woman. She is pretty in the homey way of a human free farmer. Well past her middle years, she has some meat on her frame. Her eyes and face have a kind beauty to them that speaks of gentle grace.*

*"What chance is there that such a group as this would be assembled at this moment, in this way, in this place? Chance? I have little faith in chance. I have faith in my goddess. I have faith in destiny. I know some things are ordained.*

*She pauses and meets your gaze. "I speak to my goddess. She answers. Let us say, I had a problem. I asked Ulaa, 'Where may I find an answer to my problem?' Ulaa in her wisdom and mercy sent me here to this place, on this day. When I asked she said, 'As light fades on the five stones, sit under the ax.' She gestures to the shield on wall behind her, where the device of Ulek is displayed in red and white.*

A religion or spellcraft check (DC 15) tells the PC that she is referring to the results of a divination spell.

*"Ulaa guides me. I do not know if she guides you, but clearly she foresaw this moment and the arrival of each of you. There is very little coincidence in life.*

*"I have a proposal for you. Two bells past sunrise, come meet me at the Stone House of Ulaa. Join me at the Temple. I have much you should know." She twists a ring from her finger and lays it on the table top. "Bring this to the temple and show it to the Stone Warden at the doors. He will bring you to me."*

*With that she pauses and smiles.*

DC 10 religion check tell PCs that this ring incorporates a symbol of Ulaa in its device. A DC 15 religion check or a DC 20 Knowledge: Sheldomar check lets PCs know that this is the personal symbol of Karin Whitesmyth, Keeper (high priestess) of the temple of Ulaa.

Note that PCs who keep the ring and do not go to the Temple will be expelled from any meta-orgs they belong to in Ulek, and will be captured and imprisoned for 52 TUs as a result. Email the results to our Triad.

Use the following text to address PC questions. Feel free to paraphrase and ad lib as you deem it appropriate. The important thing, as always, is that the players are engaged and brought farther into the narrative.

Q: Who are you?

**A: *She leans forward and whispers, "Karin Whytesmith, Keeper of Ulaa. Meet me in the morning and I will share more with you."***

Q: What do you need from me? What help do you need? What does the Temple of Ulaa want from us? Why have you chosen us?

**A: *"These are matters of grave import to all of Ulek. I will not discuss them here. Meet me at the temple in the morning, there I will uncover Ulaa's need."***

Q: I am sent to you by the army/mine rangers.

**A: *"Ah! How wondrous you also find yourself here at this moment. No doubt your superiors impressed upon you the need for discretion. I will see you in the morning, then. Thank you!"***

Q: I had a dream

**A: *I have visions also. The goddess moves across the land and among her faithful. Speak to me of this on the morrow.***

Karin will not commit to any more detail at this point. She will attempt to secure a commitment from the PCs to meet her in the morning, but has confidence that Ulaa is guiding the events of the day and that the PCs will find their way to her.

When the time is right, have Karin close with this.

**Karin looks around the room and then back at all of you. *"If you feel you must discuss this among yourselves, I suggest you do so in private. The enemy is everywhere"* With that, she leaves.**

PCs will most likely want to discuss what they have discovered. If they request, a private space can be arranged for them by Colwin Far Walker, the halfling owner of the Five Stones. When they are ready, proceed to the next encounter.

PCs who wish to gather information in and around tonight will find the following. Allow them to roleplay for this or make a gather information check as they desire. Allow a one piece of information for each two points they beat a gather information check

(DC15) by. A result of 19, gives three pieces of information, a result of 21 gives four, etc.

- From a dwarf: "Did you hear about Ol' Ironhand? He finally died.

On his deathbed he was still mumbling about a quest to seek lost dwarves. The old codgety guy just wouldn't give up about that."

- From a human sailor: "I heard some land-lubbers kidnapped a dwarven boy and made him carry their gear as they went dragon-hunting. Can you believe that?"

- From an elf: "I hear that there's an elf going around claiming to be 1/10th dwarf. He should shear his ear tips off, if you ask me."

- From a tallfellow halfling: "And then the guy asks where the smart scholarly-type dwarves live. We all laughed. Stubborn yes, scholarly they ain't."

- From a dwarf: "My uncle was in the Adamantine Guard. Died with honor at the Pass, protecting our land with his spilt blood while Celene dilly-dallied. This here is his ax, now mine."

-From a human: "Bunch of priests types fro the Temple of Ulaa have vanished, gone missing the bunch.

When PCs are ready and have decided to continue on to the temple, continue with Encounter 1.

## Encounter 1: The Temple of Ulaa

Note the following section has substantial box text.

Use this as is necessary to guide the narrative. Where appropriate given your narrative style, paraphrase. The box text is most useful to help you find the voice of your NPCs and organize the narrative. Use as you need to tell the story well.

***The Temple of Ulaa is made of granite. The rock is the bedrock of the mountains, of the Flanaess itself. Grey, speckled black, the rock has been polished to a sheen. Granite is not a rock normally found in plenty on the surface or***

*normally a rock easily worked. It is the rock at the foundation of the world. It is the rock of Ulaa. The temple does not climb high into the sky like the towers of the Prince. It is not the great hall of Moradin. It is a huge dome of stone, perfect in its shape and design.*

*Before you, the great round gates of Ulaa stand 15 feet tall. The double doors are made of granite inlaid with silver, and embellished with cleverly crafted sigils and runes.*

*A young man wearing the gray tabard and symbol of Ulaa descends the steps leading to the door and bows in greeting. "The hall of the Stone Wife awaits," he says. "How may I serve you?"*

Allow PCs to introduce themselves. This man is Geric a Stone Warden in the order of Ulaa. He has been told the Keeper expects visitors. He will lead the PCs into the Keeper's chambers for a meeting.

*Geric leads you through the temple proper and then down long curving stairs behind the sanctum. The air changes as you descend, taking the cool and damp taste of the deep places of the earth.*

*He leads you into a brightly lit chamber. A ring of chairs surrounds a brazier filled with glowing coals.*

*Keeper Karin Whytsmyth stands and opens her arms to you in greeting. "Friends," she begins, "we have business to discuss." She dismisses Geric with a nod, and he smiles at you briefly before he leaves.*

*There are four others in the room besides Karin. She gestures to each in turn.*

*"This is Defender Gurdvar Gelbforger, master of Thunderclaw, and protector of Ulek." The middle aged dwarf regards you with a blank expression, his eyes out of slight focus and his brow knit in concentration.*

A religion check (DC 15) or a spellcraft check (DC 15) tells the roller that Gurdvar is most likely detecting evil.

*She gestures to a human, his grey hair a wild and unkempt mat, and his beard more like a bush than hair. "This is Defender Belden Bierman, keeper of the sacred mounts of Ulaa, and my dear friend."*

*"These two," she gestures to a male and female gnomes dressed in the earthy brown vestments of senior clergy, "are Turvan and Plima Tallyminder, Guardians of Ulaa, and of the fallen village of Onderill." Plima, the female grins at you as she is introduced. Turvan, her husband nods, his features blank and his countenance troubled.*

*Belden speaks, his voice a hoarse bark, "Keeper, I'd know their names before we continue."*

*Karin smirks and nods, "Of course Defender. Please introduce yourselves." With that Karin sits and gestures for you to do so also.*

Belden will openly praise mine rangers and members of the military. Plima will question PCs who have spent time in the disputed territories, concerned about their experiences there and their knowledge of the orcs. When the characters are done introducing themselves ask them if any of them detect as evil. If they have addressed this in their introduction then Gurdvar will congenially discuss the nature of their affliction if they are cursed or ask then why they have chosen to taint themselves if they are carrying an evil object. If they have not addressed this, Gurdvar will be aggressive and unpleasant as he questions the individual(s) who detect as evil and have not been forthcoming about it.

Unless PCs make a diplomacy check (DC 35) he will demand they submit to a zone of truth as well as a quest spell if they wish to continue with the audience. Karin will be amenable to this suggestion, as Gurdvar will point out that Ulaa may have guided some of the PCs here to protect Ulek from their depredations. He will also point out that there is too much is at stake to risk to allow someone with "a taint that they choose to hide" knowledge of the events that have passed. PCs sent from the army or the mine rangers will have a +4 circumstance modifier applied to this diplomacy check if Gurdvar's concerns *apply to them*. PCs who agree to submit to a zone of truth, and who answer questions freely, will receive an additional +4 modifier to the check to avoid the quest. The command linked to the Quest will be "Return the gem of vigilance to the current Keeper of the Ruby Heart." Note that any PC who voluntarily accepts the Quest receives the "Esteem of Gurdvar Gelbforger" as a cert at the conclusion of the scenario.

Once this unpleasantness has passed, continue with the following boxed text.

***"I thank you for your time and your tolerance," Karin says. "You have indulged us. However, I am certain that you will understand our concerns and our caution once I share what we know with you."***

***"I trust you know of the Ax of Corond. It is all you have heard and more. That the Ax is a potent weapon in the hand of the one true Prince is well known among us. That the Ax is a standard that the Prince can hold up against our enemies is also known. However the Ax is more than that. It is a symbol of the sacred bond the Prince has to the land, and to the Lortmils, the sacred land of Ulaa."***

***"As Keeper of the Ruby Heart, I am Ulaa's voice to the faithful in Ulek. As such, the goddess guides me and gifts me with dreams. I have dreamed of the Ax. I have dreamed that it can be transformed into something more than it is. My dreams are inconstant and quixotic. Sometimes I know a thing as absolute and I am certain of what I see. Other times they are hints and suggestions of what may be, of what could be. The ax has haunted my dreams, but Ulaa has only shown me the shadow of the truth, and not the object that casts the shadow."***

***"However, other things she has shown me with certainty. Do you know of the Gems of Ulaa?"***

Followers of Ulaa need only make a religion check (DC 25) to know that these are magical stones given to the people of Ulek in the past to protect them in time of need. Non-believers have a religion check (DC 35) to get the same information. This information qualifies as extremely rare for the purposes of bardic knowledge.

***Karin continues, "Over the ages, Ulaa has given us gifts in our times of need. Each time the enemy has come in like a flood and threatened to overwhelm our people, Ulaa has gifted us with potent magic that has saved us. The exact number of gems is lost in time, and in myth. I have found reference to many different magical stones gifted by Ulaa. There was a ruby whose power was tied to the blood of all Ulek. There was an emerald that helped form the mountains during the first days of dwarves and men. Myth tells of a peridot that parted stone like a sharp knife splits warm meat. Each of these stones***

***had been lost to us, as have many unnamed others."***

***"But! I have visions, and lately these visions have shown me one of the gems. I dream! Sometimes the force of the goddess overwhelms me and my sight is stolen from me. As I led the faithful in the first service of the new year, I was struck dumb before them. Those assembled before me were convinced that I had been afflicted by foul magic or an attack upon my very soul. In truth, I saw the gem, the gem I have come to know as the Gem of Vigilance."***

***"Several more times Ulaa visited me in dream and daylight. Her messages were cryptic and imprecise, but I used them to guide my research. I dived deeply into the tomes of this temple and others. I consulted with the finest sages of Ulek, chief among them, Pengellin."***

***"It became clear that Ulaa had sensed that the time was dire and that the need was great. She was returning her blessing to us. She showed me a bloodstone gem the size of a large man's fist, suspended on a golden chain. She showed me, in a flash, its location, a tapped out copper mine I had helped the Mine Rangers purge some twenty years ago during my youth."***

***"I studied further and learned the Gem of Vigilance was Ulaa's gift to her protectors and defenders. It gave its bearer resistance to damage and to magic. More importantly, it gave the bearer the ability to focus on an enemy and find him wherever he stood in Ulek. The Gem of Vigilance was the goddess' gift to her hunters. The gem had been a gift to a sacred harrier of Ulaa during the time of Vecna, and was used by him to purge the land of that evil taint."***

***"I shared what I had discovered with those assembled here. We have suspicion that the agents of the Warlord and of the Cult of the Earth Dragon had some knowledge of the gems."***

***Several of the divinations I had cast led us to believe that more knew of the gems than just we few. We had reason to believe our activities were closely monitored and that it would be clearly obvious to our enemies if any member of the senior clergy went to retrieve the Gem."***

***"We decided to assemble a team of our finest to return it to us and sent them hence six weeks ago," Karin gestures to Belden."***

*Belden stands and rubs his hands on his legs, clearly nervous speaking in front of a group.*

*“So Gurdvar and I know some good lads and lassies who love Ulaa. These were folks who had shown their willingness to shed their own blood in defense of Ulek. We gathered them up, paladins, and priests, a ranger too, and a halfling slinger and scout who was the best shot I ever met.” Belden bends his head for a moment, and then continues.*

*“So me and Gurdvar say to this six, ‘Go gets us this gem. Here’s where it is. Here’s what it does. Here’s why it is important.’ So these six, stalwart folks that they were, does as we asked ‘em. They gear up and go and that’s the last we ever sees of them alive.”*

*“So I gather up some of me lads and go looking for ‘dem. I finds ‘dem dead, butchered each one, there at the mouth of the mine. Their bodies stripped of gear, their heads gone and nowhere to be found. I went into the mine myself. Inside I find an eye tyrant done in and slain and a horde of other beasties foul and deservin’ of dead. I don’t find no gem. So, I leaves the mine and I search and I don’t find no track nor spoor, which was a long shot anyhow, it bein’ ten days after they gone missin’ and it havin’ rained too.”*

*“Anyhow, I comes back and tells the Keeper. That was four weeks ago.” With that, Belden sits, his tanned face flush with effort of speaking.*

*Gurdvar reaches out and pats his hand. “Well said brother.”*

*Karin regards you all briefly, and then speaks, “The goddess no longer guides me with visions. Ulaa must feel she has done all she needs to directly affect the course of things. However, she has gifted me with other abilities and has not denied me their use. I have cast divinations aplenty concerning this event. She has given me some answers.”*

Karin gestures and Turvan stands and hands one of the players a scroll with a list of divinations and responses from the goddess on them. As the PCs begin to pore over this content, read the following.

*Pliva stands in her chair and says, “Several of the divinations have a clear meaning to us. We know the Cult of the Dragon pursues the Gem, and that the Warlord must be involved also. We*

*know that the gem passed through, or is still in the Village of Onderill. We know that there are five gems that have a relationship with the Ax. However, we only know where the approximate whereabouts of one gem, the Gem of Vigilance.*

*We will look to Ulaa to guide us to the others. You, of course, are being asked by the Keeper to find and return the Gem of Vigilance to her. Please, review the words of Ulaa. Ask as you have questions.”*

Use the text below as guidelines as you field the PCs questions.

Q: Tell us about Onderill. What’s the history of Onderill?

Answered by Turvan Tallyminder: *Humans, Gnomes and Halflings called Onderill home. Pliva and I were Gem Guardians of Onderill before its fall and ministered to the faithful in that place. In the second year of the war, Onderill was taken and sacked by the orcs of the Saltburner tribe. These orcs are known for their use of salt in their interrogation techniques, hence the name.*

*Suffice to say, all those that did not flee once the army told us that we were about to be encircled were slain. Pliva and I stayed behind and attempted to secure the Sacred House of Ulaa, sealing its doors with glyphs against the depredations of the Pomarj. However, the orcs came upon us before we were able to complete our duties. We were able to flee, using a Word of Recall provided to us by the Keeper. The space was profaned and worse, we were unable to reclaim the sacred texts of the goddess. To our shame we left them hidden underneath the altar of the goddess.*

*Onderill was once a pleasant place, blessed by the goddess and representing all that is best in Ulek. Men, dwarves & halflings lived together in peace and engaged in fruitful commerce. Now the temple is defiled, the people refugees or enslaved or slain.*

Turvan will provide them with passwords to the glyphs (gasuri and jashille; gnomish for faith and duty), and specifically to the glyph that guards the books. The tomes are in a sealed silver box under the altar. The first command word is for the glyph protecting the altar itself. The second is for the silver box that contains the texts. Turvan and Karin will both note that the two books, The Journey of Stone, and The Gems of Ulaa, would be very useful

as they looked for information regarding the other gems and note they would be grateful if they could be returned. They are quite ashamed that they could not get to the books in time when the village was stormed. Their focus had been on saving as many people as possible and as a result.

Q: What do we know of the Saltburner Orcs?

Answered by Gurdvar Gelbforger: ***They're a rough bunch even by the standards of orcs. Smart ones too. Onderill was unfortified, but they built a low log palisade. They're slavers and keep whomever they can for labor. The Saltburners number above 200. They patrol hard around Onderill. They're known for their fondness for taking and entertaining themselves with prisoners. Ulaa protect you if you fall into their hands.***

***They're symbol is a burning brand, held aloft in an orcish hand. They're known to worship Gruumsh and the shaman holds the most power in the tribe. Not much magics to them, just some fierce and angry muscle. Some of them get the battle frenzy up when they're ready to wade in. Means you got to bash them extra hard to put them down.***

Q: Who killed your agents?

Answered by Turvan Tallyminder: ***We do not know.***

PC talks about their dream.

Answered by Karin Whytesmyth: ***Ulaa has given you a gift and you are truly blessed among her faithful. The visions you have described are similar to the ones I have had. You have been touched by the goddess.***

Q: Why do you think the Cult of the Earth Dragon is involved?

Answered by Karin Whytesmyth: ***Ulaa and the Dragon have long struggled for the heart of the land. There are images throughout my dreams that belong to the dragon. The goddess has spoken to us through divinations and many of these bear the touch of the dragon.***

***When evil comes to us from the Pomarj, the Cult almost always has it's fingers in it.***

Q: What is your plan for the Prince? How does the Ax and the Prince play into this? Tell us about this ritual.

Answered by Karin Whytesmyth: ***I do not presume to plan or speak for my liege. I will not speak at length to you about all that has passed between my lord and me, as much of it has been spoken in confidence and he has received my solemn vow and promise of discretion. This I will tell you, however. The Prince blesses your mission. I act at his request, and he knows what is at stake. I believe there is a way to transform the ax and the gems and make them an artifact of awesome and true power. I will say no more to you than this. You might be slain, and what you know fall into the hands of the enemy.***

Q: What about the other gems?

Answered by Karin Whytesmyth: ***We do not know much, except there are five. Ulaa has never failed Ulek. Ulaa has given us a gift, but Ulaa's gifts require work from the receiver. Ulaa gives us stone, and locked within the stone is beauty. We must give the stone shape. We must find the secrets within the stone and move it from ore to precious metal or gems. Understand it this way. Ulaa has given us a vein to mine. We must mine it. We have just begun to play the vein. If you survive the task before you, then perhaps I will be in a position to tell you more. Perhaps Ulaa will show you more. Time will tell.***

Q: How do we get to Onderill? What lies between here and Onderill?

Answered by Gurdvar Gelbgorger: ***It's three days from the east from edge of the hills. It's open grassland now that the farmers are gone. Copses of trees and small wooded areas dot the countryside. There's a few hills and such.***

***Since the March of the Dead the forces of the Pomarj have not been as vigorous in their patrols or in their raids. With luck, you'll find yourself to Onderill without contact with enemy.***

Q: What help can you give us?

Answered by Plima Tallyminder: ***A fair question that. We will make (50 gp/APL) of healing magic available to you. We wish we had more***

***on hand, but we sent had fully supplied the unfortunates first sent after the gem, and we have focused our resources on divinations magics and in supporting the Army. Most of the healing magic we make is directly delivered into the hands of Baren Gorun.***

So an APL 2 table gets 100 gp worth of healing magic. An APL 12 table gets 600 gp. This cannot be taken as credit towards a higher priced item like a wand, but can be used to purchased potions and scrolls.

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When PCs seem to have finished asking questions or seem to be at the end of their wits end, read the following. Some PCs may ask Karin if she is willing to cast other divinatory magic. If so, paraphrase from below.

***Karin says, "I have not spoken directly to Ulaa on this issue. I am ready to commune with the lady. However, I have not fully formed all my questions. I ask your assistance. The goddess will hear twelve questions from me and answer each briefly but truthfully. Here is a list of questions I would ask. What would you add?"***

Karin will also be willing to cast two divinations for the party if they are not of sufficient level to cast such magics themselves.

Use common sense in answering the PCs questions. Review the descriptions of both commune and divination in the PHB. Do not cheat the PCs. Answer their questions accurately. However, don't give away the store either. Good players will derive quite a bit of pleasure figuring out what happened here, not being told the answer.

If the question goes into an area not covered by this scenario, or that you do not have knowledge, provide a reasonable and cryptic answer. In the case of Commune, unclear is an acceptable and appropriate answer. With a divination, feel free to wax poetic and confusing, or to rule that Ulaa cannot answer because the question had been asked before in a different form.

#### *Concluding the meeting*

The leadership of the Temple of Ulaa sees the PCs as a gift from their god and will treat them that way.

They will offer what assistance they can, but have legitimately over-extended themselves supporting the state and searching for the gems.

Karin and her compatriots will answer the PCs questions to the best of their ability and do everything they can to arm the PCs with the correct information and sufficient information to help ensure their success.

These people believe the path to the gem leads through Onderill and will say so if asked.

When the meeting is drawing to a close, please end with the information provided below.

***Well then, I ask you to do two things. First, please return the Gem of Vigilance to me. An item of such power in the hands of the enemy would bode ill for all of Ulek.***

***Additionally, if you are able to infiltrate Onderill and reach the Temple, reclaiming the texts hidden beneath the altar would be a boon as I believe they would assist us in our research.***

***Go with my blessings and the blessings of Ulaa. What you do has profound consequences for each being in Ulek. God speed.***

## **Encounter 2: Onderill**

PCs arrive here after about two and a half days march from the hills. In this encounter, PCs will come to realize that the orcs of Onderill are under siege. PCs will also have the opportunity to perform a reconnaissance of the village and choose their plan of attack. Players who make a direct assault will have a hard time of it. Players who observe the town and take a more stealthy approach, are able to garner more information and also fight the orcs of the village on their terms.

***The border has changed. Two years ago travel to relieve Fort Stonewall was hazardous. Enemy scouts worked your back trail and there was no way to avoid contact with the enemy. Last year recon into the disputed territory was passage through the gauntlet. Humanoids hedged every side and contact with the enemy was certain.***

***This trip has been different. You've found signs of traffic, broken camps and such. You've found bodies too, some older, some newer, but all humanoid. It used to be every fallen foe or friend was gathered up like booty and carried off.***

***You are about a 4 miles west of Onderill when you come across the totem. It's designed as a***



**warning. It means, "Our land, trespass and die." The flaming torch of the Saltburners rests at the center of the totem, emblazoned on a round wooden shield with crude skill. However, what is unusual is the treatment the totem has been put through. It has been torn from its pole, inverted, and nailed to a tree. The shield is defaced and has burned enough to damage it, but not so much that the defaced symbol is unreadable. This is clearly a deliberate act.**

**In a ring around the tree are 12 stakes. Orc heads adorn them in a uniform state of decay. Flies buzz and the air is thick with the smell of bad meat. Above, the bodies of the orcs are hung from the tree inverted and suspended from their heels.**

#### **What is this?**

Players can learn other things from investigating this site.

#### **The orcs**

A Heal or Knowledge: Nature check (DC 15) determines the orcs have been dead about 10 days.

A Knowledge: Sheldomar check (DC 15) identifies the orcs clearly as members of the Saltburner Tribe.

Mine Rangers and Army members get a +4 bonus on this check if they make the roll or add +4 if they successfully assist.

A Knowledge: Religion check (DC 15) identifies one of the orcs as a priest of Gruumsh. His eye has been gouged out and the scarring on his face identifies him. A religion check (DC 20) identifies him as a low level cleric. A religion check (DC 25) identifies him as an Eye of Gruumsh. This actually the former chief of the tribe, although there is no way for the PC's to know that at this time.

Rangers from Ulek who have orc as a favored enemy automatically determine the information provided above.

Players attempting to Speak with Dead with the heads will be disappointed as the heads have had their tongues removed.

#### **The space**

A Knowledge: Nature check (DC 10) tells the PCs that the old road they had been traveling along is due west from Onderill.

Allow PCs a Knowledge: Sheldomar (DC 5+APL) roll to realize that it is common for Orcs to mark the

cardinal points of the compass around their territory with boundary totems.

There are no available tracks here, although PCs may find the passage of two large bodies of orcs heading north and west respectively (see Recon and Onderill) if they choose to do a large circle around the village. The Saltburners have been in a tight perimeter around Onderill for the last three weeks. Additionally, Smoke and his Band have not been in this area for over a week.

If PCs want to go and look for more totems, it will take them one day to complete the loop around Onderill. At each point of the compass (NE, N, NW, etc.) they will find the border totems defaced. However, only to the south will they find another display of bodies, this time 18 and no obvious priest. The rest of the totems have been defaced in a similar manner.

Smoke has been engaged in a steady campaign against the Saltburner orcs. He has consciously destroyed their force of arms and made public their elimination to the rest of the occupied territory.

#### **What next?**

PCs should have a clear indication that the Saltburners are in some difficulty. Two options are available to them. They can press on and head straight into Onderill or they can do some investigation of the area around Onderill and observe Onderill from a distance.

It is important that the PCs understand that how they approach Onderill is up to them. The encounter that follows differs wildly in difficulty based on their decisions. If they march straight into the town and launch a frontal assault, then they will face a potentially lethal encounter. If they do appropriate reconnaissance and approach with some stealth and discretion, they will be able to destroy the orcs, who still have some fight in them, in detail, on their terms, and the fight will be much easier.

#### **The Village of Onderill**

Onderill is occupied by a brutal invader. About 120 people were initially enslaved by the orcs. That number has decreased substantially in the last 2 years and there are about 32 slaves left in Onderill, 9 being new and purchased from slavers and the rest being long-term residents. The orcs use the slaves to work the fields in the surrounding countryside, although they have stopped doing this as of late.

Smoke and his Band have obliterated the orcs in a steady and horrific campaign. Over the last several weeks, Smoke has hunted and systematically eliminated every patrol that left Onderill, and has also infiltrated the camp and killed the tribes clerical leadership.

Chaos has descended on the Saltburners as the strongest among them have fought for leadership or fled, and the weaker hunkered down in fear. Their cold reality is that they have splintered as a tribe and are down to a mere 40 members. Exodus and execution have reduced their numbers substantially.

The orcs remaining in Onderill are effectively destroyed as a fighting force. Fully half of the orcs will not fight if engaged and will flee. The orcs that remain are hardened and among the most fierce in the tribe.

The challenge for the PCs rests in how they attack Onderill.

### **Recon and Onderill**

#### **The Open Plains**

Close investigation of the ground due north of Onderill shows the passage of a large group of forty orcs. This group left four days ago and can be spotted on a survival or search check (DC 5). The trail to the west is older and reveals the same sort of detail with a survival or search check (DC 10).

It should be obvious to the PCs that a large body of medium sized creatures left Onderill going in these directions.

#### **Observing the Village**

The old war chief had a low palisade built around the village. This has not fared well and was partially destroyed in a fire lit during inter-tribal conflict. Onderill is built on two hills, the eastern one topped by a massive windmill, the western hill is topped by the Chapel of Ulaa. The entire western façade of the palisade, as well as much of the village, was burned out. The palisade, at one time, had six watchtowers. There are only three remaining, the others either damaged by fire or destroyed by inter-tribe conflict. The ground out to about a ¼ mile has been cleared. Out to a mile, the ground is a mixture of hedge and field. Beyond that it is plains and scrub and occasional razed farmsteads.

Careful observation for PCs can be quite informative. PCs with hide skill can creep up through the grass to the edge of the cleared zone. Unless PCs stand

and draw attention to themselves, they will be able to safely observe the town. At one time, there were enough guards on watch to assist each other effectively on their spot checks and observe the entire perimeter with a fair amount of vigilance. Now, there are very few orcs on watch, and PCs can discover quite a bit through safe observation.

Allow PCs to roll spot checks for each hour they observe Onderill. Have them elect one person to roll and have the others assist. If the party takes 20 hours to observe the town, they have effectively taken 20 and let them have information based on their maximized result.

This information can also be discovered via aerial reconnaissance.

#### **DC 10**

- The town has large expanses damaged by fire, and the west wall is completely burned down
- There are three watchtowers. Each of the watchtowers has a bell mounted inside of it.
- There is a large stockade near the center of town

#### **DC 15**

- There are some small creatures in the town, about the size of Halflings or goblins.
- There seems to be sporadic rotation to the guard towers, you've seen one sit empty for about 20 minutes.
- The orcs do not seem to be leaving town.
- The orcs seem to be on a nocturnal schedule.
- The fields outside of town are not being tended.

#### **DC 20**

- There's a spot on northern wall that can be approached without being seen from any of the guard towers. Grass has been allowed to grow up to waist height. It would have been covered by one of the burned out towers, but there does not seem to be a spot where it can be directly observed.
- There are gnomes and/or halflings in the town. They are being lead on work details

within the town. There is a small orchard and some garden they are working.

- The stockade at the center of town is where the halfling and gnome are led from and to.

#### DC 25

- The Chapel of Ulaa's doors are closed and also its windows are sealed up. There are several posts with what looks like heads mounted on them outside of the main doors.
- Some of the slaves are human sized also.
- There are some big burly orcs operating out of the windmill on the western hill.

#### DC 30

- There are no more than 50 orcs left in the town.
- The orcs from the Windmill, who all wear chain armor or better, are in charge.
- At least one group of them patrols the town every hour.

### Encounter 2a: Assaulting the Town

PCs who walk straight up to the town and throw down will be in for a brutal fight. One of the guards will ring the bell on their respective tower and sound the general alarm. Many of the orcs are done with fighting and will break and run as the PCs enter town. This will not be immediately obvious to PCs but the majority of the orcs will flee directly out of town and away from the PCs. However, Agara and his band of diehards will organize/wake up depending on the time of day and hunt down the PCs as a unit. They will immediately head to the center of town and fight the PCs in the village square. Read the following box text if this occurs.

#### READ IF PCS STAGE FRONTAL ASSAULT

*It is eerie. In the distance the bell rings. You know there are orcs here, but so far you have seen none. The buildings of this town have been ill-treated. Half have damage to their roofs and you doubt there is an intact window anywhere in Onderill.*

***You step into the town square. The fountain is cracked and it's basin empty of water and filled with leaves and debris. The buildings cast long dark shadows.***

***Three small groups of orcs enter the square opposite you and to your left and right. Their chain armor glints dully and they hold wickedly curved swords in two hands.***

***With a yell, they charge.***

PCS are up against a brutal EL+4 encounter. The orcs will fight together as a unit.

#### Orc Tactics in Combat

The Orcs are straight forward fighters and are brutal. They concentrate their energy on one opponent at a time and will flank as the opportunity presents itself. The orcs will power attack at full on a charge but will adjust this tactic based on their success in hitting.

### Encounter 2b: Sneaking Into Town

PCs may be more cautious in their approach and face different challenges as a result. There are three ways to get into town unobserved.

1. Approach along the blind spot at the north wall.
2. Wait until one of the guard stations is abandoned and approach it.
3. Sneak up under observation or via magic. Magical means such as teleportation, etc. can also be used by the PCs enter town and surprise the orcs within.

Sneaking up will require a series of opposed spot checks. Assume the orcs on watch have a spot of +1. If they spot the PCs, use the events described above under **Assaulting the Town** to run the combat.

Rushing a guard station or approaching the blind spot both work. Once to the wall, PCs can either climb over the 8 foot palisade or sneak along the wall to a burn zone and enter that way. Climbing the wall requires a successful climb check (DC 15).

#### Infiltrating Onderill

Most of the town is wreckage and debris. The orcs do not care for maintenance and make little of quality beyond weapons and armor. As a result the

buildings are in a state of disrepair and are falling apart.

There are four places of interest in Onderill: the town square, the windmill, the slave pens, and the Temple of Ulaa. Everything else can be described as trashed and sacked wreckage.

If PC's insist on investigating more than one or two of the trashed buildings, have them make a DC5+ APL reflex save to avoid taking 2d6+APL damage from falling debris.

Once the PCs are inside of town, they will find the town eerily empty. Most of the orcs reside in the center of town at the Town Square. Agara and his crew are in the windmill, with exception of one group that is patrolling the town. The Chapel of Ulaa is empty, and the severed heads of the priesthood of Gruumsh are displayed outside.

Once the PCs decide where they want to go and begin to enter the town, read the following box text.

***There's noise up ahead of you and around a corner. You hear a whip crack, a curse in what must be orcish and a high pitched yelp.***

Allow PCs one rounds worth of actions.

***Two young halflings and an old human male limp around the corner followed by a fat orc in leather armor stretched to the breaking point over his large gut. He's carrying a great club over his shoulder and a whip in his right hand.***

***The old man and the halflings struggle under the weight of huge baskets, each packed to splitting with fist sized pieces of coal. The human makes eye contact with you and grins. "Ulek," he mouths and a bright light comes into his eyes. He reaches up into his basket and grabs a large lump of rock-like coal.***

***Spinning he hurls a stone at the orcs and cries, "Take 'em!"***

The orc will drop to his knees and surrender as soon as he sees the PCs, "No kill me, No Kill!" he whines in pidgin common. The PCs will need to intervene quickly or Jakur, the old man, and Rillo and Carli will jump the orc and beat his skull in.

Jakur, Rillo and Carli will want to get the PCs and the orcs quickly off the street. Jakur will tell the boys to "keep a sharp eye out for Agara or any of his crew," and place himself at the PCs disposal.

He will share the following information:

- The orcs have been getting hunted and killed for about three weeks. They think it was the mine rangers and that the PCs are responsible for it. Every group that left the village has either never returned or returned broken as a unit and running in fear.
- Two weeks ago, all the priest of Gruumsh were butchered during the day while most of the orcs slept and their heads left outside the Chapel of Ulaa. They had been living in the despoiled Chapel.
- The chief and his warband went out into the field the next day. One of them returned two days later saying they'd been ambushed and all killed except him.
- The orcs went crazy and broke into four groups. One group got completely butchered in the infighting, and they burned down about a third of the town. The other two losing groups ended up splintering and leaving ten and five days ago respectively. The orcs that remained were either too scared to risk the open plains or fanatical about holding this turf.
- There are about 30 orcs ready to run and about 12 who are not going anywhere.
- There are 32 slaves left. They are kept in a stockade at the center of town, near the square.

If questioned, the orc, whose name is Ruga, will affirm what the slaves have said and be able to add the following. He is fluent in orcish and speaks halting common.

The orcs do not know who hunts them, but figure someone hired an assassin because, "They wuz getting' too 'ard."

The single member of the chieftain's bodyguard who returned said they were ambushed and the ambushers used magic.

At least one of the attackers was really big.

Nost of the orcs left in town have had it and want to flee this area and join another tribe or relocate. However, " 'Is Lordship Agara, sez ain't no Saltburner ever give up turf and 'ain't none gonna do so."

The orc will beg for his life. PCs of good alignment should not be able to kill him in cold blood.

Jakur and the boys are willing to do as instructed by the PCs. As soon as the PCs enter the street, read the following.

***As you enter the street, four orcs exit a derelict***

***building to your left. One places a warhorn to his lips and issues a long pealing bellow. Bells respond in the distance.***

***Their chain armor glints dully and they hold wickedly curved swords in two hands.***

***With a yell, they charge.***

***It's on.***

The orcs will engage in three waves. Four rounds after the fight starts, the second wave arrives. Nine rounds after the fight starts, the last of the orcs arrive. Huusa leads the first group. Agara will be in the second wave. Ibinu will bring the last of the orcs into the fight. **If PCs completely wipe out the orcs they are fighting before the next wave arrives, then the orcs in the next and succeeding waves will break and run.** They will turn and fight if cornered, but their primary concern will be escape.

Several of the lesser orcs will come and see what is going on but will not engage. If Agara is killed, they panic and flee. These other orcs are window dressing and should not be engaged. Describe them as hesitant and hanging back and as having NO DESIRE for a fight. If, for some reason you need stats for any of this group, refer to the Monster Manual and use the standard stat block there.

#### **Orc Tactics in Combat**

The Orcs are straightforward fighters and are brutal.

They concentrate their energy on one opponent at a time and will flank as the opportunity presents itself. The orcs will power attack at full on a charge but will adjust this tactic based on their success in hitting.

#### **Aftermath**

After the orcs have been dealt with, PCs may want to explore the town. Most certainly, Jakur and the boys will want to go to the slave pens and free the rest of the slaves. This group is mixed halfling, human and gnome, with one half-orc youth in their number, who the orcs cast aside as soft. Feel free to engage in some free from roleplaying while running the people of Onderill. They are grizzled survivors who have endured because of their faith in each other, their faith in Ulaa, and their faith in their Prince. That agents of their liege have come as liberators, is in the correct order of things from their perspective and wholly appropriate.

The other orcs flee as quickly as they can and the freed slaves will attest to this. If PCs choose to pursue, let them know the orcs have broken up into threes and fours and are scattering. They seem clearly spent as a fighting force. Allow PCs to take their time soaking up their victory and exploring town. The freed slaves will view them as and treat

the like heroes.

The slaves will defer to the PCs, but will be eager to leave the occupied territory. They are very much aware of the danger of other humanoid bands deciding to investigate Onderill or take it as their own. Although they are a fairly fierce lot, they are under few illusions about their ability to resist and devoted and aggressive opponent.

Questioning the slaves about the Gem or about who killed off the orcs yields NO information. They simply do not know. Any captured orcs, or orcs spoken to through magical means, can tell the PCs no more than Ruga could.

They will be willing to wait for the PCs for up to five days before they decide to leave the village themselves and make for the Lortmils. It will take a diplomacy check (DC 20) to get them to stay longer than this. This roll increases by 2 for every day the villagers have to wait for the PCs. So, if the PCs roll a modified 28, the free people of Onderill will wait an extra five days for them. They will wait one day for making the base number, and one additional day for every two the check is beaten by. Don't share this with the PCs though. The only way for them to know if the villagers have left Onderill is to magically surveil them or be there themselves.

Stress to PCs that this group would be easy meat for most attackers if they got hit on open ground.

How PCs handle this group will effect their cert at the end of the scenario. If they make certain they escort the people of Onderill back into the lands held by the Prince, they receive recognition for that deed. If they left the peasants to fend for themselves, then that decision is noted also.

### **The Sites in Onderill**

#### **The Slave Pens**

The orcs have given this space over to their slaves. Beyond intermittent and unpredictable raids for contraband, the orcs have allowed their slaves to govern themselves. While the space within is not vast, the leantos and huts within are as cleanly as possible, and the surviving slaves have gone to great lengths to protect themselves in terms of sanitation. There is little of value here. Seizing the few possessions of the slaves qualifies as an evil act and should be noted on the cert. Additionally, this will automatically cause PCs to receive Disdain of the Village of Onderill as a cert

#### **The Windmill**

There are actually several windmills in Onderill, each used for processing grain or drawing water up from below. Sadly, none of the windmills still function. However the largest rests atop the

western hill and has been the home of the leadership of the Saltburner tribe. PCs investigating this area will find some a chest with 50 gp each per APL. They'll also find a forge and the full equipment for a weapon smith and armorer to ply their trade.

### **The Town Square**

This space holds the wreckage of the fountain and the towns last functional well. There is a tumbled statue of the Prince here also. DMs of a dramatic bent could have the freed slaves right the statue before leaving.

### **Troubleshooting**

The PCs are given a great deal of freedom in this encounter. As a result they may come up with a tactical or magical solution to this problem that is not covered within this structure. Reward smart play. Whatever the PCs do, let them engage Agara and his orcs in three separate groups if they are attempting to be cautious and tactical in the way the deal with Onderill. Use the encounter structure provided whenever possible, but if your PCs take you outside of it, stay true to the intent of the design.

Some parties may attempt to magically bypass Onderill and head directly to the Chapel of Ulaa. If they do so and are visible on the hill, send Agara and his bands to the temple in waves. If the PCs get inside without being detected, then eventually send the orcs to investigate only if the PCs show their presence or it seems reasonable to do so.

PCs have the opportunity to plan and execute a daring raid. In so doing both you, and they, may find yourselves in places not expected. Have fun with those places.

When PCs are ready to proceed to Ulaa's house in Onderill, continue with the next encounter.

#### **APL2 EL6(2)**

**Boj, Cruish, Dredja, Eka, Flish, and Jeroo, Male Male Orcish Warriors (6):** WARRIOR LEVEL 1; hp 9, 8, 6, 6, 5, & 4 ea.; see appendix B

**Huusa, Ibinu, Male Orcish Barbarians (2):** BARBARIAN LEVEL 1; hp 14 ea. (16 when raging), see appendix B

**Agara, Male Orcish Barbarian:** BARBARIAN LEVEL 2; hp 23 ea. (27 when raging), see appendix B

#### **APL4 EL8(4)**

**Boj, Cruish, Dredja, Eka, Flish, Gla, Jeroo and Krunk, Male Male Orcish Warriors (8):** WARRIOR LEVEL 2; hp 14 ea.; see appendix B

**Huusa, Ibinu, Male Orcish Barbarians (2):** BARBARIAN LEVEL 2; hp 23 ea. (27 when raging), see appendix B

**Agara, Male Orcish Barbarian:** BARBARIAN LEVEL 3; hp 32 ea. (38 when raging), see appendix B

#### **APL6 EL10(6)**

**Boj, Cruish, Dredja, Eka, Flish, Gla, and Jeroo, Male Male Orcish Warriors (7):** WARRIOR LEVEL 3; hp 20 ea.; see appendix B

**Huusa, Ibinu, Male Orcish Barbarians (2):** BARBARIAN LEVEL 4; hp 41 ea. (49 when raging), see appendix B

**Agara, Male Orcish Barbarian:** BARBARIAN LEVEL 5; hp 50 ea. (60 when raging), see appendix B

#### **APL8 EL12(8)**

**Boj, Cruish, Dredja, Eka, Flish, Gla, Jeroo, and Krunk, Male Male Orcish Warriors (8):** WARRIOR LEVEL 4; hp 27 ea.; see appendix B

**Huusa, Ibinu, Male Orcish Barbarians (2):** BARBARIAN LEVEL 5; hp 50 ea. (60 when raging), see appendix B

**Agara, Male Orcish Barbarian:** BARBARIAN LEVEL 6; hp 59 ea. (71 when raging), see appendix B

#### **APL10 EL14(10)**

**Boj, Cruish, Dredja, Eka, Flish, Gla, Jeroo, and Krunk, Male Male Orcish Warriors (8):** WARRIOR LEVEL 6; hp 39 ea.; see appendix B

**Huusa, Ibinu, and Laga, Male Orcish Barbarians (3):** BARBARIAN LEVEL 10; hp 95 ea. (115 when raging), see appendix B

**Agara, Male Orcish Barbarian:** BARBARIAN LEVEL 11; hp 104 ea. (137 when raging), see appendix B

#### **APL12 EL16(12)**

**Boj, Cruish, Dredja, Eka, Flish, Gla, Jeroo, and Krunk, Male Male Orcish Fighters (8):** FIGHTER LEVEL 8; hp 39 ea.; see appendix B

**Huusa, Ibinu, Laga, Mul and Nexa Male Orcish Barbarians (5):** BARBARIAN LEVEL 10; hp 95 ea. (115 when raging), see appendix B

**Agara, Male Orcish Barbarian:** BARBARIAN LEVEL 12; hp 113 ea. (149 when raging), see appendix B

## Encounter 3: The Chapel of Ulaa

*The Dome is a common structural element in the sacred spaces of Ulaa. While not the nearly perfect hemisphere of the Temple of Ulaa in Havenhill, this building is capped by vault that must reach forty feet in height. Pillars of gray-flecked granite bear the buildings weight.*

*Round stone doors are the main entrance. Windows, that once must have held ornate panels of colored glass are now bricked over with drab brown adobe.*

*Before the doors of the chapel, eight orc heads are mounted on stakes. A brass, or copper, or silver medallion featuring one unblinking eye, adorns each of the heads. The necklaces twist in the breeze.*

A religion check (DC 10) tells PCs that the symbol is symbol of Gruumsh. A religion check (DC 15) check tells PCs that these are indeed priests of Gruumsh.

When PCs enter the Chapel, read the box text provided below.

*You had expected this place to resemble the rest of the village, sacked and destroyed. What you find is a space cleaned perfectly and free of any evidence of the bloodshed that must have occurred here two weeks ago. The floor is inlaid with exquisite gray and white tile. The walls are of polished marbled, some of its surface chipped and damaged. In the center of the space, a raised altar rests under the dome of the ceiling. Directly opposite you, another set of double doors leads to another space.*

*The Dome reaches some 35 feet overhead at its highest point. This is a majestic and well-built space.*

Dwarves will immediately sense that this building is laid out with a ring of outer rooms encircling the central and sacred space of the chapel proper.

Others will have to find this out through investigation.

Characters searching the room discover the following:

DC 10

- The room has been cleaned, but not as thoroughly as initially thought. There are some bloodstains in the eastern corner.

DC 15

- There are splinters and several scuff marks, leading up to the door that exits this room

DC 20

- The area in a 20 foot ring around the altar has been perfectly cleaned.\*

\*A PC who makes a religion or spellcraft check (DC20) tells PCS that this is one part of preparing for a consecrate spell.

DC 25

- There are tracks still faintly visible in the bloodstains.®

@A PC who has tracking and who makes a DC 15 survival check will identify these as clearly belonging to goblins.

PCs who specifically search the altar find the following:

DC 10

- Handholds that can lift the top stone of the altar off its base

DC 28

- **Glyph of Warding:** CR 4: spell: spell trigger; no reset; spell effect (*glyph of warding* {blindness}, 5<sup>th</sup> level cleric, blindness, DC 14, Will: Search 28, Disable 28

This can be easily bypassed if PCs remember to use the command word given them by Turvan

Within the PCs will find not find the Silver box and books they were told about. The silver case itself is also protected by a glyph identical to the one listed above. Instead, they find a letter and a message, detailed in Player Handout 3.

It reads: The books are mine now. The Stone Wife needs not fear for her trinkets. None can take them from me. I will put them to their proper use.

There is nothing else in the compartment.

### The Ceiling of the Chapel

Although there are several useful details in the text that follows, PCs really have only one way to move forward at this point. They need to connect one of the divinations they were given by the Temple of Ulaa with a symbol on a map of Onderill on the ceiling of the dome of the Temple.

If any PC specifically states that he or she is looking up, read the following:

***As you look closely, you see that the tiled ceiling is clearly a map, and a map of the area around Onderil, with the Temple at the center. The features on the map are familiar, the twin hills, several streams you crossed over. The Old Trade Road from the Lortmills. Several small Thorps are also highlighted as well as two places that must be mines of some sort. The work is excellent and the attention to detail exquisite.***

If PCs ask for more detail, tell them the thorps are called Miller's Crosssing, Carbingles, Tree Fall, and Poll's Steading. The two Mines are called The Silver Spike and Dugin's Mine. Let them know that the map looks like it deals with an area in a 3 mile ring around the Temple.

Ulaa, of course has provided. One of the divinations asks, "Where can we find the gem?" Ulaa responded, "If all else fails, drive the silver spike." If PCs do not connect this information and are drawing a blank, then have them each make a DC 10 intelligence check. If any of them are successful, tell them to check the divinations.

### The North Chamber

There are two rooms adjacent to the main chapel. The northern room is filled with bedding and furniture from the main chapel. PCs searching the room will soon realize (search DC5) that someone else has completely rifled through everything in this room.

### The South Chamber

This space shows clear signs of bloodshed and has not been cleaned. Several things are evident:

A search check (DC 10) uncovers tracks and bloody handprints all over the middle of the south wall.

A Survival check, or a Knowledge: Sheldomar check (DC15) tells the character that these prints

were caused by three small creatures and one medium and one large creature. Characters with tracking who make this same roll will determine the tracks were made by an orc, an Ogre and some goblins.

PCs will also find the furnishings of what once must have been a shrine to Gruumsh. Although the pieces are easy to find, recognizing that they are the dressings for a shrine requires a religion check (DC15).

### Downstairs

The north and south chamber are separated by a five foot hallway wide hallway with stair leading down to the lower level. PCs descending the stairs will immediately become aware of the smell of bad meat.

This large empty room was used for many initiation rites for the followers of Ulaa. It was also used for storage of part of the villages emergency grain and water supply. All this was destroyed by the orcs.

They used this as an occasional place to sleep as well as place to question prisoners. The bodies of the slain orcs from upstairs are here. They've been left in reasonable order, side by side and covered with must have been hides from their bedding.

PCs investigating the bodies discover the following on a successful heal check:

#### DC 10

- The bodies belong to the heads at the front doors of the Temple

#### DC 15

- Several of the orcs will killed by thrusts from small bladed weapons, usually striking from opposite sides
- Their heads were removed by a large bladed weapon, probably an ax

#### DC 20

- Many of the wounds were inflicted by a large weapon, wielded by a being of substantial strength.

### Troubleshooting

If the PCs never check the ceiling of the Temple, then they are at a dead end. Ulaa guides her faithful, however, and PCs who go to sleep that night without figuring out where to go next will have a dream. Tell PCs that they wake up in the middle



of the night certain they need to look go back to the Temple.

Let PCs know it is about a three mile journey to the Silver Spike.

## Encounter Four: Quick & Deadly

PCs leavin Onderill on their way to the Silver Spike will encounter this camp site.

***The terrain is not hilly, but it is rolling. There are depressions, and low rises, and the surface is not purely flat. A crow hops up on a branch in a stand of brush before you. It cocks its head sideways and regards you briefly. "CAAAAAWW!" it croaks. The air behind it explodes as a murder takes flight.***

PCs will find the remains of a camp, and the remains of its occupants. Quite a bit of information is available for PCs with the right skills.

PCs need to be careful as they search the camp. Unless they specifically state that they are searching for tracks BEFORE they begin their general search, increase the DC of all track checks by 5 as PCs will carelessly obliterate some tracks.

Searching this area around the camp for tracks, yields the following information based on players successful rolls versus search or survival.

### DC 18

- Clear tracks of five beings and two canines. They sneaked up on the camp and hit hard.

### DC 23

- One large, one medium and three small humanoids made these tracks. The tracks were made last night.
- Someone skilled has tried to hide the tracks

DC 28 (can only be determined by characters with track feat)

- The large tracks are made by an ogre, the medium sized tracks by an orc, the small

tracks by goblins. Two wolves, (one wolf at APL 2 and APL 8) worked closely with them.

Let PCs know that the tracks within camp are intermixed with the footprints and spoor of the occupants.

PCs who attempt to follow the tracks DC 18, can do so for about an 1/8<sup>th</sup> of a mile. The tracks suddenly cease.

Inside of the camp are the bodies of a group of eight Cult of the Dragon members dispatched to hunt down Smoke. They were wiped out as they lay in camp during the night. Their gear has been stripped from them and the camp systematically checked. Players will find this process very familiar.

While is it impossible to piece together exactly what happened, PCs can tell some things from examining the bodies of the slain. Eight human males were killed.

Heal checks reveal the following

### DC 5

- These people were killed in the last 24 hours.

### DC 10

- Half of them were killed in their sleep, obviously the victims of coup de grace.
- 7 out of 8 of them were used to wearing armor and using weapons. One, a middle aged paunchy male, clearly did not.
- Of the four that died fighting, two were killed by thrusts from small bladed weapons, usually striking from opposite sides
- Of the four that died fighting, two were killed by large bladed weapons, wielded by a creature of substantial strength.

### DC 20

- At least one of the victims was tripped and then killed while prone. A bite on his calf indicates he was tripped by a canine.

All of the victims have had their tongues removed save one. Although Smoke's band is efficient, they do make mistakes. As a result, Speak with Dead can be cast on him.

His name is Caerwin, and he was a soldier in the service of the Cult of the Earth Dragon.

He knows the following and will share this information if he misses his will save to resist the spell (will +1).

Caerwin says:

- They were sent after a traitor who stole an item from the Cult.
- The traitor is a renegade bounty hunter called Smoke
- Smoke is an Ogre/Ogre Mage who works with a band of goblins.
- They were hit last night, he was on guard
- He was killed by a blow to the head by the Ogre.
- There were four other groups dispatched to find Smoke.
- They found one wiped out two days ago. Seven days ago, another group missed their rendezvous with them.
- He does not know the composition of the other groups.
- He was led by Iradeen, a cleric of the Earth Dragon.
- The older gentleman who didn't use weapons was called Preblin, and was a sorcerer.

If asked a question he does not have an answer to, Caerwin pleads ignorance. Caerwin will respond truthfully to the correct questions, however, PCs must ask the correct question.

## Encounter 5: The Silver Spike

***There's been a slight rise to the land for the last mile or so and for the last few hundred yards, the face of the escarpment in front of you has begun to take on more clear and obvious detail.***

***Naked rock is exposed along a half-mile face. You can see the wreckage of several buildings in the distance. Most likely, these are the***

### ***remnants of the surface elements of the Silver Spike Mine.***

Allow PCs to approach the mine based on their inclination. There are five different stone buildings around the mouth of the mine as well as a pile of rubble and till from the mine proper. These buildings are long derelict and are more piles of debris than buildings. Do not show the PCs a formal map of this area at this point. They may assume a map means an encounter, and this will alter the way they eventually leave the mine.

PCs checking for tracks near the vicinity of the cave mouth and making survival check (DC 20) will find tracks from a group of medium sized creatures and some small humanoids sometime in the last twenty-four hours.

Once the PCs are satisfied with their reconnaissance and decided to enter the mine, read the following.

***This light from the surface has faded and the darkness surrounds you. After fifteen minutes descent, your light envelopes a slab of rock that blocks the tunnel to about a five foot height.***

The tunnel is twenty feet wide and ten feet tall. There is a rail system on the eastern side of the passage that is in disrepair. The stone has been cut well and dwarves will recognize it as the work of their people. The path is not perfectly straight and twists and turns. It was originally the first vein worked by the miners and was cut along its bends and turns.

A group of Earth Dragon Cultists entered the mine last night looking for Smoke. This has been one of his Band's bolt holes and on again off again base. They triggered a block trap set in the ceiling by Smoke's people.

Crushed underneath the slab are three kobold rogues who had been on point. They were killed outright by the trap.

A successful search check (DC 15) lets PCs see that a block fell from the ceiling. A PC rogue with ranks in disable device will quickly see that this was a falling block trap.

PCs will be unable to determine who or what is under the slab. All they will know for sure is that someone has played a blood price to move in this far.

250 yards further down the passage is large open area. This was the central staging area for

exploration deeper into the earth for the miners and also the place where the mined ore was bundled and shipped to the surface for smelting.

The surviving members of the Cult of the Dragon raiding party are waiting for Smoke and are staging an ambush and will assume Smoke and his band are coming up the corridor. However, their taste for combat has eroded and they are quite certain that Smoke and his group will overrun and destroy them as he has the rest of the groups that were dispatched. Their morale has been eroded by the subtraction of over half of their number by the traps back down the corridor and in this room. They are convinced that they have been allowed to enter here, and will die as a result.

Unless the PCs take extraordinary precautions, then the Cultists are ready for them as they advance forward. While it is possible that the PCs are able to advance or infiltrate, in most instances use the following box text as the PCs advance into the main chamber.

***The passage has a right hand and steady curve to it. Eventually the passage opens into a large chamber beyond.***

***This chamber is large, the ceiling reaches to about thirty feet up and is vaulted. Ramps lead up to a second tier, about 20 feet above the floor. Tunnels lead out on both levels in many directions.***

***Suddenly, there are two sounds: one, the harsh and guttural sounds of spells being cast; next, the coarse and guttural shouts of a war charge.***

All buff magic will be applied prior to the start of the fight.

*Notes for APL 2-6:* PCs who make a opposed spot check will see the rank and file cultists emerging from their hiding places and charging. The cultists have been able to take twenty while choosing their hiding places. Gra Zook, the sorcerer, will be invisible and will remain so casting summoning spells and those spells that will not compromise her invisibility. She will resort to more directly offensive magic as a last resort. If compromised, Gra Zook fall back down the corridor behind her casting spells as the opportunity presents itself. Gra Zook will summon celestial creatures initially attempting to bypass or make mute any attempts to hold off her creatures with protection from evil and the like. Gra Zook may switch to summoning fiendish creatures if she successfully determines via spellcraft that no

protective magics have been cast that would hold her creatures at bay.

*Notes for APL 8-12:* Grazook will make everyone invisible using her wand at higher APLs. Otherwise, the tactical notes above apply.

This group will not fight to the last. The last Cultist standing, most likely Gra Zook, will attempt to parley for life when he or she is below 25% hit points or when it is obvious that their cause is lost.

If PCs are too efficient, then they may drop all their opponents before they can surrender.

Keep track of how far into negative hit points your bad guys are as a result and allow PCs a chance to stabilize these folks and take prisoners **if they suggest it.**

Otherwise, the information below will have to be drawn out via magical means. When the time to surrender is right, read what follows:

***“Parley! I call parley! I have things you need to know. You seek the Gem? You seek Smoke. We can deal! Hold!”***

The survivor will only share this information if everyone in the party agrees to let them go and not to pursue him or her. The survivor will attempt to keep his or her gear if possible, but will give it up if this is listed as a condition of his or her release. If any of the PCs refuses to agree to the proposed terms, drop back into initiative and the fight is to the death.

What follows is a pure roleplaying encounter. Do not resort to skill checks. PCs who ask the right question, get interesting information. If the question isn't asked, then nothing is volunteered.

*Questions only Gra Zook knows the answer to:*

Q: Why does the Cult want the gems?

***A: The Dragon seeks and must have. These stones are of the earth and sources of power. The dread lord must have them.***

Q: Who else from the Dragon seeks the gem? How many groups?

***A: The Cult sends many to seek this gem and others. Their power will be ours.***

Q: What are the other powers of the gems? Where are they? Etc.

***A: I do not know and have not been told. All I know for certain is that we seek four more beyond this one.***

Information known to everyone

Q: Where is the gem?

**A: The traitor Smoke has the Gem. He took bounty to secure it and kill its guardians. He was to return it to agents of the Cult. Instead of exchanging the goods for the balance of his payment, Smoke met and slew our bothers and sisters. He kept the Gem, sacked their bodies, and took the money he was due. He has always struck quickly and without hesitation or mercy. He did the same to us. Our mission in vengeance.**

Q: Who is Smoke?

**A: Smoke is an Ogre/Ogre Mage (different based on APL) and a bounty hunter. He is known throughout the Pomarj and the Wild Coast for his abilities as a tracker and assassin.**

Q: Tell us about his group?

**A: Smoke travels with a group of goblins and sometimes with others. His goblins are fanatically loyal to him. Occasionally he works with other specialists based on the job.**

Q: Do you know about other groups of Earth Dragon Cultists?

**A: There are many of us searching for him.**

Q: What rests deeper into the complex? What about the mines?

**A: These are dug deep. However, we found no tracks going deeper into the ground and the thick dust on the floor was undisturbed. This space was clearly one of Smoke's bases.**

Q: What are you doing in here?

**A: Looking for Smoke, this is one of his bases.**

Q: Why do you think Smoke took the Gem?

**A: I don't know. Greed maybe? First time ever he broke a deal, but he sure did. The Gems are supposed to be powerful, he must have figured this out, and decided to keep it for himself.**

Q: What work has Smoke done? What is he known for?

**A: Smoke got them Orcs to attack Hyle. He found the hole in the border where the Necromancer tried to push his army through. Smoke organized the encirclement of Fort Stonewall. He's hunted and killed many folks,**

**always for pay and always to the letter of his word.**

*If conversation occurs, make certain this last comment is interjected.*

The cultists will not be able to provide any other information. They will also wait to travel with the PCs to the surface. In the coming fight, surviving Cultists will flee quickly back down the tunnel if they can, and cower in terror if they can't.

Exploring this space indicates that this has been a long-term camp at times. PCs will find spoor and signs of the goblins and Smoke.

PCs may want to use the gear they find on the bodies of their opponents. This may be especially attractive if they determine that they have a wand of invisibility available. Refer to the item identification rules in the DMG if PCs head down this path. Identify spells are the best mechanism for this. Make certain the PCs have purchased 100 gp pearls as material components before you allow them to cast this spell. Likewise, PCs who want to use Identify spells off of scrolls need to have paid for the cost of the component when the scroll was purchased.

Smoke and his band have been keeping close tabs on Gra Zook and let this group move directly into their old base. They decided to set up ambush and wipe the Earth Dragon Cultists out as they exit the mine.

One of the principle powers of the gem is the ability to pick an individual and group as a target and always know where that target is, what it's intention is, and how many are in the group being pursued. Smoke begins the encounter targeting the Cultists.

However, once their status has changed, he will switch his target to the party.

At APLs 2-6, Smoke and his compatriots will wait for the PCs to exit the cave before attacking them. At APL 8-12, Smoke and his comrades will pursue the party into the mine after at the most, 6 hours. Smoke and his band are cagey, they will make certain they arrive prior to sunrise, figuring that this will disrupt clerical attempts to regain spells.

When the time is right, continue with the next encounter.

#### **APL2 EL4**

**Gra Zook, Female Kobold Sorcerer: SORCEROR LEVEL 3; hp 16; see appendix B**

**Krindell, Female Human Adept:** ADEPT LEVEL 1; hp 12; see appendix B

**Ixa, Ji, Male Kobold Warriors:** WARRIOR LEVEL 1; hp 10 ea.; see appendix B

#### **APL4 EL6**

**Gra Zook, Female Kobold Sorcerer:** SORCEROR LEVEL 5; hp 25; see appendix B

**Krindell, Female Human Cleric:** CLERIC LEVEL 1; hp 12; see appendix B

**Jerlan. Male Human Fighter:** FIGHTER LEVEL 1; hp 12, see appendix B

**Ixa, Male Kobold Rogue:** ROGUE LEVEL 1; hp 7; see appendix B

#### **APL6 EL8**

**Gra Zook, Female Kobold Sorcerer:** SORCEROR LEVEL 7; hp 29; see appendix B

**Krindell, Female Human Cleric:** CLERIC LEVEL 2; hp 18; see appendix B

**Jerlan, Male Human Fighter:** FIGHTER LEVEL 2; hp 20, see appendix B

**Ixa, Male Kobold Rogue:** ROGUE LEVEL 2; hp 11; see appendix B

#### **APL8 EL10**

**Gra Zook, Female Kobold Sorcerer:** SORCEROR LEVEL 9; hp 37; see appendix B

**Krindell, Female Human Cleric:** CLERIC LEVEL 4; hp 34; see appendix B

**Jerlan. Male Human Fighter:** FIGHTER LEVEL 4; hp 36, see appendix B

**Ixa, Male Kobold Rogue:** ROGUE LEVEL 4; hp 22; see appendix B

#### **APL10 EL12**

**Gra Zook, Female Kobold Sorcerer:** SORCEROR LEVEL 11; hp 52; see appendix B

**Krindell, Female Human Cleric:** CLERIC LEVEL 7; hp 55; see appendix B

**Jerlan and Linden, Male Human Fighter (2):** FIGHTER LEVEL 7; hp 52 ea., see appendix B

**Ixa and Hiksa Male Kobold Rogue (2):** ROGUE LEVEL 7; hp 37 ea.; see appendix B

#### **APL12 EL14**

**Gra Zook, Female Kobold Sorcerer:** SORCEROR LEVEL 13; hp 60; see appendix B

**Krindell and Myriam, Female Human Cleric (2):** CLERIC LEVEL 8; hp 61 ea.; see appendix B

**Jerlan and Linden, Male Human Fighter (2):** FIGHTER LEVEL 8; hp 66 ea., see appendix B

**Ixa and Hiksa Male Kobold Rogue (2):** ROGUE LEVEL 7; hp 44 ea.; see appendix B

## **Encounter 6: Smoke**

This box text may need adjustment based on the PCs level and activity. This text assumes PCs encounter Smoke and his Band as they exit the mine.

**As you pass out the mouth of the mine, a voice rings out, “Hold! Who steals my prey from me and violates my home. Speak quickly & well or die.”**

**Before you, is a fiercely built humanoid well over 10 feet tall. He wears finely wrought breast plate armor. There’s a huge ax in his right hand. Short blades adorn his belt. His skin has a bluish tint and the tusks that project from his mouth are polished ivory.**

**“Well, my mates bid me slay you outright, but I would hear who dares to take my kill. Understand, if you move, we’ll kill ya’. If you use magic, we’ll kill you. If you draw steel or ready a weapon, we’ll kill you. Put up your weapons and say you piece. Who are you?”**

At higher APLs Smoke is an Ogre Mage and can be identified as such with a Knowledge: Nature check (DC 15). At lower APLs, a Knowledge nature check at the same DC reveals he is an Ogre with some Ogre Mage blood present.

Smoke’s comrades are hidden around the party waiting for a signal to charge. They were confused by Smoke’s decision to parley as opposed to ambush, as well as several other decisions he has made lately. However, he has consistently delivered fine booty and good work. They trust him, and he has never betrayed any of them. Actually, he has always given them opportunities to prosper and has saved each of their lives at least once. Smoke is, in the opinion of his comrades, the finest warchief ever. They are convinced he will someday

have power to rival the Warlord and see his current termity as a mere tactic.

If PCs choose to attack, they will face Smoke (EL+4) and his band (EL+4) at the same time. This will be lethal, although a party might be able to pull it off with tactical acumen. They should have sufficient clues at this point to realize all is not what it seems.

Smoke is an Ogre, and a bounty hunter, and sometime agent of the Pomarj, but he has done several things that should not add up based on what citizens of Ulek understand about Ogres and creatures of his ilk.

These are:

- Smoke caused the dissolution of an entire tribe of orcs for no personal gain.
- Smoke prepared the Temple of Ulaa for consecration.
- Smoke broke a deal, and he broke a deal for the first time.
- Smoke set himself against the Cult of the Dragon and has kept the Gem.
- Smoke just gave the PCs a chance to talk to him.
- Every other time that they know of, he has attacked his target quickly and without mercy. With them, he relents.

The following exchange can be resolved in two ways. Preferably, the PCs will be skilled enough role players to talk their way through the process of bringing Smoke over to their side of the conflict.

Unfortunately, not every group of players is focused on this sort of roleplaying. As a result, this can also be resolved as a series of diplomacy checks, although the narrative experience of the story would certainly be lessened by this choice.

Smoke must be moved through three realizations in order to finish his conversion from Lawful Evil to Lawful Good.

Smoke is currently Lawful Neutral. His change so far has been facilitated by an ongoing conversation with the gem. This Gem is sentient and represents that aspect of Ulaa that cleanses the land of impurities and nurtures the land as a safe space for civilization to flourish. The Gem of Vigilance, who Smoke calls She, or the Stone Lady, has been in an ongoing dialogue with Smoke. It has talked to

him at length about the decisions he has made and the consequences of what he has done. Smoke has not been able to escape this voice and this conversation and has been unwilling to surrender the Gem. As a result, Smoke has begun to rethink his choices and the path he is on.

However, he is an Ogre and in direct conflict with his most primal self. He is on the lip of a life transforming change. This change could end up as madness.

In order to finish his transition, Smoke must be made to realize three things. **Prophecy 19** gives specific instruction about the three points that Smoke needs to understand to complete his alignment shift.

1. Smoke must understand that the PCs are not a threat to him. This is a DC 15+APL diplomacy check, or PCs must make an effective argument that they & the people of Ulek only attack to defend themselves and respond to violence
2. Smoke needs to understand that the gem that he has is a gift to the Lortmils from Ulaa. This is a DC 25 +APL diplomacy check, or PCs must explain successfully the origins of the Gem.
3. Ulaa has been speaking to him directly. This is a DC 20 +APL diplomacy check or PCs must convince Smoke that "She" is a manifestation of Ulaa and she is speaking to him.

When Smoke understands these things, he will collapse into a seizure-like fit, coming to just as the ensuing fight ends. Unfortunately, this will also trigger an attack by his people, who will think Smoke has been "magiced" by the PCs.

Use the text below as a guideline for the conversation. The material may be broad ranging. Be prepared to step outside if what is provided here as your players work towards a resolution.

Anything that Smoke thinks might upset his followers, he says in dwarven. If no PCs speak dwarven, he uses Draconic. If no one speaks these two languages, he uses Sylvan. After that, he will default to Common. However, he will be less direct in his conversation and Diplomacy DCs are increased by five as a result of this. Passages spoken in Dwarven, etc. are marked with a %.

Roleplaying Smoke will be challenging. He is nearly insane from confusion and remorse, but still wants to understand what he has experienced. Smoke swings back and forth between rage and a studious attempt to understand what is going on. Basically, Smoke senses he is on the lip of the abyss and knows that he must understand what is happening to him before he goes insane. He is rough and vulgar, but also very intelligent.

Allow PCs a Sense Motive check (DC 10) as they hear Smoke speak. Smoke clearly does not want a fight. He is confused. He is looking for guidance. However he is scared and that makes him dangerous.

Who are you?

**Death. (laughs) I am Smoke. I hunt them that needs hunting and kill them that needs killing. Coin tells me who to kill. She disagrees at time though.**

Do you have the Gem?

**Aye. Right here. Tells me where to find them that needs killin'. Told me where to find you. Do you need killin'?**

Who is She?

**% The voice of the Gem. She's guided me and helped me see. She's given me the gift of vengeance and of vigilance. None escape me.**

Why haven't you attacked us?

**%She said I should ask you who you were and what you were doing. I been killin' folk like you for years. Figure I'd speak to one of you once. See if you needed killing.**

Is there anyone else here/with you?

**Old Smoke works with the best. You bet I'm backed up. Twitch at me and they'll drop you.**

We need the Gem?

**It's MINE! and mine by right of conquest no matter what She says. Them scaly Dragon kissing Cultists would have used it to bleed the land dry. I ain't giving her up to noone. Come and get it if you thing you are hard enough.**

Why did you clean out the Chapel in Onderill?

**%That space had been fouled. It cut my heart to think of that space tainted by the orc god. Vengeance and purification were the answer, the balm for my wound.**

Why did you attack the Saltburner orcs?

**%They use the land with no regard for its wealth. They have no regard for the good use of things and just eat and destroy. They needed killin'.**

Where are the books?

**%I'm taking care of them. I got them. Where they were, anyone could grab them and put them to ugly use. I HAD to get them. She would not stop. She told me and told me and told me they must be safe. I could make them safe. I have them.**

What does she say to you?

**%She asks me why I do what I do? She speaks to me of the reason to do and not do. She asks me about who I have killed. I have killed so very many. She tells me about each of their lives. She lets me see their death. She is a voice and many voices. She speaks and speaks and speaks with a voice of stone. She will not let me be. Each act of bloodshed I've done must be spoken to and understood. SHE WILL NOT STOP UNTIL I KNOWS THEM THAT I KILLED. (breathes heavily, almost pants) She says she gives me vision to make my vengeance just.**

When does she say to kill?

**%When the land is destroyed. When the life of my shield brothers is at risk. She says I should kill to save those who cannot fight themselves. This I do not understand. The weak are the weak. They serve. The have always served. I do not know. The way of things is unclear for me now. So much has changed.**

### Proving Three Points and Divination 19

What follows are guidelines. There are many different tactics PCs could use to turn Smoke. As a result, I have not attempted to anticipate them all. Rather, what follows are guidelines and a list of possible objections Smoke will use against PC arguments.

Item 1: We are not a threat to you.

Smoke will be incredulous on this point and will have to be convinced that this is not a tactical pose. Smoke has no reason to trust the PCs and knows they are from the lands of his enemies. He also knows that if the situation were reversed, he would hate them.

The core of his resistance to the PCs case is summarized by bullets below.

- ***You started this war when you invaded the Lortmils during the Hateful Wars***
- ***Dwarves and such just hate any race that doesn't live like they do***
- ***The strong rule the weak, dwarves and such are strong and want to make everything else weak.***

Smoke can be effectively won over on this point if PCs demonstrate that his people have been consistent aggressors and that Ulek has responded to that. That half-orcs and such that choose to, can live in Ulek with a minimum of abuse, is a solid argument from Smoke's perspective. Most orcish half-breeds are the bottom of the orc social hierarchy.

Item 2: The Gems are a gift

Explaining the gift of the Gems from Ulaa and their relationship to Lortmils will take some time. Smoke will resist this idea on several points. These are detailed below. Smoke will be dubious about a being doing anything for just the sake of doing good. PCs must convince him/explain to him altruism. If PCs are drawing blanks on the myth, allow them religion check (DC 15) to be reminded of the detail provided to them by Karin and the other members of the Temple.

Here are some of his objections and these can form the spine of his counter-argument.

- ***Somebody just doesn't fork over power like that without getting something. What does she get?***
- ***So human gods protect and don't demand service, that's dumb?***
- ***How did you find me? (mentioning the divinations here is useful)***
- ***Why would Ulaa let me get this Gem?***
- ***If these Gems are the gifts of Ulaa, why are they given to me? Why can I use them? I am a mercenary.***

Item 3: The voice he hears comes from Ulaa:

Convincing Smoke that Ulaa is the voice that he hears is actually not that difficult once he understands what the gems are for. Drawing

parallels between what the voice has said and what Ulaa wants will quickly bring him around.

Suggesting that he compare what is written in the books he has is an effective technique. Other techniques centered around the similarities between what he has heard from Gem and what Ulaa teaches are also good. When reading a book is suggested to Smoke, use the following text:

***Smoke pulls a great tome from the bag at his belt. He flips the page and reads. He looks up at you, his brows knit and his face a deep scowl. "Why does she care for me?"***

When Smoke has successfully been convinced that the PCs are not a threat to him, that Ulaa has placed the gems as a gift to the Lortmils and for specific reasons, and that Ulaa is speaking directly to him, he will fall prone in a seizure. Read 6a. if that happens.

### **Blowing it!**

Several actions on the part of the PCs will trigger a response from Smoke. If PCs:

1. Move towards Smoke or try to leave.
2. Drawing weapons
3. Using magic (a paladin's detect evil ability is the one exception to this as is healing magic)
4. Threatening Smoke with an attack. Smoke will tell PCs that, "You just used up most of my good humor. Threaten me again and I'll kill you." The second such threat triggers a fight.
5. Get frustrated and yell or insult his intelligence. Allow PCs a DC5 sense motive when they first raise their voice to realize this will make him VERY MAD.

Smoke and his people will attack them if they take any of the actions listed above. Read 6b below if PCs antagonize and Smoke and end up in combat.

### **6a: Smoke Converts**

Use this section if Smoke is eased through his conversion to lawful good by PCs

***With that, Smoke falls prone. He babbles in a strange tongue of silvery vowels and glittering syllables. A harsher voice calls for violence. His comrades spring to his defense.***



Smoke is speaking Celestial. His group will attack directly and brutally. In this encounter, Smoke and his wolf will not be part of this fight.

#### **6b: Smoke throws down**

Use this if PCs get in an open fight with Smoke.

***“Die Fools!” Smoke springs forward as small figures explode from the grass on all sides.***

This is a lethal encounter as Smoke and his band are professional murderers. If PCs have somehow triggered an attack by both Smoke and his Band, odds are several of them, if not all of them, are dead.

#### **APL2 EL6**

APL calculations do not include Smoke. If PCs have failed in unravelling the clues, or have decided they prefer deploying brute force as opposed to reasoned analysis, then Smoke's statistics are included at an APL appropriate for the PCs. However, the fight that will follow will be lethal and will most likely lead to several deaths as a result.

**Rik, Male Goblin Rogue:** ROGUE LEVEL 2; hp 15; see appendix B

**Pinolak, Male Half-orc Fighter:**FIGHTER LEVEL 2; hp 20; see appendix B

**Tuusa, Male Goblin Fighter/Rogue:** FIGHTER/ROGUE LEVEL1/1; hp 16; see appendix B

**Uwari, Female Goblin Druid:** DRUID LEVEL 2; hp 15; see appendix B

**Quij, Male Wolf Animal Companion:** hp 13; see appendix B

**Smoke, Male Ogre Ranger:** RANGER LEVEL 2; hp 43, see appendix B

#### **APL4 EL8**

**Rik, Male Goblin Rogue:** ROGUE LEVEL 4; hp 27; see appendix B

**Pinolak, Male Half-orc Fighter:**FIGHTER LEVEL 4; hp 36; see appendix B

**Tuusa, Male Goblin Fighter/Rogue:** FIGHTER/ROGUE LEVEL2/2; hp 28; see appendix B

**Uwari, Female Goblin Druid:** DRUID LEVEL 4; hp 27; see appendix B

**Quij, Male Wolf Animal Companion:** hp 26, see appendix B

**Smoke, Male Ogre Ranger:** RANGER LEVEL 4; hp 57, see appendix B

**Vaisha, Female Wolf Animal Companion:** hp 13; see appendix B

#### **APL6 EL10**

**Rik, Male Goblin Rogue:** ROGUE LEVEL 6; hp 39; see appendix B

**Pinolak, Male Half-orc Fighter:**FIGHTER LEVEL 6; hp 52; see appendix B

**Tuusa, Male Goblin Fighter/Rogue:** FIGHTER/ROGUE LEVEL3/3; hp 42; see appendix B

**Uwari, Female Goblin Druid:** DRUID LEVEL 6; hp 39; see appendix B

**Quij, Male Wolf Animal Companion:** hp 46, see appendix B

**Smoke, Male Ogre Ranger:** RANGER LEVEL 6; hp 71, see appendix B

**Vaisha, Female Wolf Animal Companion:** hp 26; see appendix B

#### **APL8 EL12**

**Rik, Male Goblin Rogue:** ROGUE LEVEL 8; hp 51; see appendix B

**Pinolak, Male Half-orc Fighter:**FIGHTER LEVEL 8; hp 68; see appendix B

**Tuusa, Male Goblin Fighter/Rogue:** FIGHTER/ROGUE LEVEL5/3; hp 58; see appendix B

**Uwari, Female Goblin Druid:** DRUID LEVEL 8; hp 49; see appendix B

**Quij, Male Wolf Animal Companion:** hp 46, see appendix B

**Smoke, Male Ogre Mage Ranger:** RANGER LEVEL 3; hp 71, see appendix B

#### **APL10 EL14**

**Rik, Male Goblin Rogue:** ROGUE LEVEL 10; hp 63; see appendix B

**Pinolak, Male Half-orc Fighter:**FIGHTER LEVEL 10; hp 84; see appendix B

**Tuusa, Male Goblin Fighter/Rogue:** RIGHTER/ROGUE LEVEL5/5; hp 70; see appendix B

**Uwari, Female Goblin Druid:** DRUID LEVEL 10; hp 64; see appendix B

**Quij, Male Wolf Animal Companion:** hp 61, see appendix B

**Smoke, Male Ogre Mage Ranger:** RANGER LEVEL 5; hp 103, see appendix B

**Vaisha, Female Wolf Animal Companion:** hp 13; see appendix B

### **APL12 EL16**

**Rik, Male Goblin Rogue:** ROGUE LEVEL 12; hp 75; see appendix B

**Pinolak, Male Half-orc Fighter:**FIGHTER LEVEL 12; hp 100; see appendix B

**Tuusa, Male Goblin Fighter/Rogue:** RIGHTER/ROGUE LEVEL5/7; hp 92; see appendix B

**Uwari, Female Goblin Druid:** DRUID LEVEL 12; hp 88; see appendix B

**Quij, Male Wolf Animal Companion:** hp 61, see appendix B

**Smoke, Male Ogre Mage Ranger:** RANGER LEVEL 7; hp 123, see appendix B

**Vaisha, Female Wolf Animal Companion:** hp 26; see appendix B

## **Conclusion A**

Read this if PCs do not engage Smoke.

*Smoke sits up shaking his head. He looks around at the carnage surrounding him. He holds his head in his hands. "What have I done?" He rocks back and forth pressing his hands against his temples. "Vecna's Eyes!" he curses, and then cringes when he realizes what he has said.*

*"I do not blame you. He says as he regards the fallen. They walked the path of blood and damnation. Their deaths are on them, not you.*

*He looks to the West. "The Stone Woman says I should go with you. She says I owe Olinstaad a debt. Smoke pays his debts. I have caused the Prince untold hardship and caused the people of this land unending sorrow. She also says I must*

*return her to her Sacred house and the dome of stone. She needs to speak to her Priestess.*

*Smoke bows his head. "There are things I know that the Prince must know. There are things I know Ulaa's Priests must understand. I know the disposition of the Warlord's armies. I know the haunts of the necromancer. I know the slaver's bases. I know where the wicked servants of the Dragon lair. Please. Take me to Havenhill. I have much to atone for."*

Smoke will not share what he knows with PCs. He will insist on going to Havenhill. He will insist that the Stone Woman tells him not to share what he knows with the PCs as they might be slain and fall into the hands of the enemy. Smoke will not surrender the Gem to them. He will insist that he is taken to the Sacred House of Ulaa!

If PCs attack Smoke or attempt to take the Gem from him by force, he fights them striking to subdue and telling them to surrender and that he does not want to kill them. PCs who continue to attack and defeat and kill him have committed an evil act and this should be noted on their AR. **Go to ending C for these special few.** PCs who are defeated by him, wake up several hours later with Smoke standing over them, asking them if they are ready to go to Havenhill.

In the event that Smoke travels with the PCs to Havenhill, read the following.

*This is a journey you never thought you would make. Your company is odd by anyone's reckoning. His conversation is interesting to say the least. Smoke wants, more than anything else to understand what has happened to him. Smoke is afraid of what will become of him. Smoke wants an understanding of his new world.*

*It is clear why Smoke is so lethal. He travels like a ghost and he has an intimate understanding of the land. He knows each fold and depression in the terrain and can talk at length about what lays before and around you.*

*He stands watch as you let him and his senses are supernaturally acute. It is good to have him on your side, and not against you.*

*A half day from the border, Smoke's head goes up and his nostrils flare. "Someone comes," he says in a whispered growl. You hear the snort of some beast and the scrape of claws across stone.*

***“Hail friends!” You hear the voice of Gurdvar Gelbforger. He crests the ridgeline above you astride Thunderclaw. He whistles twice and you hear others move on the other side of the hill.***

***“Karin said to seek you here. She also said I would not believe my eyes. What have we here?”***

Allow PCs to explain to Gurdvar what they’ve found. He’ll offer to take Smoke (&the PCs too) to meet Karin.

***“Well met.” Gurdvar and Smoke regard each other with steely eyes. Smoke snorts and smiles around his tusks.***

***“I know you! I chased you overland from the Jewel last summer. You got away. Well run,” Smoke says and bows his head.***

***Gurdvar grits his teeth. “Aye. Escape I did, but two of my Shield Brothers gave their lives so that I might carry a message to the Keeper.”***

***“Ulaa cupped them in her hands as they fell and they grace her halls and do her works. She has shown me,” Smoke says in completely unaccented dwarven. “I was different then and I will atone for my sins. They died well.”***

***Gurdvar looks long and hard at the ogre. “Well then. Ulaa has sent you to us. I do not question the will of the Lady.”***

***Gurdvar turns and addresses you. “The Keeper sends her thanks. She bid me remind you that Ulaa has spoken directly to you through her divinations. The words of the goddess are a gift. Use that gift well.***

***This ends Part I of the Gems of Ulaa.***

## **Conclusion B**

Read for players that beat Smoke in combat and engage him BEFORE he makes the transition to lawful good.

***This was bloody and your heart hammers in your chest. What was that THING?!? You blows bounced from its hide. Your magic broke across it like water. It is a wonder any of you stand.***

***The stone pulses dully around the fallen Ogre’s throat.***

Regardless of who picks up the Gem, read what follows to everyone.

***A woman’s voice rings out in your mind. It vibrates with the echo of vast empty underground spaces and the sharp clack of stone on stone.***

***“Smoke has fallen. This is sad as I had such hopes for him. No matter what Ulaa predicts, there must always be choice. Deeds must have a heart and mind behind them to have any value in the grand scope of things. He knew much and he would have added might to the arm of the Prince and to the Church itself.***

***“Still, you did not hear her voice in the divinations. You acted as you willed.***

***“Please. I bid thee, take me to the Keeper. I have much she should know. Our time is short. The enemy moves against us.***

***This ends Part I of the Gems of Ulaa.***

Any PC who refuses to return the Gem to Ulaa has committed an evil act and should be removed from play. Contact our triad with specifics.

## **Conclusion C**

Read this to players who kill Smoke after he has made his transition to lawful good.

***This was bloody and your heart hammers in your chest. What was that THING?!? You blows bounced from its hide. Your magic broke across it like water. It is a wonder any of you stand.***

***The stone pulses dully around the fallen Ogre’s throat.***

Regardless of who picks up the Gem, read what follows to everyone.

***A woman’s voice rings out in your mind. It vibrates with the echo of vast empty underground spaces and the sharp clack of stone on stone.***

***“We are what we choose to do. You chose to kill him. We must discuss this. Do you understand that what you have done was not just? I see you do not. You think that your might gives you the right to slay as you wish. It does not. It gives you power of a sort.***

***“You must walk with me awhile, as Smoke did, and learn the folly of your ways. Come...”***

***This ends Part I of the Gems of Ulaa.***

This PC and his compatriots spends the next 8 TU wandering the Disputed Territories in a conversation with the Gem of Vigilance.

## Experience Point Summary

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

### Encounter 2: Onderill

Defeat or drive off Orcs of Saltburner Tribe

- APL 2 – 60 xp.
- APL 4 – 120 xp.
- APL 6 – 180 xp.
- APL 8 – 240 xp.
- APL 10 – 300 xp.
- APL 12 – 360 xp.

### Encounter 5: Silver Spike

Defeat or drive off Orcs of Saltburner Tribe

- APL 2 – 120 xp.
- APL 4 – 180 xp.
- APL 6 – 240 xp.
- APL 8 – 300 xp.
- APL 10 – 360 xp.
- APL 12 – 420 xp.

### Encounter 6: Smoke

Convert or defeat Smoke, defeat his Band

- APL 2 – 180 xp.
- APL 4 – 240 xp.
- APL 6 – 300 xp.
- APL 8 – 360 xp.
- APL 10 – 420 xp.
- APL 12 – 480 xp.

### Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

- APL 2 – 90 xp.
- APL 4 – 135 xp.
- APL 6 – 180 xp.
- APL 8 – 225 xp.

APL 10 – 270 xp.

APL 12 – 315 xp.

## Total Possible Experience

- APL 2 – 450 xp.
- APL 4 – 675 xp.
- APL 6 – 900 xp.
- APL 8 – 1125 xp.
- APL 10 – 1350 xp.
- APL 12 – 1575 xp.

## Treasure Summary

During an adventure, characters come upon 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. In the case of potions, they may use

Spellcraft to identify them. 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 (sell value)

## Encounter 2: Onderill

Strip and sell the orcs gear, search the windmill.

APL 2: L: 148 gp; C: 26 gp; M: nil

APL 4: L: 216 gp; C: 49 gp; M: nil

APL 6: L: 207 gp; C: 66 gp; M: +1 chainmail (108 gp), +1 falchion (198 gp)

APL8: L: 335 gp; C: 83 gp; M: +1 chainmail (3) (108 gp ea.), +1 falchion (3) (198 gp ea.), potion of cure light wounds (8) (4 gp ea.), potion of cure moderate wounds (2) (50 gp ea.), potion of shield of faith (4 gp), +1 ring of protection (167 gp)

APL 10: L: 338 gp; C: 104 gp; +1 chainmail (3) (108 gp ea.), +1 falchion (4) (198 gp ea.), potion of cure moderate wounds (8) (50 gp ea.), potion of shield of faith (4 gp), +1 ring of protection (167 gp), +2 chainmail (358 gp)

APL 12: L: 339 gp; C: 120 gp; +1 chainmail (5) (108 gp ea.), +1 falchion (5) (198 gp ea.), potion of cure serious wounds (63 ea.), potion of cure moderate wounds (13) (50 gp ea.), potion of shield of faith (4 gp), +2 ring of protection (667 gp), +2 chainmail (358 gp), +1 keen falchion (697 gp)

## Encounter 5: Silver Spike

APL 2: L: 13gp; C: 3; potion of invisibility (25 gp), potion of cure light wounds (4 gp), scroll of cure light wounds (2 gp ea.)

APL 4: L: 141 gp; C: 5 gp; potion of invisibility (25 gp), potion of cure light wounds (4 gp), scroll of cure light wounds (2 gp ea.), +1 ring of protection (167 gp), potion of blur (25 gp)

APL 6: L: 198 gp; C: 5 gp; potion of invisibility (25 gp), potion of cure light wounds (4 gp), scroll of cure light wounds (2 gp ea.), +1 ring of protection (167 gp), potion of blur (25 gp), Cloak of Charisma +2 (333 gp)

APL 8: L: 191 gp; C: 5 gp; wand of invisibility with 30 charges (225 gp), potion of cure light wounds (4 gp), scroll of cure moderate wounds (150 gp ea.), +1 ring of protection (167 gp), potion of blur (25 gp), cloak of charisma +2 (333 gp), scale mail +1 (100 gp), bastard sword +1 (195 gp), potion of bull's strength (25 gp)

APL 10: L: 334 gp; C: 21 gp; wand of invisibility with 30 charges (225 gp), potion of cure light wounds (4 gp), scroll of cure moderate wounds (150 gp ea.), +1 ring of protection (167 gp), potion of blur (25 gp ea.), cloak of charisma +2 (333 gp), scale mail +1 (100 gp), bastard sword +1 (195 gp ea.), potion of bull's strength (25 gp ea.), heavy steel shield +1 (195 gp ea.), chain shirt +1 (208 gp ea.)

APL 12: L: 363 gp; C: 21 gp; wand of invisibility with 30 charges (225 gp), potion of cure light wounds (4 gp), scroll of cure moderate wounds (150 gp ea.), +1 ring of protection (167 gp), potion of blur (25 gp ea.), cloak of charisma +2 (333 gp), scale mail +1 (100 gp ea.), bastard sword +1 (195 gp ea.), potion of bull's strength (25 gp ea.), heavy steel shield +1 (195 gp ea.), chain shirt +1 (208 gp ea.)

## Encounter 6: Smoke

Defeat Smoke's band. Note that any item marked with an\* belongs to Smoke.

APL 2: L: 201 gp; L: C: 30 gp; potion of invisibility (25 gp), potion of cure light wounds (4 gp), potion of cure moderate wounds\* (50 gp), potion of barkskin (25 gp), amulet of natural armor +1 (167 gp); wand of cure light wounds (25 gp); potion of haste\* (63 gp), +1 chain shirt (104 gp)

APL 4: L: 166 gp; L: C: 34 gp; potion of invisibility (25 gp), potion of cure light wounds (4 gp), potion of cure moderate wounds\* (50 gp ea), potion of barkskin (25 gp ea.), amulet of natural armor +1 (167 gp); wand of cure light wounds (25 gp); potion of haste\* (63 gp), +1 chain shirt (104 gp), +1 breastplate (113 gp), +1 heavy steel shield (98 gp), ogre sized chain shirt +1\* (113 gp)

APL 6: L: 160 gp; L: C: 35 gp: potion of invisibility (25 gp), potion of cure light wounds (4 gp), potion of cure moderate wounds\* (50 gp ea), potion of barkskin (25 gp ea.), amulet of natural armor +1 (167 gp); wand of cure light wounds (25 gp); potion of haste\* (63 gp), +1 chain shirt (104 gp), +1 breastplate (113 gp), +1 heavy steel shield (98 gp), ogre sized chain shirt +1\* (113 gp), potion of bull's strength (25 gp)

APL 8: L: 48 gp; L: C: 44 gp: potion of invisibility (25 gp), potion of cure light wounds (4 gp), potion of cure moderate wounds\* (50 gp ea), potion of barkskin (25 gp ea.), amulet of natural armor +1 (167 gp); wand of cure moderate wounds (150 gp); potion of haste\* (63 gp), +1 chain shirt (104 gp ea.), +1 breastplate (113 gp), +1 heavy steel shield (98 gp), ogre sized chain shirt +1\* (113 gp), potion of bull's strength (25 gp), +1 long spear (192 gp), potion of shield of shield of faith (4 gp), great ax +1 (193 gp), long sword +1 (193 gp), potion of cat's grace (25 gp), ogre-sized battle ax +1\* (193 gp), ogre-sized short sword +1\* (193 gp)

APL 10: L: 50 gp; L: C: 54 gp: potion of invisibility (25 gp), potion of cure light wounds (4 gp), potion of cure moderate wounds\* (50 gp ea), potion of barkskin (25 gp ea.), amulet of natural armor +1 (167 gp); wand of cure moderate wounds (150 gp); potion of haste\* (63 gp), +1 chain shirt (104 gp ea.), +1 breastplate (113 gp), +1 heavy steel shield (98 gp), ogre sized chain shirt +1\* (113 gp), potion of bull's strength (25 gp), +1 long spear (192 gp), potion of shield of shield of faith (4 gp), great ax +1 (193 gp), long sword +1 (193 gp), potion of cat's grace (25 gp), ogre-sized battle ax +1\* (193 gp), ogre-sized short sword +1\* (193 gp), potion of displacement (63 gp), hide armor +1 (105 gp)

APL 12: L: 50 gp; L: C: 54 gp: potion of invisibility (25 gp), potion of cure light wounds (4 gp), potion of cure moderate wounds\* (50 gp ea), potion of barkskin (25 gp ea.), amulet of natural armor +2 (667 gp); wand of cure serious wounds (375 gp); potion of haste\* (63 gp), +1 chain shirt (104 gp ea.), +1 breastplate (113 gp), +1 heavy steel shield (98 gp), ogre sized chain shirt +1\* (113 gp), potion of bull's strength (25 gp), +1 long spear (192 gp), potion of shield of shield of faith (4 gp), adamantite great ax +1 (360 gp), keen long sword +1 (667 gp), potion of cat's grace (25 gp), ogre-sized battle ax of wounding +1\* (1527 gp), ogre-sized shock short sword +1\* (693 gp), minor cloak of displacement (2000 gp), hide armor +1 (105 gp), minor ring of cold resistance (1000 gp)

Total Reward	Possible Allowed	Treasure (Maximum)
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APL 2: 400 gp

APL 4: 600 gp

APL 6: 800 gp

APL 8: 1250 gp

APL 10: 2100 gp

APL 12: 3000 gp

## Items for the Adventure Record

### Item Access

#### APL 2, 4, 6:

- ❖ *potion of haste (adventure, DMG)*
- ❖ *wand of cure light wounds (adventure, DMG)*

#### APL 4,6 (all items from APL 2 plus):

- ❖ *potion of cure serious wounds (adventure, DMG)*

#### APL 8 (all items from APL 2-6 plus):

- ❖ *wand of invisibility (30 charges) (adventure, DMG)*
- ❖ *wand of cure moderate wounds (20 charges) (adventure, DMG)*

#### APL 10 (all items from APL 2-8 plus):

- ❖ *potion of displacement (adventure, DMG)*
- ❖ *+1 large battle ax (adventure, DMG)*
- ❖ *+1 large short sword (adventure, DMG)*
- ❖ *+2 chain mail (adventure, DMG)*

#### APL 12(all items from APL 2-10 plus):

- ❖ *+2 ring of protection (Adventure, DMG)*
- ❖ *+1 keen falchion (Adventure, DMG)*
- ❖ *amulet of natural armor +2 (adventure, DMG)*

- ❖ *wand of cure serious wounds (20 charges) (adventure, DMG)*
- ❖ *+1 adamantite great ax (adventure, DMG)*
- ❖ *+1 keen long sword (adventure, DMG)*
- ❖ *+1 large battle ax of wounding (adventure, DMG)*
- ❖ *+1 large shock short sword (adventure, DMG)*
- ❖ *minor cloak of displacement (adventure, DMG)*
- ❖ *minor ring of cold resistance (adventure, DMG)*

***Favor of Temple of Ulaa (the gem):*** For successfully returning the Gem of Vigilance, you earn the favor of the Temple of Ulaa. In any scenario set in the Principality of Ulek, the PC may have one 1<sup>st</sup> level spell cast for them by the Temple of Ulaa. Each additional use of this favor will raise the level of the spell available by one level (max 5<sup>th</sup> level spell).

***Favor of the Temple of Ulaa (the books):*** For successfully returning the sacred texts of Ulaa to the Congregation of the Hills, you are presented with an opportunity to peruse the books and learn what they have to offer. PCs who spend 2 TUs studying the tomes receive a +2 bonus on any Knowledge: Religion checks they make related to the Gems of Ulaa.

***Gratitude of the Village of Onderill:*** Jakur and the freed citizens of Onderill hail you as a hero. Jakur, an accomplished minstrel, sings your praises up and down the frontier. You are known as “Liberator” and receive a +2 circumstance bonus on any gather information checks or diplomacy checks you make among the lower classes for the next year. Date issued \_\_\_\_\_

***Disdain of the Village of Onderill:*** Jakur and the freed citizens of Onderill view your behavior as suspect. Jakur, an accomplished minstrel, describes in finite detail your lack of concern over the fate of the peasantry and makes it known you are more concerned about chasing booty and making a name as a warrior than in protecting the weak. You are known as “Libertine” and receive a -2 circumstance bonus on any gather information checks or diplomacy checks you make among the lower classes for the next year. Date issued \_\_\_\_\_

***Favor of the Tallyminders:*** For cleansing the Church of Ulaa in Onderill, Turvan and Plima are willing to brew the following potions at their caster level (they are 9<sup>th</sup> level): Oil of Magic Vestment, Potion of Remove Disease, Potion of Aid, Potion of Delay Poison.

***Smoke Calls You Friend:*** For helping Smoke cross over from a life of bloodshed and hatred and into a life of service and peace, Smoke calls you friend and has made himself available to you. In any adventure set in Disputed Territories, you may consult with Smoke and receive a +2 on any Knowledge: Sheldomar, Knowledge: Nature, or Survival checks you need to make. Note, PCs must be able to physically consult with Smoke to use this bonus. For purposes of consultation, assume Smoke resides in Gryrax. This cert. is good for one year from date of issue. Date issued \_\_\_\_\_

***The Gem of Vigilance Cleanses You:*** Because you attacked and slew Smoke when he was appealing for your aid and trying to ally himself with Ulek, the Gem of Vigilance has taken you on a walkabout to council you and bring you back into the light. This costs you an additional 8 TU.

***Commendation from Army:*** For valor and bravery in the face of adversity, Karin Whytesmyth commends you to the army. She reports that you have comported yourself well in returning Smoke, the Gem, and Ulaa's sacred texts to her. As a result Krufec Brightsilver notes your behavior and issues a commendation.

***Commendation from Mine Rangers:*** For valor and bravery in the face of adversity, Karin Whytesmyth commends you to the Mine Rangers. She reports that you have comported yourself well in returning Smoke, the Gem, and Ulaa's sacred texts to her. Dimble “Cloak” Beren notes your behavior and issues a commendation.

***Respect of Gurdvar Gelbforgar:*** Because you willingly accepted a Quest from Karen, you have earned the Respect of Defender Gurdvar. Gurdvar will arrange one-time access to “holy” or “orc bane” as a weapon upgrade for you.

***Court Martial:*** Because you refused a direct order from a superior involving a matter of grave urgency from the state, you must spend the next 52 TU in irons and working in the Prince's coal mines. You are ejected from the army and stripped of rank and benefits. You are known as a coward and suffer a –



4 on ALL checks involving interaction with NPCs in the Principality of Ulek.

**Disdain of Dimble “Cloak” Beren:** Because you refused to assist this senior officer when he asked you to do him a personal favor, you may no longer advance in rank in the mine rangers. Dimble lets it be known you chose not to support him in a matter of grave importance.

**Imprisoned:** PCs who take Karin Whytesmyth’s ring and who make copies of it or who steal it are captured by agents of the Prince, imprisoned for 52 TU, and ejected from any Ulek metaorgs they belong to.

# DM Aid #1

## Story Summary/Trouble Shooting

Chasing Smoke demands a flexible narrative style that empowers the characters to make decisions, while at the same time rewarding them for intelligent problem solving and tactical acumen. Because sections of the scenario are free form, DMs need to be prepared well and familiarize themselves with the different paths their PCs might take. As this particular story allows the PCs to approach a tactical target from a variety of directions, a DM running the adventure must be ready to accommodate this in play. Additionally, close familiarity with the Divinations presented in Player Handout 1, will make the story easier to tell, and the motion of the narrative flow more effectively.

**Introduction:** PCs find themselves in Havenhill at the Five Stones, an inn renowned for its fine meals and brandies. There they meet Karin Whytesmyth, the Keeper, or high priest of the Congregation of the Hills in the PoU. She lets them know she has been guided to them by a prophecy and lets them know that she needs to meet with them in the morning. PCs will have an opportunity for brief interaction before she leaves. PCs will have some opportunity to talk among themselves and also to speak with the locals that evening. PCs who decide not to go to the Temple in the morning, are effectively out of the scenario and the event ends for them there.

**Encounter 1:** PCs who go to the Temple in the morning will meet with the senior membership of the Congregation of the Hills. Referencing the Metaorg for this organization will be helpful in understanding the religion and its structure. At least one of the senior clergy is very cautious and closely observes the PCs during the initial interview to see if any of them carry evil items or an evil taint. PCs who are forthcoming about this and who discuss their afflictions will be able to proceed without difficulty. PCs who are elusive on this front or who fail to mention their issue will arouse Gurdvar Gelbforger's ire. He will be openly distrustful of the PCs guilty of the evasion and will demand they submit to a zone of truth spell and also a quest spell if they wish to continue. This can be resolved by effective diplomacy or by submission to his suggestion.

Once this has passed, PCs will learn several things. Karin and compatriots share the basic history of the Gems of Ulaa and in particular the current situation involving the Gem of Vigilance. They will ask the party to do two things: first they need PCs to retrieve the Gem of Vigilance; second, they would like two sacred texts retrieved from the Church of Ulaa in Onderill. Karin and company will share the results of their divinations with the PCs and let them know what they have discovered so far. Both healing magic and divination magic will be offered to the PCs if they choose to assist the Temple. PCs have an opportunity to consult with the hierarchy and learn what they know about the Gems as well as the disputed territory. From this discussion it will be clear that the village of Onderill is the next most reasonable stop on their journey.

**Encounter 2:** PCs are able to make their way into the disputed territory and Onderill without difficulty. However, when they are about four miles from the town they come across the border totems of the Saltburner tribe. These are the orcs they know to occupy Onderill. These totems have been defaced and the remains of an orcish warband are arrayed around the site. From here PCs have several choices.

If they sweep the perimeter of the Saltburner territories they will see that many orcs have fled from the town and that at least one more group of orcs has butchered and put on display. They also have some tactical choices they need to make. PCs can choose their angle of approach and the means that they choose to reconnoiter the town. PCs who choose to walk in and have a straight up fight with the orcs will be up against a very difficult fight. PCs who reconnoiter Onderill and approach via stealth, have a much easier time of it. Effective reconnaissance gives the PCs a ton of valuable information about the number and disposition of the orcs in town and gives them a path of approach that allows them to enter the town undetected.

**Encounter 2a or 2b:** Based on PC choice, there are two different arcs in running encounter 2. PCs who rush the town without recon, will encounter the full weight of the surviving orcs and will have an APL+4 encounter as a result in the town square. PCs who sneak into town will have an opportunity to meet and

interact with some of the slaves in the town as well as question a captured orc. Because PCs have done effective reconnaissance, they will have an opportunity to fight the orcs in detail, as opposed to engage them in one mass brawl.

Once the fight is over, PCs will have an opportunity to interact with the survivors in Onderill as well as explore the town. Most of the town is in wreckage, but the Main Windmill, The Town Square, The Church of Ulaa, and the Slave Pens all are of potential interest to the PCs. Exploring each of these areas provides PCs with information of varying value. Interaction with the survivors from the village presents the PCs with the opportunity for a unique cert. PCs who arrange to escort the villagers back home after they have accomplished their business, have a chance to earn the praise of the village. PCs who leave the villagers to their own devices earn their scorn. Once PCs decide to explore the Church of Ulaa, go to the next encounter. Your party may, of course, return to other parts of Onderill after investigating the chapel. However, investigating the church triggers the next encounter.

**Encounter 3:** At the Church of Ulaa, PCs have more opportunities to piece together what is going on. PCs have an opportunity to investigate the Church. In so doing they find a note from Smoke as well as the sacred books of Ulaa they were sent after. Additionally, they can begin to determine what beings are attacking the orcs, as the spoor left behind by Smoke and his band. Most importantly, PCs can learn what their next destination in the investigation is by applying divination 17. The dome of the Church is a map of the area around Onderill. It depicts the surrounding countryside including a mine called the Silver Spike. PCs moving forward from here, begin the journey to the Mine

**Encounter 4:** On the way to the mine, PCs come across a campsite that belonged to members of the Cult of the Dragon. Smoke and his Band killed these individuals the prior night. Investigation of the site lets PCs know the exact number and composition of the attacking group. PCs also have opportunities to magically interrogate one of the victims of the raid if they have *Speak with Dead* available. PCs with the right skills and preparation can learn about how the Cult of the Dragon is responding to the current situation. This information, in combination with what has been learned so far and what they are learning, brings Smoke and his situation into clearer and clearer focus.

**Encounter 5:** PCs should proceed to the mine next. There, they will find the space derelict, but very much occupied. In the mine, PCs will find the surviving elements of a Cult of the Dragon war party dispatched to chase Smoke and bring back the Gem of Vigilance. After a brief but fierce fight, PCs may have an opportunity to take prisoners or to cut a deal with the surviving Cultists. Some very good information about Smoke is available to PCs who choose to obtain it. At low APLs PCs can camp here and heal and regain spells unmolested. At APLs 2-6, Smoke and his ring will attack the PCs during the night if they choose this course of action.

**Encounter 6:** If PCs exit the surface, or if they are engaged by Smoke and his group while in camp, use this encounter. PCs will be directly confronted by Smoke. It should be apparent at this point that everything with this ogre is not what it appears. PCs who choose to throw down, will have to fight Smoke and his group. This will be lethal. PCs who hear Smoke out and speak to him, have an opportunity to move him from Lawful Neutral to Lawful Good and develop a strong ally and asset for Ulek.

PCs will need to convince Smoke of three points, each detailed in prophecy number 19. PCs who successfully convince Smoke that their intentions are peaceful, that the Gem is a creation of Ulaa, and that Ulaa speaks directly to him, will cause Smoke to collapse into a seizure and make his final steps into the light of Ulaa. His collapse will trigger a fight with his compatriots.

**Conclusion:** Your players will end the scenario in five different ways: they will either never piece together how to Chase Smoke and not find the Gem of Vigilance; they are defeated and driven home or slain to a man; they bring Smoke over into the light of Ulaa and bring him back to Ulek (use conclusion A); they defeat both Smoke and his band and bring the Gem of Vigilance home with them (use conclusion B); or they kill Smoke after he has done his alignment shift and are taken on an 8 TU walkabout as a result of their behavior while the Gem redeems them and educates them in the error of their ways.

## DM AID # 2

# *The Divinations of Ulaa*

JUDGE's Eyes Only

1) *Who has taken the gem?*

The dragon's breath beat the air to flame, but the fire yielded only ash and smoke.  
This implies the involvement of the cult.

DM Notes: This verifies that the Cult of the Dragon is involved.

2) *Where is the gem?*

The double hills and the whirling wheels saw the bloodstone pass through the hands of the goddess.

This describes the village of Onderill, which rests upon twin hills and was known for its windmills.

DM Notes: Also references the Gem itself and confirms it is a bloodstone.

3) *Did the Cult of the Earth Dragon take the gem?*

Who owns the ore, the miner or the smelter?

DM Notes: This references Smoke's betrayal. He mined the ore, but the Cult of the Dragon was going to smelt, or transform it.

4) *Does the cult of the Dragon have the gem now?*

The Dragon's jaws snap at bitter air and its claws clutch at emptiness.

No.

DM Notes: Smoke took the Gem and this divination refers to that activity.

5) *Does the Cult of the Earth Dragon pursue the gem now?*

What Wurm can abide the loss of what it calls its own?

Yes?

DM Notes: Yes, the Cult of the Dragon pursues the Gem.

## DM COPY

6) *How do we reclaim the gem?*

The Stone wife's halls will be reclaimed by cleansing smoke.

DM Notes: This directly references Smoke's activity in Onderil purifying the Church there. PCs must pass through the Church in Onderill to find Smoke.

7) *What will the Cult do if we have the gem?*

The Dragon hunts and sends death quickly in one swift blow.

DM Notes: This references future scenarios in the series.

8) *Who killed the servants of the temple at the dead copper mine?*

No answer.

DM Notes: Ulaa did not respond to this.

9) *Is the gem in the village of Onderill?*

The wind pushes the wind mill's blade. Where does it go once the blade has moved?

The gem may or may not be there?

DM Notes: The Gem passed through Onderill in Smoke's possession. It is with Smoke also. Linguistically, this plays with Smoke and air.

10) *What will we find in the village of Onderill?*

Strike a man often and he flinches each time you make a fist.

DM Notes: This refers both to the conditions of the orcs in Onderill and also to the slaves.

11) *Is there someone who can guide us to the gem?*

In the dark, depend on the lost.

Pengellin believes this refers to a clan Deep Dwarves, who have been lost to us for a generation.

DM Notes: This references activity in future scenarios in the series.

12) *How can the gems be used?*

## DM COPY

One guides the heart in vengeance, one cleanses the land, one brings life when death hovers near, one makes the mind see anew, and the other brings clarity.

There are 5 gems.

DM Notes: This describes the function of each of the Gems.

*13) Is the Ax of Corond linked to the gems?*

All things drawn from the earth can be forged anew.

DM Notes: Verifies the connection between the Ax of Corond and the Gems of Ulaa.

*14) How do we unleash the power of the gem and the ax?*

The Prince's heart must beat with the blood of Ulaa

The Keeper believes there is a ritual that will consecrate the Prince in the eyes of Ulaa.

DM Notes: References activity in a future part of this series.

*15) Does the Warlord know about the gems and the ax?*

Life is a spider web. If you tap your foot, all know.

Yes.

DM Notes: The Warlord knows about these things.

*16) Is the warlord after the gems?*

The hunt begins when the horn is blown?

DM Notes: He may or may not take action based on his condition and the opportunities he has.

*17) Where can we find the gem?*

When all else fails, drive the silver spike.

DM Notes: This clearly references the mine.

18) *Who can we depend on for help?*

Friend is foe and foe is friend. Trust no one. Trust everyone.

DM Notes: This references Smoke , but has other applications to other scenarios in the series.

## DM COPY

19) *What steps must we take to regain the gem?*

Questions asked should be answered. Peace brings trust. A gift must be understood. Explain the voice of the goddess through her written word.

DM Notes: This directly refers to how to save Smoke and bring him back.

20) *How many gems can the Ax accommodate?*

Five fingers make a fist.

Five gems for sure.

DM Notes: Verifies that the Ax can accommodate up to five Gems.

21) *What happens if all the gems are not recovered?*

A fist can still be made with missing fingers.

Not all the gems are needed to unleash at least some of the powers of the ax.

DM Notes: All the Gems are not necessary to unleash all the powers of the Gems.

22) *Can the power of the gems be subverted for evil use?*

A sword made is a sword made and woe the smith who finds his blades turned against him.

Yes, and this is a warning.

DM Notes: Verifies that THE ENEMY can also use the Gems.

23) *What is the worst mistake we can make?*

Attacking smoke when the fire burns.

DM Notes: This is a clear warning about attacking Smoke. Point this out to any TPKs.

24) *When will we know what to do?*

**When your Enemy becomes your Ally, the path will be revealed by the blind.**

DM Notes: This references activity in later scenarios in the series.

25) *What matters most in the end?*

**The madness of the angry dead.**

DM Notes: This references activity in later scenarios in the series.



## Player Handout 1

# *The Divinations of Ulaa*

Make a copy for each player

1) *Who has taken the gem?*

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What Wurm can abide the loss of what it calls its own?  
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Yes, and this is a warning.

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Attacking smoke when the fire burns.

24) *When will we know what to do?*

When your Enemy becomes your Ally, the path will be revealed by the blind.

25) *What matters most in the end?*

The madness of the angry dead.

## Player Handout 2

# *Commune with Ulaa*

The keeper and her comrades propose the following questions. 12 total may be asked.

*Does the Cult of the Dragon have the gem?*

If no to this last question, then... *Does the warlord have the gem?*

*Was the Cult of the Dragon/the warlord responsible for the murder of our agents?*

Cult or Warlord will depend on previous answer.

*Is the gem in the village of Onderill?*

If no to the previous question, then *Is the gem near Onderill?*

### Player Handout 3

THE BOOKS ARE MINE NOW.

THE STONE WOman NEEDS NOT  
FEAR FOR HER TRINKETS.

NONE CAN TAKE THEM FROM ME. I  
WILL PUT THEM TO THEIR PROPER  
USE.

## Appendix A

### Powers of the Gem of Vigilance

The Gem is sentient and devoted to Ulaa. While it's powers are usable by anyone who decides to pick the Gem up, the Gem itself is quite concerned with its usage and will discuss this at length with anyone so inclined. The Gem has an ego of 24 and is lawful good (review intelligent items rules on pp 268-271 of DMG). It must allow its wielder to use its powers as it wielder desires, as it is a creation of Ulaa and Ulaa values personal choice, but it will use its dominance to further its own agenda. That is, it will use its dominance over its host to do things like cleanse the temple of Ulaa, kill agents of the Cult of the Earth Dragon or systematically wipe out the Saltburner tribe. The Gem has used magical compulsion on its current wielder on several occasions. However, Smoke's alignment change is his own decision and a direct result of his own personal choice.

**The Gem of Vigilance:** AL—LG; Int 16, Wis 16, Cha 14; Telepathy with wielder using Common, Dwarven, Terran and Celestial; Has Darkvision and normal vision out to 120 ft.; EGO score: 24;

*Lesser Powers:*

- Imbues wielder with 10 ranks of Survival
- Imbues wielder with 10 ranks of Knowledge: Nature
- Imbues wielder with 10 ranks of Knowledge: Architecture and Engineering
- Imbues wielder with 10 ranks of Knowledge: Dungeoneering
- Imbues wielder with Track feat
- Provides wielder with DR 10/evil
- Provides wielder with SR 25
- Cast Align Weapon 3/day

*Greater Powers:*

- Discern Location 1/day
- Scrying, Greater, 3/day
- True Seeing as a Gem of True Seeing
- Find the Path 3/day

## Appendix B

### The Bad Guys

#### Encounter 2: The Orcs of Saltburner Tribe

Handled properly, this encounter should be equal to a straight encounter of the PCs EL. If PCs are intelligent and cautious on their approach to the town, the orcs will show up in small groups and destroyed in detail. If PCs just charge into Onderill and proclaim their prowess, the fight is APL +4 and difficult.

#### **APL 2 (EL 6)**

**Orcish Warriors (6) Boj, Cruish, Dredja, Eka, Flish, and Jeroo:** Male Orc Warrior level 1; HD 1d8+1; hp 9, 8, 6, 6, 5, 4 each; Init +0; Spd 30 feet; AC 13, Touch 10, flat footed 13; Base atk: +1; Grp: +4; Atks +4 melee (2d4+4 [crit 18-20], falchion) or +1 ranged (1d6+3 [crit 20], javelin); Full atk: same; Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft., Light sensitivity (dazzled in bright sunlight); AL--CE; SV: Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

*Skills and Feats:* Speak Orc, Common; Listen +1, Spot +1; Alertness

*Possessions:* 6 suits of studded leather, 6 falchions, 18 javelins, 6 daggers, 63 sp, 14 gp.

**Orc Barbarian (2) Huussa, Ibinu:** Male Orc Barbarian level 1; HD d12+2 (4 when raging); hp 14 (16 when raging); Init +0; Spd 30 feet; AC 15 (13 when raging), touch 10 (8 when raging), flat footed 15 (13 when raging); Base atk: +1; Grp +5 (7 when raging) Atks +5 melee (+7 when raging) (2d4+6/+9 when raging [crit 18-20], falchion) or +1 ranged (1d6+4/+6 when raging [crit 20], javelin); Full atk: same; Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft., Light sensitivity (dazzled in bright sunlight), Rage; AL--CE; SV: Fort +4, Ref +0, Will -1 (+1 when raging); Str 18, Dex 10, Con 14, Int 8, Wis 8, Cha 6

*Skills and Feats:* Speak Orc, Common; Listen +2, Spot +2, Climb+5; Alertness

*Possessions:* 2 suits of chainmail, 2 falchions, 6 javelins, 2 daggers, 40 sp, 28 gp., 2 warhorns

**Orc Barbarian Leader Agara:** Male Orc Barbarian level 2; HD 2d12+4 (8 when raging); hp 23 (27 when raging); Init +0; Spd 30 feet; AC 15 (13 when raging), touch 10 (8 when raging), flat footed 15 (13 when raging); Base atk: +2; Grp +6 (8 when raging) Atks +7 melee (+9 when raging) (2d4+6/+9 when raging [crit 18-20], falchion) or +2 ranged (1d6+4/+6 when raging [crit 20], javelin); Full atk: same; Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft., Light sensitivity (dazzled in bright sunlight), Uncanny Dodge, Rage; AL--CE; SV: Fort +4, Ref +0, Will -1 (+1 when raging); Str 18, Dex 10, Con 14, Int 8, Wis 8, Cha 6

*Skills and Feats:* Speak Orc, Common; Listen +2, Spot +2, Climb +5, Jump +5; Alertness

*Possessions:* Suit of chainmail, masterwork falchion, 3 javelins, 2 daggers, 8 sp, 55 gp., silver ring set with topaz (100 gp value), warhorn

#### **APL 4 (EL 8)**

**Orcish Warriors (8) Boj, Cruish, Dredja, Eka, Flish, Gla, Jeroo, Krun:** Male Orc Warrior level 2; HD 2d8+2; hp 14 each; Init +0; Spd 30 feet; AC 14, Touch 10, flat footed 14; Base atk: +2; Grp: +5; Atks +5 melee (2d4+4 [crit 18-20], falchion) or +1 ranged (1d6+3 [crit 20], javelin); Full atk: same; Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft., Light sensitivity (dazzled in bright sunlight); AL--CE; SV: Fort +3, Ref +0, Will -1; Str 17, Dex 11, Con 12, Int 8, Wis 8, Cha 6

*Skills and Feats:* Speak Orc, Common; Listen +2, Spot +2, Climb +4, Jump +4; Alertness

*Possessions:* 8 chain shirts, 8 falchions, 24 javelins, 8 daggers, 16 sp, 4 gp.

**Orc Barbarian (2) Huussa, Ibinu:** Male Orc Barbarian level 2; HD 2d12+4 (8 when raging); hp 23 (27 when raging); Init +0; Spd 30 feet; AC 15 (13 when raging), touch 10 (8 when raging), flat footed 15 (13 when raging); Base atk: +2; Grp +6 (8 when raging) Atks +7 melee (+9 when raging) (2d4+6/+9 when raging [crit 18-20], falchion) or +2 ranged (1d6+4/+6 when raging [crit 20], javelin); Full atk: same; Space/reach: 5 ft/5ft; SQ:



Darkvision, 60 ft., Light sensitivity (dazzled in bright sunlight), Uncanny Dodge, Rage; AL--CE; SV: Fort +4, Ref +0, Will -1 (+1 when raging); Str 18, Dex 10, Con 14, Int 8, Wis 8, Cha 6

*Skills and Feats:* Speak Orc, Common; Listen +2, Spot +2, Climb +5, Jump +5; Alertness

*Possessions:* 2 suits of chainmail, 2 falchions, 6 javelins, 2 daggers, 40 sp, 28 gp., 2 warhorns

**Orc Barbarian Leader Agara:** Male Orc Barbarian level 3; HD 3d12+6 (12 when raging); hp 32 (36 when raging); Init + 0; Spd 30 feet; AC 15 (13 when raging), touch 10 (8 when raging), flat footed 15 (13 when raging); Base atk: +3; Grp +7 (9 when raging) Atks +8 melee (+10 when raging) (2d4+6/+9 when raging [crit 18-20], falchion) or +3 ranged (1d6+4/+6 when raging [crit 20], javelin); Full atk: same; Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft., Light sensitivity (dazzled in bright sunlight), Uncanny Dodge, Rage, Trap Sense +1; AL--CE; SV: Fort +4, Ref +1, Will +0 (+2 when raging); Str 18, Dex 10, Con 14, Int 8, Wis 8, Cha 6

*Skills and Feats:* Speak Orc, Common; Listen +2, Spot +2, Climb +5, Jump +5; Alertness, Power Attack

*Possessions:* Suit of chainmail, masterwork falchion, 3 javelins, 2 daggers, 8 sp, 55 gp., silver ring set with topaz (100 gp value), warhorn

## APL 6 (EL 10)

**Orcish Warriors (7) Boj, Cruish, Dredja, Eka. Flish, Gla, Jeroo:** Male Orc Warrior level 3; HD 3d8+3; hp 20 each; Init +0; Spd 30 feet; AC 14, Touch 10, flat footed 14; Base atk: +3; Grp: +6; Atks +7 melee (2d4+4 [crit 18-20], falchion) or +3 ranged (1d6+3 [crit 20], javelin); Full atk: same; Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft., Light sensitivity (dazzled in bright sunlight); AL--CE; SV: Fort +4, Ref +1, Will 0; Str 17, Dex 11, Con 12, Int 8, Wis 8, Cha 6

*Skills and Feats:* Speak Orc, Common; Listen +2, Spot +2, Climb +5, Jump +4; Alertness, WF: Falchion

*Possessions:* 7 chain shirts, 7 falchions, 21 javelins, 7 daggers, 14 sp, 7 gp.

**Orc Barbarian (2) Huussa, Ibinu:** Male Orc Barbarian level 4; HD 4d12+8 (16 when raging); hp 41 (49 when raging); Init + 0; Spd 30 feet; AC 15 (13 when raging), touch 10 (8 when raging), flat footed 15 (13 when raging); Base atk: +4; Grp +8 (+10 when raging) Atks +10 melee (+12 when raging) (2d4+6/+9 when raging [crit 18-20], falchion) or +4 ranged (1d6+4/+6 when raging [crit 20], javelin); Full atk: same; Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft., Light sensitivity (dazzled in bright sunlight), Uncanny Dodge, Rage, Trap Sense +1; AL--CE; SV: Fort +6, Ref +1, Will +0 (+2 when raging); Str 19, Dex 10, Con 14, Int 8, Wis 8, Cha 6

*Skills and Feats:* Speak Orc, Common; Listen +2, Spot +2, Climb +6, Jump +6; Alertness, Power Attack

*Possessions:* 2 suits of chainmail, 2 masterwork falchions, 6 javelins, 2 daggers, 40 sp, 28 gp, 2 warhorns

**Orc Barbarian Leader Agara:** Male Orc Barbarian level 5; HD 5d12+10 (20 when raging); hp 50 (60 when raging); Init + 0; Spd 30 feet; AC 16 (14 when raging), touch 11 (9 when raging), flat footed 16 (14 when raging); Base atk: +5; Grp +9 (11 when raging) Atks +10 melee (+12 when raging) (2d4+7/+10 when raging [crit 18-20], falchion) or +3 ranged (1d6+4/+6 when raging [crit 20], javelin); Full atk: same; Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft., Light sensitivity (dazzled in bright sunlight), Uncanny Dodge, Rage2/ day, Trap Sense +1, Improved Uncanny Dodge; AL--CE; SV: Fort +6, Ref +1, Will +0 (+2 when raging); Str 18, Dex 10, Con 14, Int 8, Wis 8, Cha 6

*Skills and Feats:* Speak Orc, Common; Listen +2, Spot +2, Climb +7, Jump +6; Alertness, Power Attack

*Possessions:* Suit of +1 chainmail, +1 falchion, 3 javelins, 2 daggers, 8 sp, 55 gp., silver ring set with topaz (100 gp value), warhorn.

## APL 8 (EL 12)

**Orcish Warriors (8) Boj, Cruish, Dredja, Eka. Flish, Gla, Jeroo, Krunck:** Male Orc Warrior level 4; HD 4d8+4; hp 27 each; Init +0; Spd 30

feet; AC 14, Touch 10, flat footed 14; Base atk: +4; Grp: +7; Atks +9 melee (2d4+4 [crit 18-20], falchion) or +4 ranged (1d6+3 [crit 20], javelin); Full atk: same; Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft., Light sensitivity (dazzled in bright sunlight); AL--CE; SV: Fort +5, Ref +1, Will 0; Str 17, Dex 11, Con 12, Int 8, Wis 8, Cha 6

*Skills and Feats:* Listen +2, Spot +2, Climb +5, Jump+5; Alertness, WF: Falchion

*Possessions:* 8 chain shirts, 8 MW falchions, 24 javelins, 8 daggers, 14 sp, 7 gp., 8 potions of cure light wounds

**Orc Barbarian (2) Huussa, Ibinu:** Male Orc Barbarian level 5; HD 5d12+10 (20 when raging); hp 50 (60 when raging); Init + 0; Spd 30 feet; AC 16 (14 when raging), touch 11 (9 when raging), flat footed 16 (14 when raging); Base atk: +5; Grp +9 (+11 when raging) Atks +10 melee (+12 when raging) (2d4+6/+9 when raging [crit 18-20], falchion) or +5 ranged (1d6+4/+6 when raging [crit 20], javelin); Full atk: same; Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft., Light sensitivity (dazzled in bright sunlight), Uncanny Dodge, Rage 2/day, Trap Sense +1, Improved Uncanny Dodge; AL--CE; SV: Fort +6, Ref +1, Will +0 (+2 when raging); Str 19, Dex 10, Con 14, Int 8, Wis 8, Cha 6

*Skills and Feats:* Speak Orc, Common; Listen +2, Spot +2, Climb +7, Jump +6; Alertness, Power Attack

*Possessions:* 2 suits of +1 chainmail, 2 master work falchions, 6 javelins, 2 daggers, 40 sp, 28 gp., 2 potions of cure moderate wounds, 2 warhorns.

**Orc Barbarian Leader Agara:** Male Orc Barbarian level 6; HD 6d12+12 (24 when raging); hp 59 (71 when raging); Init + 0; Spd 30 feet; AC 17 (15 when raging), touch 12 (10 when raging), flat footed 16 (14 when raging); Base atk: +6/1; Grp +10 (12 when raging) Atks +12 melee (+14 when raging) (2d4+7/+10 when raging [crit 18-20], falchion) or +6 ranged (1d6+4/+6 when raging [crit 20], javelin); Full atk: +12/7 melee (+14/9 when raging) (2d4+7/+10 when raging [crit 18-20], falchion); Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft., Light sensitivity (dazzled in bright sunlight), Uncanny Dodge, Rage, Trap Sense +2,

Improved Uncanny Dodge; AL--CE; SV: Fort +7, Ref +2, Will +1 (+3 when raging); Str 18, Dex 10, Con 14, Int 8, Wis 8, Cha 6

*Skills and Feats:* Speak Orc, Common; Listen +2, Spot +2, Climb +7, Jump +7; Alertness, Power Attack, WF: Falchion

*Possessions:* Suit of +1 chainmail, +1 falchion, 3 javelins, 2 daggers, 8 sp, 55 gp., silver ring set with topaz (100 gp value), +1 ring of protection, potion of shield of faith +2, warhorn.

#### APL 10 (EL 14)

**Orcish Warriors (8) Boj, Cruish, Dredja, Eka. Flish, Gla, Jeroo, Krunck:** Male Orc Warrior level 6; HD 6d8+6; hp 39 each; Init +0; Spd 30 feet; AC 14, Touch 10, flat footed 14; Base atk: +6/1; Grp: +9; Atks +11 melee (2d4+4 [crit 18-20], falchion) or +6 ranged (1d6+3 [crit 20], javelin); Full atk +11/6 melee (2d4+4 [crit 18-20], falchion); Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft., Light sensitivity (dazzled in bright sunlight); AL--CE; SV: Fort +6, Ref +2, Will +1; Str 17, Dex 11, Con 12, Int 8, Wis 8, Cha 6

*Skills and Feats:* Speak Orc, Common; Listen +2, Spot +2, Climb +6, Jump+6; Alertness, WF: Falchion, Power Attack

*Possessions:* 8 chain shirts, 8 MW falchions, 24 javelins, 8 daggers, 14 sp, 7 gp., 8 potions of cure light wounds

**Orc Barbarian (3) Huussa, Ibinu, Laga:** Male Orc Barbarian level 10; HD 10d12+20 (40 when raging); hp 95 (115 when raging); Init + 0; Spd 30 feet; AC 16 (14 when raging), touch 11 (9 when raging), flat footed 16 (14 when raging); Base atk: +10/+5; Grp +15 (+17 when raging) Atks +17 melee (+19 when raging) (2d4+8/+11 when raging [crit 18-20], falchion) or +10 ranged (1d6+5/+7 when raging [crit 20], javelin); Full atk: +17/12 melee (+19/14 when raging) (2d4+7/+10 when raging [crit 18-20], falchion); Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft., Light sensitivity (dazzled in bright sunlight), Uncanny Dodge, Rage 3/day, Trap Sense +3, Improved Uncanny Dodge, Damage Reduction 2/-; AL--CE; SV: Fort +9, Ref +3, Will +2 (+4 when raging); Str 20, Dex 10, Con 14, Int 8, Wis 8, Cha 6

*Skills and Feats:* Speak Orc, Common; Listen +2, Spot +2, Climb +10, Jump +10; Alertness, Power Attack, Improved Sunder, WF: Falchion

*Possessions:* 3 suits of +1 chainmail, 3 +1 falchions, 9 javelins, 3 daggers, 60 sp, 51 gp., 3 potion of cure moderate wounds, 3 warhorns.

**Orc Barbarian Leader Agara:** Male Orc Barbarian level 11; HD11d12+22 (55 when raging); hp 104 (137 when raging); Init + 0; Spd 30 feet; AC 18 (16 when raging), touch 13 (11 when raging), flat footed 18 (16 when raging); Base atk: +11/6/1; Grp +16 (19 when raging) Atks +18 melee (+21 when raging) (2d4+7/+12 when raging [crit 18-20], falchion) or +11 ranged (1d6+5/+8 when raging [crit 20], javelin); Full atk: +18/13/8 melee (+21/16/11 when raging) (2d4+8/+11 when raging [crit 18-20], falchion); Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft., Light sensitivity (dazzled in bright sunlight), Uncanny Dodge, Greater Rage 3/day, Trap Sense +3, Improved Uncanny Dodge, Damage Reduction 3/--; AL--CE; SV: Fort +8, Ref +3, Will +2 (+4 when raging); Str 20, Dex 10, Con 14, Int 8, Wis 8, Cha 6

*Skills and Feats:* Speak Orc, Common; Listen +2, Spot +2, Climb +11, Jump +10; Alertness, Power Attack, Improved Sunder, WF: Falchion

*Possessions:* Suit of +2 chainmail, +1 falchion, 3 javelins, 2 daggers, 8 sp, 55 gp., silver ring set with topaz (100 gp value), +1 ring of protection, potion of shield of faith +2, warhorn.

## **APL 12 (EL 16)**

**Orcish Fighters (8) Boj, Cruish, Dredja, Eka. Flish, Gla, Jeroo, Krunk:** Male Orc Fighter level 8; HD 8d10+8; hp 60 each; Init +0; Spd 20 feet; AC 14, Touch 10, flat footed 14; Base atk: +8/3; Grp: +12; Atks +14 melee (2d4+8 [crit 15-20], falchion) or +8 ranged (1d6+3 [crit 20], javelin); Full atk +14/11/6 melee (2d4+8 [crit 15-20], falchion); Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft., Light sensitivity (dazzled in bright sunlight); AL--CE; SV: Fort +7, Ref +2, Will +3; Str 18, Dex 11, Con 12, Int 8, Wis 8, Cha 6

*Skills and Feats:* Speak Orc, Common; Listen +2, Spot +2, Climb +6, Jump+6; Alertness, WF: Falchion, Power Attack, Weapon Specialization:

Falchion, Improved Sunder, Improved Critical, Iron Will, Cleave

*Possessions:* 8 chain shirts, 8 MW falchions, 24 javelins, 8 daggers, 14 sp, 7 gp., 8 potions of cure moderate wounds

**Orc Barbarian (5) Huussa, Ibinu, Laga, Mul, Naxa:** Male Orc Barbarian level 10; HD 10d12+20 (40 when raging); hp 95 (115 when raging); Init + 0; Spd 30 feet; AC 16 (14 when raging), touch 11 (9 when raging), flat footed 16 (14 when raging); Base atk: +10/+5; Grp +15 (+17 when raging) Atks +17 melee (+19 when raging) (2d4+8/+11 when raging [crit 18-20], falchion) or +10 ranged (1d6+5/+7 when raging [crit 20], javelin); Full atk: +17/12 melee (+19/14 when raging) (2d4+7/+10 when raging [crit 18-20], falchion); Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft., Light sensitivity (dazzled in bright sunlight), Uncanny Dodge, Rage 3/day, Trap Sense +3, Improved Uncanny Dodge, Damage Reduction 2/-; AL--CE; SV: Fort +9, Ref +3, Will +2 (+4 when raging); Str 20, Dex 10, Con 14, Int 8, Wis 8, Cha 6

*Skills and Feats:* Speak Orc, Common; Listen +2, Spot +2, Climb +10, Jump +10; Alertness, Power Attack, Improved Sunder, WF: Falchion

*Possessions:* 5 suits of +1 chainmail, 5 +1 falchions, 15 javelins, 5 daggers, 60 sp, 51 gp., 5 potions of cure moderate wounds, 5 warhorns.

**Orc Barbarian Leader Agara:** Male Orc Barbarian level 12; HD12d12+24 (60 when raging); hp 113 (149 when raging); Init + 0; Spd 30 feet; AC 19 (17 when raging), touch 14 (12 when raging), flat footed 19 (17 when raging); Base atk: +12/7/2; Grp +16 (19 when raging) Atks +18 melee (+21 when raging) (2d4+7/+12 when raging [crit 15-20], falchion) or +11 ranged (1d6+5/+8 when raging [crit 20], javelin); Full atk: +18/13/8 melee (+21/16/11 when raging) (2d4+8/+11 when raging [crit 15-20], falchion); Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft., Light sensitivity (dazzled in bright sunlight), Uncanny Dodge, Greater Rage 4/day, Trap Sense +4, Improved Uncanny Dodge, Damage Reduction 3/--; AL--CE; SV: Fort +10, Ref +4, Will +3 (+5 when raging); Str 21, Dex 10, Con 14, Int 8, Wis 8, Cha 6

**Skills and Feats:** Speak Orc, Common; Listen +2, Spot +2, Climb +11, Jump +10; Alertness, Power Attack, Improved Sunder, WF: Falchion, Intimidating rage

**Possessions:** *Suit of +2 chainmail, +1 keen falchion, 3 javelins, 2 daggers, 138 sp, 655 gp., silver ring set with topaz (100 gp value), +2 ring of protection, potion of shield of faith+2, Potion of cure serious wounds, warhorn.*

## **Encounter 5: Cult of the Dragon**

### **APL 2 EL 4**

**Kobold Sorcerer, Gra Zook:** Female Kobold Sorcerer level 3; HD 3d4+3; hp 16; Init +3; Spd 30 feet; AC 15, touch 15, flat footed 11; Base atk: +1; Grp -7; Atks +2 (1d3-3, [crit 20], dagger); Full atk: same; Space/reach: 5 ft./5 ft.; SA: Toad familiar – adds 3hp total; SQ: Light Sensivity (dazzled in bright sunlight); AL—LN; SV: Fort +2, Ref +4, Will +3; Str 4, Dex 16; Con 12; Int 12, Wis 12, Cha 16

**Toad Familiar:** HD 3; hp 7; Init +1; Spd 5 feet; AC 16, touch 15, flat footed 15; Base atk: +0, grp -17; Atk: --, Space/reach: 1ft/0 ft; SQ: amphibious, low-light vision, improved evasion, alertness for master, share spells, empathic link, Hide +21, Listen +4, Spot +4; AL—LN; SV: Fort +2, Ref +4, Will +3; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4

**Skills and Feats:** Speak Common, Draconic, Undercommon, Concentration +7, Knowledge: Arcana +7; Spellcraft +7; Spell Focus: Conjuraton, Augment Summoning

**Spells Available** (6/6; base DC= 13 [14 for conjuration spells]+ spell level):

*0 — read magic, detect magic, acid splash, ray of frost, prestidigitaton*

*1<sup>st</sup> — summon monster I, mage armor, magic missile*

**Possessions:** dagger, *potion of invisibility, potion of cure light wounds, 15sp, 5gp*

**Human Adept, Krindell:** Female Human Adept, level 1; HD d6+4; hp 10; Init +1; Spd 30 feet;

AC 16, touch 12, flat footed 15; Base attack +0; Grp +1; Atks + 1 (d8+1, [crit 20] heavy mace) or +2 (D8 [crit 20] light crossbow); Full atk: same; Space/reach: 5 ft./5 ft.; SQ: light Sensivity (dazzled in bright sunlight); AL—LE; SV: Fort +1, Ref +2, Will +4; Str 12, Dex 14; Con 12; Int 12, Wis 14, Cha 8

**Skills and Feats:** Speak Common, Draconic; Heal +6, Concentration +5, Knowledge: geography +5, Knowledge: religion +5; Dodge, Toughness

**Spells Prepared** (3/2; base DC= 12 + spell level):

*0 — light, ghost sound, cure minor wounds*

*1<sup>st</sup> — cure light wounds, protection from good*

**Possessions:** studded leather armor, heavy wooden shield, heavy mace, light crossbow and 10 bolts, 2 scrolls of cure light wounds, 12 gp

**Kobold Warriors (2), Ixa, Ji:** Male kobold warriors, level 1: HD 1d8+2; hp 10 ea.; Init +2; Spd 30 feet; AC 17, touch 13, flat footed 15; Base atk: +1; Grp -3; Atks +5 melee (d4+1 [crit 19-20] short sword) or +5 missile (d6+1 [crit x3] spear); Full atk: same; Space/reach: 5 ft./5 ft.; SQ: light Sensivity (dazzled in bright sunlight); AL—LE; SV: Fort +4, Ref +2, Will +0; Str 12, Dex 16; Con 14; Int 10, Wis 10, Cha 8

**Skills and Feats:** Speak Draconic; Spot +1, Listen +1; Weapon Finesse, Dodge

**Possessions:** 2 suits of studded leather armor, 2 small wooden shields, 2 short swords, 2 spears, 6 cp

### **APL 4 EL 6**

**Kobold Sorcerer, Gra Zook:** Female Kobold Sorcerer level 5; HD 5d4+5; hp 25; Init +3; Spd 30 feet; AC 16, touch 16, flat footed 12; Base atk: +2; Grp -5; Atks +1 (1d3-3, [crit 20], dagger); Full atk: same; Space/reach: 5 ft./5 ft.; SA: Toad familiar – adds 3 hp total; SQ: light Sensivity (dazzled in bright sunlight); AL—LN; SV: Fort +2, Ref +4, Will +5; Str 4, Dex 16; Con 12; Int 12, Wis 12, Cha 17

**Skills and Feats:** Speak Common, Draconic, Undercommon, Concentration +9, Knowledge: Arcana +9; Spellcraft +9; Spell Focus: Conjunction, Augment Summoning

**Toad Familiar:** HD 5; hp 12; Init +1; Spd 5 feet; AC 17, touch 16, flat footed 16; Base atk: +0, grp -17; Atk: —, Space/reach: 1ft/0 ft; SQ: amphibious, low-light vision, improved evasion, alertness for master, share spells, empathic link, Hide +21, Listen +4, Spot +4; AL—LN; SV: Fort +1, Ref +2, Will +6; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4

**Spells Available** (6/7/5; base DC= 13 [14 for conjunction spells] + spell level):

0 — *read magic, detect magic, acid splash, ray of frost, prestidigitation, light*  
1<sup>st</sup> — *summon monster I, mage armor, magic missile, obscuring mist*  
2<sup>nd</sup> — *summon monster II, glitterdust*

**Possessions:** dagger, *potion of invisibility, potion of cure light wounds, +1 ring of protection*, 15sp, 5gp

**Human Cleric, Krindell:** Female Human Cleric, level 1; HD d8+4; hp 12; Init +1; Spd 20 feet; AC 19, touch 12, flat footed 17; Base attack +0; Grp +1; Atks + 1 (d8+1, [crit 20] heavy mace) or +2 (D8 [crit 20] light crossbow); Full atk: same; Space/reach: 5 ft./5 ft.; SQ: Rebuke undead; AL—LE; SV: Fort +3, Ref +2, Will +4; Str 12, Dex 14; Con 12; Int 12, Wis 14, Cha 8

**Skills and Feats:** Speak Common, Draconic; Heal +6, Concentration +5, Knowledge: geography +5, Knowledge: religion +5; Dodge, Toughness

**Spells Prepared** (3/3; base DC= 12 + spell level):

0 — *light, ghost sound, cure minor wounds*  
1<sup>st</sup> — *cure light wounds, protection from good, sanctuary\**

\*Domain spell: domains — Protection (protective ward), Earth (rebuke earth creatures as if they were undead, turn or destroy air creatures as if they were undead)

**Possessions:** Scale mail armor, heavy wooden shield, heavy mace, light crossbow and 10 bolts, 2 *scrolls of cure light wounds*, 12 gp

**Human Fighter, Jerlan:** Male Human Fighter, level 1: HD 1d10+2; hp 12; Init +1; Spd 20 feet; AC 21, touch 11, flat footed 20; Base attack: +1; Grp +5; Atks +6 (d10+4, [crit 19-20] bastard sword) or +2 (d6+4, [crit 20] throwing ax); Full atk: same; Space/reach: 5 ft./5ft.; AL—LE; SV: Fort +4, Ref +1, Will +0; Str 18, Dex 12, Con 14, Int 8 Wis 10, Cha 8

**Skills and Feats:** Speak Common, Draconic: Climb +7, Jump+7, Ride +5; Exotic Weapon Proficiency: Bastard Sword, WF: Bastard Sword, Power Attack

**Possessions:** Plate mail armor, heavy wooden shield, bastard sword, throwing ax, 24sp

**Kobold Rogue, Ixa:** Male kobold rogue, level 1: HD 1d6+1; hp 7; init +4; Spd 30 feet; AC 19, touch 15, flat footed 15; Base atk: +0; Grp -4; Atks +1 (d4+1 [crit 19-20] short sword or +1 melee/+5 missile (d6+1 [crit x3] spear); Full atk: same; Space/reach: 5 ft./5 ft.; SQ: light Sensivity (dazzled in bright sunlight), Sneak attack +1d6, Trapfinding; AL—LE; SV: Fort +1, Ref +6, Will +0; Str 12, Dex 18; Con 12; Int 10, Wis 10, Cha 8

**Skills and Feats:** Speak Draconic; Spot +4, Listen +4, Hide +12, Move Silently +8, Search +6, Disable Device +4, Escape Artist +8, Climb +5; Dodge

**Possessions:** 1 suit of studded leather armor, short sword, long spear, *potion of blur*, 12 gp

## APL 6 EL 8

**Kobold Sorcerer, Gra Zook:** Female Kobold Sorcerer level 7; HD 7d4+7; hp 29; Init +7; Spd 30 feet; AC 16, touch 16, flat footed 12; Base atk: +3; Grp -4; Atks +1 (1d3-3, [crit 20], dagger); Full atk: same; Space/reach: 5 ft./5 ft.; SA: Toad familiar – adds 3 hp total; SQ: light Sensivity (dazzled in bright sunlight); AL—LN; SV: Fort +3, Ref +5, Will +6; Str 4, Dex 16; Con 12; Int 12, Wis 12, Cha 19 (modified by cloak)

**Skills and Feats:** Speak Common, Draconic, Undercommon, Concentration +11, Knowledge: Arcana +11; Spellcraft +11; Spell Focus: Conjunction, Augment Summoning, Improved Initiative, Extend Spell

**Toad Familiar:** HD 7; hp 14; Init +1; Spd 5 feet; AC 18, touch 17, flat footed 17; Base atk: +0, grp -17; Atk: --, Space/reach: 1ft/0 ft; SQ: amphibious, low-light vision, improved evasion, alertness for master, share spells, empathic link, speak with master and others of its kind; Hide +21, Listen +4, Spot +4; AL—LN; SV: Fort +2, Ref +3, Will +7; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4

**Spells Available** (6/7/7/5; base DC= 14 [15 for conjuration spells] + spell level):

0 — *read magic, detect magic, acid splash, ray of frost, prestidigitation, light, flare*  
1<sup>st</sup> — *summon monster I, mage armor, magic missile, obscuring mist, grease*  
2<sup>nd</sup> --- *summon monster II, glitterdust, invisibility*  
3<sup>rd</sup> --- *summon monster III, dispel magic*

**Possessions:** dagger, *potion of invisibility, potion of cure light wounds, +1 ring of protection, cloak of charisma* +2, 15sp, 5gp

**Human Cleric, Krindell:** Female Human Cleric, level 2; HD 2d8+5; hp 18; Init +1; Spd 20 feet; AC 19, touch 12, flat footed 17; Base attack +1; Grp +2; Atks + 3 (d8+1, [crit 20] heavy mace) or +3 (D8 [crit 20] light crossbow); Full atk: same; Space/reach: 5 ft./5 ft.; SQ: Rebuke undead; AL—LE; SV: Fort +4, Ref +2, Will +5; Str 12, Dex 14; Con 12; Int 12, Wis 14, Cha 8

**Skills and Feats:** Speak Common, Draconic; Heal +7, Concentration +6, Knowledge: geography +6, Knowledge: religion +6; Dodge, Toughness

**Spells Prepared** (4/4; base DC= 12 + spell level):

0 — *light, ghost sound, cure minor wounds, create water*  
1<sup>st</sup> — *cure light wounds, protection from good, doom, sanctuary\**

\*Domain spell: domains — Protection (protective ward), Earth (rebuke earth creatures as if they were undead, turn or destroy air creatures as if they were undead)

**Possessions:** Scale mail armor, heavy wooden shield, mw heavy mace, light crossbow and 10 bolts, 2 *scrolls of cure light wounds*, 12 gp

**Human Fighter, Jerlan:** Male Human Fighter, level 2: HD 2d10+4; hp 20; Init +1; Spd 20 feet; AC 21, touch 11, flat footed 20; Base attack: +2; Grp +6; Atks +7 (d10+4, [crit 19-20] bastard sword) or +3 (d6+4, [crit 20] throwing ax); Full atk: same; Space/reach: 5 ft./5ft.; AL—LE; SV: Fort +5, Ref +1, Will +0; Str 18, Dex 12, Con 14, Int 8 Wis 10, Cha 8

**Skills and Feats:** Speak Common, Draconic; Climb +8, Jump+8, Ride +6; Exotic Weapon Proficiency: Bastard Sword, WF: Bastard Sword, Power Attack, Cleave

**Possessions:** Plate mail armor, heavy wooden shield, bastard sword, throwing ax, 24sp

**Kobold Rogue, Ixa:** Male kobold rogue, level 2: HD 2d6+2; hp 11; init +4; Spd 30 feet; AC 20, touch 16, flat footed 16; Base atk: +1; Grp -3; Atks +3 (d4+1 [crit 19-20] short sword) or +3 melee/+5 missile (d6+1 [crit x3] spear); Full atk: same; Space/reach: 5 ft./5 ft.; SQ: light Sensivity (dazzled in bright sunlight), Trap Finding, Sneak attack +1d6, Evasion; AL—LE; SV: Fort +1, Ref +7, Will +0; Str 12, Dex 18; Con 12; Int 10, Wis 10, Cha 8

**Skills and Feats:** Speak Draconic; Spot +5, Listen +5, Hide +13, Move Silently +9, Search +7, Disable Device +5, Escape Artist +9, Climb +6; Dodge

**Possessions:** 1 Chainmail shirt, MW short sword, long spear, *potion of blur*, 12 gp

## APL 8 EL 10

**Kobold Sorcerer, Gra Zook:** Female Kobold Sorcerer level 9; HD 9d4+9; hp 37; Init +7; Spd 30 feet; AC 16, touch 16, flat footed 12; Base atk: +4; Grp -4; Atks +2 (1d3-3, [crit 20], dagger); Full atk: same; Space/reach: 5 ft./5 ft.;

SA: Toad familiar – adds 3 hp total; SQ: light Sensivity (dazzled in bright sunlight); AL—LN; SV: Fort +3, Ref +5, Will +6; Str 4, Dex 16; Con 12; Int 12, Wis 12, Cha 20

**Skills and Feats:** Speak Common, Draconic, Undercommon, Concentration +11, Knowledge: Arcana +11; Spellcraft +11; Spell Focus: Conjuraton, Augment Summoning, Improved Initiative, Extend Spell, Craft wand

SA: Toad Familiar: HD 9; hp 18; Init +1; Spd 5 feet; AC 19, touch 15, flat footed 18; Base atk: +0, grp -17; Atk: --, Space/reach: 1ft/0 ft; SQ: amphibious, low-light vision, improved evasion, alertness for master, share spells, empathic link, speak with master and others of its kind; Hide +21, Listen +4, Spot +4; AL—LN; SV: Fort +3, Ref +5, Will +6; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4

**Spells Available** (6/7/7/7/5; base DC= 15 [16 for conjuration spells] + spell level):

0 — *read magic, detect magic, acid splash, ray of frost, prestidigitaton, light, flare, guidance*

1<sup>st</sup> — *summon monster I, mage armor, magic missile, obscuring mist, grease*

2<sup>nd</sup> — *summon monster II, glitterdust, invisibility, false life*

3<sup>rd</sup> — *summon monster III, slow, dispel magic*

4<sup>th</sup> — *summon monster IV, wall of fire*

**Possessions:** dagger, *wand of invisibility* (30 charges), *potion of cure light wounds*, +1 *ring of protection*, *cloak of charisma* +2, 15sp, 5gp

**Human Cleric, Krindell:** Female Human Cleric, level 4; HD 4d8+11; hp 34; Init +1; Spd 20 feet; AC 20, touch 13, flat footed 18; Base attack +3; Grp +4; Atks + 5 (d8+1, [crit 20] heavy mace) or +5 (D8 [crit 20] light crossbow); Full atk: same; Space/reach: 5 ft./5 ft.; SQ: Rebuke undead; AL—LE; SV: Fort +5, Ref +3, Will +6; Str 12, Dex 14; Con 12; Int 12, Wis 15, Cha 8

**Skills and Feats:** Speak Common, Draconic; Heal +9, Concentration +8, Knowledge: geography +8, Knowledge: religion +8; Dodge, Toughness, Improved Toughness (4)

**Spells Prepared** (5/5/4; base DC= 12 + spell level):

0 — *light, ghost sound, cure minor wounds, create water, detect magic*

1<sup>st</sup> — *cure light wounds, cure light wounds, protection from good, doom, sanctuary\**

2<sup>nd</sup> — *cure moderate wounds, soften earth and stone\*, Silence, Hold Person*

\*Domain spell: domains — Protection (protective ward), Earth (rebuke earth creatures as if they were undead, turn or destroy air creatures as if they were undead)

**Possessions:** +1 Scale mail armor, heavy wooden shield, mw heavy mace, light crossbow and 10 bolts, 2 *scrolls of cure moderate wounds*, 62 gp

**Human Fighter, Jerlan:** Male Human Fighter, level 4: HD 4d10+8; hp 36; Init +1; Spd 20 feet; AC 21, touch 11, flat footed 20; Base attack: +4; Grp +8; Atks +10 (d10+7 [crit 19-20] bastard sword) or +5 (d6+4, [crit 20] throwing ax); Full atk: same; Space/reach: 5 ft./5ft.; AL—LE; SV: Fort +6, Ref +2, Will +1; Str 19, Dex 12, Con 14, Int 8, Wis 10, Cha 8

**Skills and Feats:** Speak Common, Draconic; Climb +8, Jump+8, Ride +6; Exotic Weapon Proficiency: Bastard Sword, WF: Bastard Sword, Power Attack, Cleave, Weapon Specialization: Bastard Sword

**Possessions:** Plate mail armor, heavy wooden shield, +1 *bastard sword*, throwing ax, *Potion of Bull's Strength*, 24sp

**Kobold Rogue, Ixa:** Male kobold rogue, level 4: HD 4d6+4; hp 22; init +4; Spd 30 feet; AC 20, touch 16, flat footed 16; Base atk: +3; Grp +1; Atks +6 (d4+1 [crit 19-20] short sword or +5 melee/+8 missile (d6+1 [crit x3] spear); Full atk: same; Space/reach: 5 ft./5 ft.; SQ: light Sensivity (dazzled in bright sunlight), Trap Finding, Sneak attack +2d6, Evasion, Trap Sense +1, Uncanny Dodge; AL—LE; SV: Fort +2, Ref +8, Will +1; Str 12, Dex 18; Con 12; Int 10, Wis 10, Cha 8

**Skills and Feats:** Speak Draconic; Spot +7, Listen +7, Hide +15, Move Silently +10, Search

+9, Disable Device +7, Escape Artist +11, Climb +8; Dodge, Mobility

*Possessions:* 1 Chainmail shirt, MW short sword, long spear, *potion of blur*, 12 gp

## APL 10 EL 12

**Kobold Sorcerer, Gra Zook:** Female Kobold Sorcerer level 11; HD 11d4+11; hp 52; Init +7; Spd 30 feet; AC 16, touch 16, flat footed 12; Base atk: +5; Grp -2; Atks +3 (1d3-3, [crit 20], dagger); Full atk: same; Space/reach: 5 ft./5 ft.; SA: Toad familiar – adds 3 hp total; SQ: light Sensivity (dazzled in bright sunlight); AL—LN; SV: Fort +4, Ref +6, Will +8; Str 4, Dex 16; Con 12; Int 12, Wis 12, Cha 20

*Skills and Feats:* Speak Common, Draconic, Undercommon, Concentration +13, Knowledge: Arcana +13; Spellcraft +13; Spell Focus: Conjuraton, Augment Summoning, Improved Initiative, Extend Spell

SA: Toad Familiar: HD 11; hp 24; Init +1; Spd 5 feet; AC 21, touch 15, flat footed 20; Base atk: +0, grp -17; Atk: --, Space/reach: 1ft/0 ft; SQ: amphibious, low-light vision, improved evasion, alertness for master, share spells, empathic link, speak with master and others of its kind, SR 16; Hide +21, Listen +4, Spot +4; AL—LN; SV: Fort +3, Ref +5, Will +6; Str 1, Dex 12, Con 11, Int 11, Wis 14, Cha 4

*Spells Available* (6/8/7/7/7/5; base DC= 15 [16 for conjuration spells] + spell level):

0 — *read magic, detect magic, acid splash, ray of frost, prestidigitaton, light, flare, guidance, Mage Hand*  
1<sup>st</sup> — *summon monster I, mage armor, magic missile, obscuring mist, grease*  
2<sup>nd</sup> — *summon monster II, glitterdust, invisibility, false life, cat's grace*  
3<sup>rd</sup> — *summon monster III, slow, dispel magic, Fly*  
4<sup>th</sup> — *summon monster IV, wall of fire, Dimension Door*  
5<sup>th</sup> — *summon monster V, baleful polymorph*

*Possessions:* dagger, *wand of invisibility* (30 charges), *potion of cure light wounds*, +1 *ring of protection*, *cloak of charisma* +2, 15sp, 5gp

**Human Cleric, Krindell:** Female Human Cleric, level 7; HD 7d8+17; hp 55; Init +1; Spd 20 feet; AC 20, touch 13, flat footed 18; Base attack +5; Grp +6; Atks +7 (d8+1, [crit 20] heavy mace) or +7 (D8 [crit 20] light crossbow); Full atk: same; Space/reach: 5 ft./5 ft.; SQ: Rebuke undead; AL—LE; SV: Fort +7, Ref +4, Will +9; Str 12, Dex 14; Con 12; Int 12, Wis 15, Cha 8

*Skills and Feats:* Speak Common, Draconic; Heal +12, Concentration +11, Knowledge: Geography +11, Knowledge: Religion +11; Dodge, Toughness, Improved Toughness (7), Iron Will

*Spells Prepared* (6/6/5/3/2; base DC= 12 + spell level):

0 — *light, ghost sound, cure minor wounds, create water, detect magic, Detect Poison*  
1<sup>st</sup> — *cure light wounds, cure light wounds, protection from good, doom, Shield of Faith, sanctuary\**  
2<sup>nd</sup> — *cure moderate wounds, soften earth and stone\*, silence, hold person, death knell*  
3<sup>rd</sup> — *cure serious wounds, stone shape\*, magic vestment*  
4<sup>th</sup> — *poison, spike stones\**

\*Domain spell: domains — Protection (protective ward), Earth (rebuke earth creatures as if they were undead, turn or destroy air creatures as if they were undead)

*Possessions:* +1 Scale mail armor, heavy wooden shield, mw heavy mace, light crossbow and 10 bolts, 2 *scrolls of cure moderate wounds*, 62 gp

**Human Fighter (2), Jerlan, Linden:** Male Human Fighter, level 7: HD 7d10+14; hp 52; Init +1; Spd 20 feet; AC 22, touch 12, flat footed 21; Base attack: +7/+2; Grp +12; Atks +14 (d10+8 [crit 19-20] bastard sword) or +8 (d6+5, [crit 20] throwing ax); Full atk: +14/+9 (d10+8 [crit 19-20] bastard sword); Space/reach: 5 ft./5ft.; AL-LE; SV: Fort +7, Ref +3, Will +2; Str 20, Dex 12, Con 14, Int 8, Wis 10, Cha 8

*Skills and Feats:* Speak Common, Draconic; Climb +8, Jump+8, Ride +6; Exotic Weapon Proficiency: Bastard Sword, WF: Bastard Sword, Power Attack, Cleave, Weapon Specialization:



Bastard Sword, Improved Bull Rush, Improved Sunder

*Possessions:* 2 plate mail armor, 2 +1 heavy steel shield, 2 +1 bastard sword, 2 throwing ax, 2 potions of bull's strength, 24 gp

**Kobold Rogue (2), Ixa, Hiksa:** male kobold rogue, level 7: HD 7d6+7; hp 37; init +4; Spd 30 feet; AC 22, touch 18, flat footed 18; Base atk: +5; Grp +2; Atks +9 (d4+1 [crit 19-20] short sword or +7 melee/+10 missile (d6+1 [crit x3] spear); Full atk: same; Space/reach: 5 ft./5 ft.; SQ: light Sensivity (dazzled in bright sunlight), Trap Finding, Sneak attack +4d6, Evasion, Trap Sense +2, Uncanny Dodge; AL—LE; SV: Fort +3, Ref +10, Will +2; Str 12, Dex 19; Con 12; Int 10, Wis 10, Cha 8

*Skills and Feats:* Speak Draconic; Spot +10, Listen +10, Hide +19, Move Silently +14, Search +12, Disable Device +10, Escape Artist +15, Climb +11; Dodge, Mobility, WF: short sword

*Possessions:* 2 +1 Chainmail shirts, 2 MW short sword, 2 long spear, 2 *potion of blur*, 36 gp

#### APL 12 EL 14

**Kobold Sorcerer, Gra Zook:** Female Kobold Sorcerer level 13; HD 13d4+13; hp 60; Init +7; Spd 30 feet; AC 16, touch 16, flat footed 12; Base atk: +6/+1; Grp -1; Atks +4 (1d3-3, [crit 20], dagger); Full atk: +4/-1 (1d3-3, [crit 20], dagger); Space/reach: 5 ft./5 ft.; SA: Toad familiar – adds 3 hp total; SQ: light Sensivity (dazzled in bright sunlight); AL—LN; SV: Fort +5, Ref +7, Will +9; Str 4, Dex 16; Con 12; Int 12, Wis 12, Cha 21

*Skills and Feats:* Speak Common, Draconic, Undercommon, Concentration +15, Knowledge: Arcana +15; Spellcraft +15; Spell Focus: Conjunction, Augment Summoning, Improved Initiative, Extend Spell, Craft wand

*Toad Familiar:* HD 13; hp 30; Init +1; Spd 5 feet; AC 21, touch 15, flat footed 20; Base atk: +0, grp -17; Atk: --, Space/reach: 1ft/0 ft; SQ: amphibious, low-light vision, improved evasion, alertness for master, share spells, empathic link, speak with master and others of its kind, SR 16, Scry on Familiar; Hide +21, Listen +4, Spot +4; AL—LN; SV: Fort +3, Ref +5, Will +6; Str 1, Dex 12, Con 11, Int 11, Wis 14, Cha 4

*Spells Available* (6/8/7/7/7/7/4; base DC= 15 [16 for conjunction spells] + spell level):

0 — *read magic, detect magic, acid splash, ray of frost, prestidigitation, light, flare, guidance, Mage Hand*  
1<sup>st</sup> — *summon monster I, mage armor, magic missile, obscuring mist, grease*  
2<sup>nd</sup> — *summon monster II, glitterdust, invisibility, false life, cat's grace*  
3<sup>rd</sup> — *summon monster III, slow, dispel magic, fly*  
4<sup>th</sup> — *summon monster IV, wall of fire, dimension door, stoneskin*  
5<sup>th</sup> — *summon monster V, baleful polymorph, dragon's breath<sup>CD</sup>*  
6<sup>th</sup> — *summon monster VI, disintegrate*

*Possessions:* dagger, wand of invisibility (30 charges), *potion of cure moderate wounds*, +1 ring of protection, cloak of charisma +2, 15sp, 5gp

**Human Cleric (2), Krindell, Myriam:** Female Human Cleric, level 8; HD 8d8+19; hp 61; Init +1; Spd 20 feet; AC 20, touch 13, flat footed 18; Base attack +6/+1; Grp +7; Atks +8 (d8+1, [crit 20] heavy mace) or +9 (D8 [crit 20] light crossbow); Full atk: Atks +8/+3 (d8+1, [crit 20] heavy mace); Space/reach: 5 ft./5 ft.; SQ: Rebuke undead; AL—LE; SV: Fort +8, Ref +4, Will +11; Str 12, Dex 14; Con 12; Int 12, Wis 16, Cha 8

*Skills and Feats:* Speak Common, Draconic; Heal +14, Concentration +12, Knowledge: Geography +12, Knowledge: Religion +12; Dodge, Toughness, Improved Toughness (8), Iron Will

*Spells Prepared* (6/6/5/4/3; base DC= 13 + spell level):

0 — *light, ghost sound, cure minor wounds, create water, detect magic, Detect poison*  
1<sup>st</sup> — *cure light wounds, cure light wounds, protection from good, doom, Shield of Faith, sanctuary\**  
2<sup>nd</sup> — *cure moderate wounds, soften earth and stone\*, silence, hold person, death knell*

3<sup>d</sup> — cure serious wounds, stone shape\*, magic vestment, dispel magic  
4<sup>th</sup> — cure critical wounds, spike stones\*, poison

+13, Disable Device +11, Escape Artist +16, Climb +12; Dodge, Mobility, WF: Short sword

Possessions: 2 +1 Chainmail shirts, 2 MW short sword, 2 long spear, 2 *potions of blur*, 36 gp

\*Domain spell: domains — Protection (protective ward), Earth (rebuke earth creatures as if they were undead, turn or destroy air creatures as if they were undead)

Possessions: +1 Scale mail armor, heavy wooden shield, mw heavy mace, light crossbow and 10 bolts, 2 *scrolls of cure moderate wounds*, 62 gp

**Human Fighter (2), Jerlan, Linden:** Male Human Fighter, level 8: HD 8d10+16; hp 66; Init +1; Spd 20 feet; AC 22, touch 12, flat footed 21; Base attack: +8/+3; Grp +13; Atks +15 (d10+8 [crit 17-20] bastard sword) or +9 (d6+5, [crit 20] throwing ax); Full atk: +15/+10 (d10+8 [crit 17-20] bastard sword); Space/reach: 5 ft./5ft.; AL-LE; SV: Fort +8, Ref +3, Will +2; Str 20, Dex 12, Con 14, Int 8, Wis 10, Cha 8

*Skills and Feats:* Speak Common, Draconic: Climb +10, Jump+10, Ride +7; Exotic Weapon Proficiency: Bastard Sword, WF: Bastard Sword, Power Attack, Cleave, Weapon Specialization: Bastard Sword, Improved Bull Rush, Improved Sunder, Improved Critical

Possessions: 2 Plate mail armor, 2 +1 heavy steel shield, 2 +1 bastard sword, 2 throwing ax, 2 *Potion of bull's strength*, 24 gp

**Kobold Rogue (2), Ixa, Hiksa:** Male Kobold Rogue, level 8: HD 8d6+8; hp 44; init +4; Spd 30 feet; AC 22, touch 18, flat footed 18; Base atk: +6/+1; Grp +3; Atks +10 (d4+1 [crit 19-20] short sword or +8 melee/+11 missile (d6+1 [crit x3] spear); Full +10/+5 (d4+1 [crit 19-20] short sword or +8/+3 (d6+1 [crit x3] long spear); Space/reach: 5 ft./5 ft.; SQ: light Sensivity (dazzled in bright sunlight), Trap Finding, Sneak attack +4d6, Evasion, Trap Sense +2, Improved Uncanny Dodge; AL—LE; SV: Fort +3, Ref +11, Will +2; Str 12, Dex 20; Con 12; Int 10, Wis 10, Cha 8

*Skills and Feats:* Speak Draconic; Spot +11, Listen +11, Hide +20, Move Silently +15, Search

## Summoned Beasts

Feel free to use other beasts based on your tactical inclination. These are provided for your reference and convenience. Remember that all creatures summoned are affected by the augment summoning feat. Note that summoned creatures that are of good alignment and not restricted by protection from evil.

### Monster Summoning I

**Celestial Badger:** HD 1d8+6 (+10 when raging); hp 10 (14 when raging); init +3; Spd. 30 ft., 10 ft. burrow; AC 14, touch 14, flat-footed 12; Base atk: +0; Grp -3/-1 when raging; Atks: +4 (1d2+1/+3 when raging [crit 20] claw); Full: 2@+4 (1d2+1/+3 when raging [crit 20] claw) and +1 (+3 when raging) (1d3+1/+3 when raging [crit 20] bite); Space/reach 5ft./5 ft.; SA: Rage when hit, smite evil 1/day for +1 damage; SQ: SR 6, Darkvision 60 ft.; AL - CG; SV: Fort +6 (+8 when raging), Ref +5, Will +1 (+3 when raging); Str 12, Dex 17, Con 15, Int 2, Wis 12, Cha 6

*Skills and Feats:* Escape Artist +7; Listens +3, Spot +3; Weapon Finesse, Track

**Fiendish Monstrous Spider, Small:** HD 1d8+2; hp 6; init +3; Spd. 30 ft., 20 ft. climb; AC 14; touch 15, flat-footed 12; Base atk: +0; Grp -4; Atks: +6 (1d4 plus poison [crit 20] bite); Full: same; Space/reach 5ft./5ft.; SA: poison (DC 10, 1d3 str./1d3 str), smite good 1/day for +1 damage, web 8/day (atk as a net, DC 10 Escape Artist, DC 14 break); SQ: Darkvision 60 ft., tremorsense, 60 ft., vermin traits SR 6; AL - NE; SV: Fort +4, Ref +3; Will +0; Str 11, Dex 17, Con 14, Int -, Wis 10, Cha 2

*Skill and Feats:* Climb +11, Hide +11, Jump -2; Spot +4; Weapon Finesse

### Monster Summoning II

**Celestial Giant Bombardier Beetle:** HD 2d8+8; hp 17; init +0; Spd. 30 feet; AC 16, touch 10, flat-footed 16; Base atk.: +1, Grp +4; Atks: +4 (1d4+4 [crit 20] bite); Full: same; SA: Acid Spray, Smite Evil, 1/day for +2 damage; SQ: SR 7; AL -

NG; SV: +7, Ref +0, Will +0; Str 17, Dex 10, Con 18, Int -, Wis 10, CH 9

*Acid Spray (Ex):* 1/round, 10 foot cone, DC 14 Fort., or d4+2 damage

*Skills and Feats:* none

**Fiendish Monstrous Spider, Medium:** HD 2d8+6; hp 15; init +3; Spd. 30 ft., 20 ft. climb; AC 14; touch 13, flat-footed 12; Base atk: +1; Grp +3; Atks: +4 (1d6 plus poison [crit 20] bite); Full: same; Space/reach 5ft./5ft.; SA: poison: DC 12, 1d4 str./1d4 str., smite good 1/day for +2 damage, web 8/day (atk as a net, DC 12 Escape Artist, DC 16 break); SQ: Darkvision 60 ft., tremorsense, 60 ft., vermin traits SR 7; AL - NE; SV: Fort +4, Ref +3; Will +0; Str 15, Dex 17, Con 16, Int -, Wis 10, Cha 2

*Skill and Feats:* Climb +11, Hide +7, Jump +0; Spot +4; Weapon Finesse

### Monster Summoning III

**Celestial Dire Badger:** HD 3d8+21 (+27 when raging); hp 32 (36 when raging); init +3; Spd. 30 ft., 10 ft. burrow; AC 16, touch 13, flat-footed 13; Base atk: +2; Grp +6/+8 when raging; Atks: +6/+8 when raging (1d4+4/+6 when raging [crit 20] claw); Full: 2@+6/+8 when raging (1d4+4/+6 when raging [crit 20] claw) and +2 (+4 when raging) (1d6+3/+5 when raging [crit 20] bite); Space/reach: 5ft./5 ft.; SA: Rage when hit, smite evil 1/day for +3 damage; SQ: SR 8, Darkvision 60 ft.; AL - CG; SV: Fort +9 (+11 when raging), Ref +6, Will +4 (+6 when raging); Str 16, Dex 17, Con 23, Int 2, Wis 12, Cha 10

*Skills and Feats:* Listen +6, Spot +6; Alertness, Toughness, Track

**Fiendish Dire Weasel:** HD 3d8+4; hp 17; init +4; Spd. 40 ft.; AC 16, touch 14, flat-footed 12; Base atk: +2, Grp +6; Atk: +6 (1d6+5 [crit 20] bite); Full: same; Space/reach: 5 ft./5 ft.; SA: Attach, Blood Drain; SQ: Darkvision 60 ft., scent, low light vision, SR 8; AL - LE; SV: Fort +5, Ref +7, Will +4; Str 18, Dex 19, Con 14, Int 2, Wis 12, Cha 11

*Attach (Ex):* Hits with jaws and attach: loses dex and AC drops to 12

*Blood Drain (Ex):* drains 1d4 Con damage each round once attached

*Skills and Feat:* Hide +8, Listen +3, Move Silently +8, Spot +5 ; Alertness, Stealthy, Weapon Finesse

### **Monster Summoning IV**

**Celestial Lion:** HD 5d8 +20; hp 42; init +3; Spd. 40 ft.; AC: 15, touch 12, flat-footed 12; Base atk: +3. Grp +12; Atk: +9 (1d4+7 [crit 20] claw); Full: 2@+9 (1d4+7 [crit 20] claw) and +4 (1d8+4 [crit 20] bite); Space/reach: 10 ft./5 ft.; SA: Pounce, Improved Grab, Rake 1d4+4; SQ: Darkvision 60 ft., SR 10, Low-light Vision, Scent, Energy Resistance: 5 to acid, cold, & electricity, DR 5/magic; AL—LG; SV: Fort +8, Ref +7, Will +3; Str 25, Dex 17, Con 19, Int 2, Wis 12, Cha 6

*Pounce(Ex):* full attack on a charge

*Improved Grab (Ex):* Hit with bite allows free grapple check that does not provoke, if grapple successful, get rake

*Rake (Ex):* +7 atk: 1d4+4

*Skills and Feats:* Balance +7, Hide +3, Listen +5, Move Silently +11, Spot +5; Alertnes, Run

**Fiendish Monstrous Spider, Large:** HD 4d8+12; hp 30; init +3; Spd. 30 ft., 20 ft. climb; AC 14; touch 12, flat-footed 11; Base atk: +3; Grp +11; Atk: +6 (1d8+5 plus poison [crit 20] bite); Full: same; Space/reach 5ft./5ft.; SA: poison: DC 16, 1d8 str./1d8 str., smite good 1/day for +4 damage, web 8/day (atk as a net, DC 13 Escape Artist, DC 17 break); SQ: Darkvision 60 ft., tremorsense, 60 ft., vermin traits SR 9, Energy resistance 5, cold and fire, DR 5/magic; AL – NE; SV: Fort +7, Ref +4; Will +1; Str 19, Dex 17, Con 16, Int –, Wis 10, Cha 2

*Skill and Feats:* Climb +11, Hide +3, Jump +4; Spot +4; Weapon Finesse

### **Monster Summoning V**

**Celestial Griffin:** HD 7d10+35; hp 74; Init +2, Spd. 30 ft., 80 ft. fly (average), ; AC 17, touch 11, flat-footed 15; Base atk: +7, Grp. +17; Atk: +13 (2d6+6 [crit 20], bite), Full: +13 (2d6+6 [crit 20], bite), and 2@ +8 (d4+4 [crit 20] claws); Space/reach: 10 ft./5 ft.; SA: Pounce, Rake,

Smite evil 1/day for +7 damage; SQ, Darkvisions 60 ft., Lowlight Vision, Scent, Energy Resitance Acid 5, Cold 5, Fire 5 , Dr 5/magic, SR 12; AL – CG, SV: Fort +10, Ref +7, Will +5; Str 22, Dex 15, Con 20, Int 5, Wis 13, Cha 8

*Pounce (Ex):* full attack on a charge

*Rake (Ex):* +8 atk: 1d6+4, must be in grapple or hit with both claws in melee

*Skills and Feats:* WF: Bite; Jump +10, Listen +6, Spot +10; Iron Will, Multi-attack

**Bearded Devil:** HD 6 D8+30 (+42 when raging); hp 57; Init. +6; Spd.: 40 ft.; AC 19, touch 12, flat-footed 17; Base atk: +6, Grp. +10 (+12 when raging); Atk: +11 (+13 when raging) (1d10+6/+9 when raging [crit X3] glaive) or +10 (+12 when raging) (d6+4/+6 when raging [crit 20] claw); Full: +11/+6 (+13/+8 when raging) (1d10+6/+9 when raging [crit X3] glaive) or 2@+10 (+12 when raging) (d6+4/+6 when raging [crit 20] claw); Space/ reach: 5 ft./5ft.; SA: Infernal Wound, Battle Frenzy, Beard, Smite good 1/day +5 dam., Summon Baatezu; SQ: DR 5/silver or good, Darkvision 60 ft., immunity to fire and poison, Resistance to acid 10 and cold 10, SR 17, Telepathy 100 ft., Teleport self and 50 lbs. of gear at will; AL – LE; SV: Fort +10( +12 when raging), Ref +7, Will +5(+7 when raging); Str 19(23 when raging) , Dex 15, Con 21 (25 when raging), Int 6, Wis 10, Cha 10

*Beard (Ex):* If single opponent hit with both claws, then hit with beard. Beard causes 1d8+2 damage and make DC 16 fort save or suffer devil chills

*Infernal Wound (Su):* damage dealt with a glaive causes a persistent 2 hp/round wound. Per round bleeding can only be stopped by a DC 16 heal check or a cure spell successfully cast against a DC 16 caster level check..

*Battle Frenzy (Ex):* 2/day rage like a barbarian for 6 rounds (+4 Str, +4 Con, +2 will saves)

*Summon Baatezu (Sp):* Because the devil is summoned, it cannot summon other devils.

*Feats and Skills:* Improved Initiative, Power Attack, WF: Glaive; Climb +13, Diplomacy +2,

Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9

+11, Spot +11, Survival +0 (+2 following tracks), Tumble +14, Use Rope +1 (+3 with bindings)

### Monster Summoning VI

**Celestial Dire Lion:** HD 8d8+40; hp 76; Init. +2, Spd.: 40 ft.; AC 15, touch 11, flat-footed 13; Base +6, Grp. +17; Atk. +15 (1d6+9 [crit 20] claw); Full: 2@+15 (1d6+9 [crit 20] claw) and +9 (1d8+5 [crit 20] bite); Space/reach: 10 ft./5ft.; SA: Improved grab, rake, pounce, smite evil 1/day for +8 damage; SQ: Low-light Vision, Scent, SR 13, Resistance to Acid 10, Cold 10, Fire 10, DR 10/magic; AL—LG; SV: Str 29, Dex 15, Con 21, Int 2, Wis 12, Cha 10

*Pounce (Ex):* full attack on a charge

*Improved Grab (Ex):* Hit with bite allows free grapple check that does not provoke, if grapple successful, get rake

*Rake (Ex):* +14 atk: 1d6+5

*Skills and Feats:* Hide +2, Listen +7, Move Silently +5, Spot +7; Alertness, Run, WF: Bite

**Chaos Beast:** HD 8d8+24; hp 60; Init. +6; SPd. 20 ft.; AC 16, touch 11, flat-footed 15; Base: +8, Grp + 10; Atk: +10 (1d3+4 +corporal instability [crit 20] claw); Full: 2@+10 (1d3+4 +corporal instability [crit 20] claw); Space/Reach 5ft./5ft.; SA: Corporal Instability; SQ: Darkvision 60 feet, Immunity to critical hits and transformation, SR 15; AL: CN, SV: Fort +7, Ref +7, Will +6; Str 18, Dex 13, Con 17, Int 10, Cha 10

*Corporal Instability (Su):* DC 15 Fort save or become a spongy amorphous mass, reduces dex by 4, move to 10 ft. or to a ¼, whichever is worse.

Victim cannot cast spells or use magic items, and will attack blindly unable to distinguish friend from foe, attacking with a 50% miss chance. Each round victim is in amorphous state, suffers 1 point of wisdom drain. Upon reaching 0, victim becomes a chaos beast. Victim can regain own shape for 1 minute by making a DC 15 Cha check. MM pg 33

*Skills and feats:* Dodge, Improved Initiative, Mobility; Climb +15, Escape Artist +12, Hide +12, Jump +9, Listen +11, Search +11, Search

### Encounter 6: Smoke

If PCs have not been paying attention or are role playing a character incapable of negotiation with Smoke, then his statistics are included to support that combat. However, fighting Smoke and his ring at the same time will result in player death and could potentially kill an entire table. This is especially true at low APLs.

### APL 2 EL 6

**Goblin Rogue, Rik:** Male goblin rogue, level 2: HD 2d6+4; hp 15; init +4; Spd 30 feet; AC 19, touch 15, flat footed 15; Base atk: +0; Grp -4: Atks +4 (d6+2 [crit X3] long spear) or +3 (d4+1 [crit 19-20] short sword) or +6 missile (d4 [crit x3] short bow); Full atk: same; Space/reach: 5 ft./5 ft.; SA: Sneak Attack +1d6; SQ: Darkvision 60 ft., Trapfinding; AL—LE; SV: Fort +2, Ref +7, Will +0; Str 12, Dex 18; Con 14; Int 12, Wis 10, Cha 10

*Skills and Feats:* Speak Common, Goblin, and Giant; Bluff +4, Spot +4, Listen +4, Hide +12, Move Silently +12, Search +5, Disable Device +5, Escape Artist +8, Climb +5; Dodge

*Possessions:* 1 chain shirt, MW long spear, short sword, short bow and twenty arrows, *potion of invisibility*, 50 gp.

**Half-orc Fighter, Pinolak:** Male Half-orc Fighter, Level 2; HD 2d10+4; hp 20; init. +2; Spd. 20 feet; AC 18, touch 12, flat-footed 16; Base atk. +2, Grp +5; Atk: +8 (1d12+6 [crit x3] great ax) or +4 (1d8 [crit X3] long bow); Full atk: same; Space/reach 5 ft./5 ft.; AL—NE; SV: Fort +5; Ref +2, Will +0; Str 18, Con 14, Dex 14, Int 8, Wis 10, Cha 6;

*Skills and Feats:* Speak Common, Orc, Giant; WF: Great Ax, Dodge; Jump +5, Climb +5

*Possessions:* 1 breastplate, MW great ax, long composite bow and twenty arrows, dagger, *amulet of natural armor*+1; *potion of cure light wounds*, 8 gp

**Goblin Fighter/Rogue, Tuusa:** male goblin, fighter/rogue, level 1/1; HD 1d10/1d6 +4; hp: 16; init. +2; Spd. 30 ft.; AC 19, touch 14, flat-footed 17; Base atk: +1, Grp. -2; Atk: +4 (1d6+1 [crit 19-20] long sword) or +3 (1d6 [crit X3] long composite bow); Full: same; Space/reach: 5ft./5ft.; SA: Sneak Attack +1d6; SQ: Darkvision 60 ft., Trapfinding; AL—LE; SV: Fort +4, Ref +4, Will +0; Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 10

*Skills and Feats:* Speak Common, Goblin, Giant; WF: long sword, Combat Expertise; Bluff +4, Disable Device +5, Search +5, Spot +4, Listen +4, Hide +6, Move +6, Knowledge: Local +5, Information Gathering +4

*Possessions:* +1 chain shirt; MW long sword, heavy steel shield, long composite bow, *potion of barkskin* +2, 18 sp

**Goblin Druid, Uwari:** female goblin, druid, level 2; HD 2d8+2; hp 15; init +1; Spd. 20 ft.; AC 17, touch 13, flat-footed 16; Base Atk: +1, Grp -5; Atk: +1 melee (d6-1 [crit X3] spear) or +3 missile (1d3-1 [crit 20] sling); Full: same; Space/reach 5 ft./5ft.; SA: Animal Companion—Riding Dog; SQ: Darkvision 60 ft., Nature Sense, Wild Empathy, Woodland Stride; AL—NE; SV: Fort +3, Ref +1, Will +6; Str 8, Dex 12, Con 12, Int 12, Wis 17, Cha 14

*Feats and skills:* Speak Druidic, Goblin, Common, Giant; Concentration +6, Handle Animal +5, Ride +5, Knowledge: Nature +5, Survival +5, Listen +5, Spot +5; Brew Potion

Spells Prepared (4/3; Base DC=13 +spell level):  
0—*cure minor wounds, detect magic, know direction, resistance*  
1—*camouflage, entangle, magic fang*

*Possessions:* hide armor, heavy wooden shield, spear, *wand of cure light wounds (20 charges)*, 25 gp, gold wire necklace set with human teeth 40 gp

**Wolf Animal Companion to Uwarir, Quij:** HD 2D8+4; hp 13; init. +2, Spd.: 40 ft.; AC 14, touch 12, flat-footed 12; Base atk: +1, Grp +2; Atk: +3 melee (1d6+1 [crit 20] bite); Full: same; Space/reach 5ft./5ft.; SA: Trip, Knows Tricks;

SQ: low-light vision, scent; AL—N; SV: Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

*Known tricks:* Attack 1, Attack 2, Come, Defend, Track, Seek, Heel

*Feats and Skills:* Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1/+5 when tracking; Track, WF: Bite

**Ogre Ranger, Smoke:** Male Ogre, Giant level 3, Ranger level 2; HD 6d8+12; hp 43; Init. +2; Spd. 40 ft.; AC 20, touch 11, flat-footed 18; Base atk.: +4, Atk.: +11 melee (2d6+5 [critX3] battle ax) or missile +6 (2d6 [crit X3] long composite bow); Full: +9 melee (2d6+5 [critX3] battle ax) and +9 melee (1d8+2 [crit 19-20] short sword); Space/reach 10ft./10 ft.: SA: Favored enemy: Dwarves; SQ: +5 natural armor, Darkvision 60 ft.SR 25, DR 10/evil; AL—LN, SV: Fort +8, Ref +6, Will +4 Str 20, Dex 14, Con 14, Int 12, Wis16, Cha 8

*Favored Enemy—Dwarves:* + 2 to damage, spot, bluff, listen, sense motive, spot and survival checks against dwarves.

*Feats and Skills:* Common, Goblin, Dwarven, and Giant; WF: short sword, WF: battle ax, Track, Two Weapon Fighting, Quick Draw; Spot +10, Listen +10, Climb +12, Survival +7, Knowledge Nature +5, Swim +7; Hide +2. Move Silently +6, Sense Motive +5

*Possessions:* *Gem of Vigilance*, chain shirt, MW battle ax, MW short sword, *potion of cure moderate wounds*, *potion of haste*, 20 PP

## APL 4 EL 8

**Goblin Rogue, Rik:** Male goblin rogue, level 4: HD 4d6+8; hp 27; init +4; Spd 30 feet; AC 19, touch 15, flat footed 15; Base atk: +3; Grp -1: Atk: +6 (d6+2 [crit X3] long spear) or +5(d4+1 [crit 19-20] short sword) or +7 missile (d4 [crit x3] short bow); Full atk: same; Space/reach: 5 ft./5 ft.; SA: Sneak Attack +2d6; SQ: Darkvision 60 ft., Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge; AL—LE; SV: Fort +3, Ref +8, Will +1; Str 12, Dex 19; Con 14; Int 12, Wis 10, Cha 10

**Skills and Feats:** Speak Common, Goblin, and Giant; Bluff +6, Spot +6, Listen +6, Hide +14, Move Silently +14, Search +7, Disable Device +7, Escape Artist +10, Climb +7; Dodge, Mobility

**Possessions:** 1 Chain shirt, MW long spear, short sword, short bow, *potion of barkskin*+2, *potion of cure light wounds*, *potion of invisibility*, 50 gp.

**Half-orc Fighter, Prulak:** Male Half-orc Fighter, Level 4; HD 4d10+8; hp 36; init. +2; Spd. 20 feet; AC 19, touch 13, flat-footed 17; Base atk. +4, Grp +7; Atk: +10 (1d12+8 [crit x3] great ax) or +6 (1d8 [crit X3] long bow); Full atk: same; Space/reach 5 ft./5 ft.; AL—NE; SV: Fort +6; Ref +3, Will +1; Str 19, Con 14, Dex 14, Int 8, Wis 10, Cha 6;

**Skills and Feats:** Speak Common, Orc, Giant; WF: great ax, Dodge, Power Attack, Weapon Specialization: great ax; Jump +7, Climb +7

**Possessions:** +1 *breastplate*, MW great ax, long composite bow, dagger, *amulet of natural armor*+1; *potion of cure moderate wounds*

**Goblin Fighter/Rogue, Tuusa:** male goblin, fighter/rogue, level 2/2; HD 2d10/2d6 +8; hp: 28; init. +3; Spd. 30 ft.; AC 21, touch 15, flat-footed 18; Base atk: +3, Grp. +0; Atk: +6 (1d6+1 [crit 19-20] long sword) or +6 (1d6 [crit X3] long composite bow); Full: same; Space/reach: 5ft./5ft.; SA: Sneak Attack +1d6; SQ: Darkvision 60 ft., Trapfinding, Evasion; AL—LE; SV: Fort +4, Ref +4, Will +0; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 10

**Skills and Feats:** Speak Common, Goblin, Giant; Bluff +6, Disable Device +6, Search +6, Spot +5, Listen +5, Hide +7, Move +7, Knowledge: Local +6, Information Gathering +5, Swim +2; WF: long sword, Combat Expertise, Improved Feint, Improved Disarm

**Possessions:** +1 *chain shirt*; MW long sword, +1 *heavy steel shield*, long composite bow, dagger *potion of barkskin* +2

**Goblin Druid, Uwari:** female goblin, druid, level 4; HD 4d8+4; hp 27; init +1; Spd. 20 ft.; AC 17, touch 13, flat-footed 16; Base Atk: +2, Grp -4; Atk: +2 melee (d6-1 [crit X3] spear) or +3 missile

(1d3-1 [crit 20] sling); Full: same; Space/reach 5 ft./5ft.; SA: Animal Companion—Riding Dog; SQ: Darkvision 60 ft., Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure; AL—NE; SV: Fort +4, Ref +2, Will +8; Str 8, Dex 12, Con 12, Int 12, Wis 18, Cha 14

**Feats and skills:** Speak Druidic, Goblin, Common, Giant; Concentration +6, Handle Animal +5, Ride +5, Knowledge: Nature +5, Survival +5, Listen +5, Spot +5; Brew dagger, Track

**Spells Prepared:** (5/4/3; Base DC=14 +spell level):

0—*cure minor wounds*@2, *detect magic*, *know direction*, *resistance*  
1—*camouflage*, *entangle*, *magic fang*, *produce flame*  
2—*briar web*<sup>CD</sup>, *creeping cold*<sup>CD</sup>, *bear's endurance*

**Possessions:** hide armor, heavy wooden shield, spear, *wand of cure light wounds* (20 charges), 25 gp, gold wire necklace set with human teeth 40 gp

**Wolf Animal Companion to Uwarir, Quij:** HD 4D8+8; hp 26; init. +3, Spd.: 40 ft.; AC 17, touch 13, flat-footed 14; Base atk: +3, Grp +4; Atk: +5 melee (1d6+1 [crit 20] bite); Full: same; Space/reach 5ft./5ft.; SA: Trip, Knows Tricks; SQ: low-light vision, scent; AL—N; SV: Fort +6, Ref +6, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6

**Known tricks:** Attack 1, Attack 2, Come, Defend, Guard, Track, Seek, Heel

**Feats and Skills:** Bite, Run; Hide +3, Listen +3, Move Silently +3, Spot +3, Survival +2/+6 when tracking; Track, WF

**Ogre Ranger, Smoke:** Male Ogre, Giant level 3, Ranger level 4; HD 8d8+16; hp 57; Init. +2; Spd. 40 ft.; AC 22, touch 12, flat-footed 20; Base atk.: +6/1, Atk.: +12 melee (2d6+5 [critX3] battle ax) or missile +8 (2d6 [crit X3] long composite bow); Full: +10/5 melee (2d6+5 [critX3] battle ax) and +10 melee (1d8+2 [crit 19-20] short sword); Space/reach 10ft./10 ft.: SA: Favored Enemy: Dwarves, Animal Companion; SQ: +5 natural

armor, Darkvision 60 ft.; Str 20, Dex 14, Con 14, Int 13, Wis16, Cha 8

*Favored Enemy—Dwarves:* + 2 to damage, spot, bluff, listen, sense motive, spot and survival checks against dwarves.

*Feats and Skills:* Common, Goblin, Dwarven, and Giant; Spot +10, Listen +10, Climb +12, Survival +9, Knowledge Nature +7, Swim +9; Hide +4. Move Silently +8, Sense Motive +6; WF: short sword, WF: battle ax, Track, Two Weapon Fighting, Quick Draw, Endurance, Two Weapon Defense

*Spells Prepared: (1 DC=13 +Spell Level)*  
*1<sup>st</sup>—entangle*

*Possessions:* *Gem of Vigilance*, +1 chain shirt, MW battle ax, MW short sword, *potion of cure moderate wounds*, *potion of haste*, 20 PP.

**Wolf Animal Companion to Smoke, Vaisha:** HD 2D8+4; hp 13; init. +2, Spd.: 40 ft.; AC 14, touch 12, flat-footed 12; Base atk: +1, Grp +2; Atk: +3 melee (1d6+1 [crit 20] bite); Full: same; Space/reach 5ft./5ft.; SA: Trip, Knows Tricks; SQ: low-light vision, scent; AL—N; SV: Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

*Known tricks:* Attack 1, Attack 2, Come, Defend, Track, Seek, Heel

*Feats and Skills:* Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1/+5 when tracking; Track, WF: Bite

## APL 6 EL 10

**Goblin Rogue, Rik:** Male goblin rogue, level 6: HD 6d6+12; hp 39; init +4; Spd 30 feet; AC 20, touch 16, flat footed 16; Base atk: +4; Grp +1: Atk: +7 (d6+2 [crit X3] long spear) or +6 (d4+1 [crit 19-20] short sword) or +8 missile (d4 [crit x3] short bow); Full atk: same; Space/reach: 5 ft./5 ft.; SA: Sneak Attack +3d6; SQ: Darkvision 60 ft., Trapfinding, Evasion, Trap Sense +2, Uncanny Dodge; AL—LE; SV: Fort +4, Ref +9, Will +2; Str 12, Dex 19; Con 14; Int 12, Wis 10, Cha 10

*Skills and Feats:* Speak Common, Goblin, and Giant; Bluff +8, Spot +8, Listen +8, Hide +16, Move Silently +16, Search +9, Disable Device +9, Escape Artist +12, Climb +9; Dodge, Mobility, Spring Attack

*Possessions:* +1 chain shirt, MW long spear, short sword, short bow, *potion of barkskin*+2, *potion of cure light wounds*, *potion of invisibility*, 50 gp.

**Half-orc Fighter, Prulak:** Male Half-orc Fighter, Level 6; HD 6d10+12; hp 52; init. +2; Spd. 20 feet; AC 19, touch 13, flat-footed 17; Base atk. +6/+1, Grp +9; Atk: +12 (1d12+8 [crit x3] great ax) or +8 (1d8 [crit X3] long bow); Full atk: : +12/+7 (1d12+8 [crit x3] great ax) or +8/+3 (1d8 [crit X3] long bow); Space/reach 5 ft./5 ft.; AL—NE; SV: Fort +7; Ref +4, Will +2; Str 19, Con 14, Dex 14, Int 8, Wis 10, Cha 6;

*Skills and Feats:* Speak Common, Orc, Giant; WF: great ax, Dodge, Power Attack, Weapon Specialization: great ax, Close Quarters Fighting<sup>CW</sup>, Power Critical: great ax<sup>CW</sup>; Jump +7, Climb +7

*Possessions:* +1 *breastplate*, MW great ax, long composite bow, dagger, *amulet of natural armor*+1; *potion of cure moderate wounds*, *potion of bull's strength*, 15 gp.

**Goblin Fighter/Rogue, Tuusa:** male goblin, fighter/rogue, level 3/3; HD 3d10/3d6 +12; hp: 42; init. +3; Spd. 30 ft.; AC 21, touch 15, flat-footed 18; Base atk: +5, Grp. +1; Atk: +8 (1d6+2 [crit 19-20] long sword) or +6 (1d6 [crit X3] long composite bow); Full: same; Space/reach: 5ft./5ft.; SA: Sneak Attack +2d6; SQ: Darkvision 60 ft., Trapfinding, Evasion, Trap Sense +1; AL—LE; SV: Fort +5, Ref +5, Will +2; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 10

*Skills and Feats:* Speak Common, Goblin, Giant; Bluff +7, Disable Device +7, Search +6, Spot +6, Listen +6, Hide +8, Move +8, Knowledge: Local +7, Information Gathering +6, Swim +4, Climb +4; ; WF: long sword, Combat Expertise, Improved Feint, Improved Disarm, Dodge



*Possessions:* +1 chain shirt; +1 long sword, +1 heavy steel shield, long composite bow, *potion of barkskin* +2

**Goblin Druid, Uwari:** female goblin, druid, level 6; HD 6d8+6; hp 39; init +1; Spd. 20 ft.; AC 17, touch 13, flat-footed 16; Base Atk: +4, Grp -2; Atk: +4 melee (d6-1 [crit X3] spear) or +5 missile (1d3-1 [crit 20] sling); Full: same; Space/reach 5 ft./5ft.; SA: Animal Companion—Wolf; SQ: Darkvision 60 ft., Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 2/day; AL—NE; SV: Fort +5, Ref +3, Will +9; Str 8, Dex 12, Con 12, Int 12, Wis 18, Cha 14

*Feats and skills:* Speak Druidic, Goblin, Common, Giant; Concentration +8, Handle Animal +7, Ride +7, Knowledge: Nature +7, Survival +7, Listen +7, Spot +7; Brew dagger, Track, Natural Spell

*Spells Prepared (5/4/4/3; Base DC=14 +spell level):*

0—*cure minor wounds*@2, *detect magic*,  
*know direction*, *resistance*  
1<sup>st</sup>—*camouflage*, *entangle*, *magic fang*,  
*produce flame*  
2<sup>nd</sup>—*briar web*<sup>CD</sup>, *creeping cold*<sup>CD</sup>, *bear's*  
*endurance*, *heat metal*  
3<sup>d</sup>—*call lightning*, *Protection from*  
*Energy*, *Spike Growth*

*Possessions:* hide armor, heavy wooden shield, spear, *wand of cure light wounds* (20 charges), *potion of cat's grace*, 25 gp, gold wire necklace set with human teeth 40 gp

**Wolf Animal Companion to Uwarir, Quij:** HD 6D8+18; hp 46; init. +3, Spd.: 40 ft.; AC 19, touch 13, flat-footed 16; Base atk: +4, Grp +6; Atk: +7 melee (1d6+2 [crit 20] bite); Full: same; Space/reach 5ft./5ft.; SA: Trip, Knows Tricks; SQ: low-light vision, scent; AL—N; SV: Fort +7, Ref +7, Will +3; Str 15, Dex 16, Con 16, Int 2, Wis 12, Cha 6

*Known tricks:* Attack 1, Attack 2, Come, Defend, Guard, Track, Seek, Heel

*Feats and Skills:* Hide +3, Listen +6, Move Silently +3, Spot +6, Survival +2/+6 when tracking; Track, WF: Bite, Alertness, Run

**Ogre Ranger, Smoke:** Male Ogre, Giant level 3, Ranger level 6; HD 10d8+20; hp 71; Init. +2; Spd. 40 ft.; AC 22, touch 12, flat-footed 20; Base atk.: +8/+3, Grp. +17; Atk.: +14 melee (2d6+5 [critX3] battle ax) or missile +10 (2d6 [crit X3] long composite bow); Full: +12/7 melee (2d6+5 [critX3] battle ax) and +12/7 melee (1d8+2 [crit 19-20] short sword); Space/reach 10ft./10 ft.: SA: Favored Enemy: Dwarves, Favored Enemy: Humans, Animal Companion; SQ: +5 natural armor, Darkvision 60 ft.; Str 20, Dex 14, Con 14, Int 13, Wis16, Cha 8

*Favored Enemy—Dwarves:* +4 to damage, spot, bluff, listen, sense motive, spot and survival checks against dwarves.

*Favored Enemy—Humans:* +2 to damage, spot, bluff, listen, sense motive, spot and survival checks against dwarves.

*Feats and Skills:* Common, Goblin, Dwarven, and Giant; Spot +13, Listen +13, Climb +12, Survival +11, Knowledge Nature +9, Swim +11; Hide +6. Move Silently +8, Sense Motive +7; WF: short sword, WF: battle ax, Track, Two Weapon Fighting, Quick Draw, Endurance, Two Weapon Defense, Improved Two Weapon Fighting, Combat Expertise

*Spells Prepared: (2 DC=13 +Spell Level)*  
1<sup>st</sup>—*longstrider*, *entangle*

*Possessions:* *Gem of Vigilance*, +1 chain shirt, MW battle ax, MW short sword, *potion of cure moderate wounds*, *potion of haste*, 20 PP.

**Wolf Animal Companion to Smoke, Vaisha:** HD 4D8+8; hp 26; init. +3, Spd.: 40 ft.; AC 17, touch 13, flat-footed 14; Base atk: +3, Grp +4; Atk: +5 melee (1d6+1 [crit 20] bite); Full: same; Space/reach 5ft./5ft.; SA: Trip, Knows Tricks; SQ: low-light vision, scent; AL—N; SV: Fort +6, Ref +6, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6

*Known tricks:* Attack 1, Attack 2, Come, Defend, Guard, Track, Seek, Heel

*Feats and Skills:* Hide +3, Listen +3, Move Silently +3, Spot +3, Survival +2/+6 when tracking; Track, WF: Bite

## APL 8 EL 12

**Goblin Rogue, Rik:** Male goblin rogue, level 8  
HD 8d6+16; hp 51; init +5; Spd 30 feet; AC 21,  
touch 17, flat footed 16; Base atk: +6/+1; Grp  
+3; Atk: +9 (d6+3 [crit X3] long spear) or +8  
(d4+1 [crit 19-20] short sword) or +11 missile (d4  
[crit x3] short bow); Full atk: +9/+4 (d6+3 [crit  
X3] long spear) or +8/+3 (d4+1 [crit 19-20] short  
sword) or +11/+6 missile (d4 [crit x3] short bow);  
Space/reach: 5 ft./5 ft.; SA: Sneak Attack  
+4d6; SQ: Darkvision 60 ft., Trapfinding, Evasion,  
Trap Sense +2, Improved Uncanny Dodge; AL—  
LE; SV: Fort +4, Ref +11, Will +2; Str 12, Dex  
20; Con 14; Int 12, Wis 10, Cha 10

**Skills and Feats:** Speak Common, Goblin, and  
Giant; Bluff +9, Spot +9, Listen +9, Hide +18,  
Move Silently +18, Search +10, Disable Device  
+10, Escape Artist +14, Climb +10; Dodge,  
Mobility, Spring Attack

**Possessions:** +1 Chain shirt, +1 long spear,  
MW short sword, short bow, *potion of  
barkskin*+2, *potion of cure light wounds*, *potion  
of invisibility*, 50 gp.

**Half-orc Fighter, Prulak:** Male Half-orc Fighter,  
Level 8; HD 8d10+16; hp 68; init. +2; Spd. 20  
feet; AC 19, touch 13, flat-footed 17; Base atk.  
+8/+3, Grp +12; Atk: +15 (1d12+10 [crit 19-20:  
x3] great ax) or +10 (1d8 [crit X3] long bow); Full  
atk: +15/+10 (1d12+10 [crit 19-20: x3] great ax)  
or +10/+5 (1d8 [crit X3] long bow); Space/reach 5  
ft./5 ft.; AL—NE; SV: Fort +8; Ref +4, Will +2; Str  
20, Con 14, Dex 14, Int 8, Wis 10, Cha 6;

**Skills and Feats:** Speak Common, Orc, Giant;  
WF: great ax, Dodge, Power Attack, Weapon  
Specialization: great ax, Close Quarters  
Fighting<sup>CW</sup>, Power Critical: great ax<sup>CW</sup>, Improved  
Critical: great ax; Jump +9, Climb +9

**Possessions:** +1 breastplate, +1 great ax, long  
composite bow, dagger, *amulet of natural  
armor*+1; *potion of cure moderate wounds*, *potion  
of bull's strength*, *potion of shield of faith* +2; 45  
gp.

**Goblin Fighter/Rogue, Tuusa:** male goblin,  
fighter/rogue, level 5/3; HD 5d10/3d6 +16; hp: 58;  
init. +3; Spd. 30 ft.; AC 21, touch 15, flat-footed  
18; Base atk: +7/+2, Grp. +3; Atk: +10 (1d6+4  
[crit 19-20] long sword) or +8 (1d6 [crit X3] long

composite bow); Full: +10/+5 (1d6+4 [crit 19-20]  
long sword) or +8/+3 (1d6 [crit X3] long composite  
bow); Space/reach: 5ft./5ft.; SA: Sneak Attack  
+2d6; SQ: Darkvision 60 ft., Trapfinding, Evasion,  
Trap Sense +1; AL—LE; SV: Fort +7, Ref +7,  
Will +2; Str 13, Dex 16, Con 14, Int 13, Wis 10,  
Cha 10

**Skills and Feats:** Speak Common, Goblin, Giant;  
Bluff +8, Disable Device +7, Search +6, Spot +6,  
Listen +6, Hide +8, Move +8, Knowledge: Local  
+7, Information Gathering +6, Swim +5 Climb +5;  
WF: long sword, Combat Expertise, Improved  
Feint, Improved Disarm, Dodge, Weapon  
Specialization: long sword

**Possessions:** +1 chain shirt; +1 long sword, +1  
*heavy steel shield*, long composite bow, *potion of  
barkskin* +2, *potion of cure moderate wounds*, 24  
gp

**Goblin Druid, Uwari:** female goblin, druid, level  
8; HD 8d8+8; hp 49; init +1; Spd. 20 ft.; AC 17,  
touch 13, flat-footed 16; Base Atk: +6/+1, Grp +0;  
Atk: +6 melee (d6-1 [crit X3] spear) or +7 missile  
(1d3-1 [crit 20] sling); Full: +6/+1 melee (d6-1 [crit  
X3] spear) or +7/+2 missile (1d3-1 [crit 20] sling);  
Space/reach 5 ft./5ft.; SA: Animal Companion—  
Wolf; SQ: Darkvision 60 ft., Nature Sense, Wild  
Empathy, Woodland Stride, Trackless Step,  
Resist Nature's Lure, Wild Shape 3/day, Wild  
Shape (Large); AL—NE; SV: Fort +6, Ref +3,  
Will +10; Str 8, Dex 12, Con 12, Int 12, Wis 19,  
Cha 14

**Feats and skills:** Speak Druidic, Goblin,  
Common, Giant; Brew dagger, Track, Natural  
Spell: Concentration +12, Handle Animal +11,  
Ride +11, Knowledge: Nature +11, Survival +11,  
Listen +11, Spot +11

**Spells Prepared (6/5/4/4/3; Base DC=14 +spell  
level):**

0—*cure minor wounds*@2, *detect  
magic*@2, *know direction*, *resistance*  
1<sup>st</sup>—*camouflage*, *entangle*, *magic fang*,  
*produce flame*, *pass without trace*  
2<sup>nd</sup>—*briar web*<sup>CD</sup>, *creeping cold*<sup>CD</sup>, *bear's  
endurance*, *barkskin*  
3<sup>rd</sup>—*call lightning*, *protection from energy*,  
*spike growth*, *sleet storm*  
4<sup>th</sup>—*flame strike*, *murderous mist*<sup>CD</sup>, *ice  
storm*

*Possessions:* hide armor, heavy wooden shield, spear, *wand of cure moderate wounds* (20 charges), *potion of cat's grace*, 25 gp, gold wire necklace set with human teeth 40 gp

**Wolf Animal Companion to Uwarir, Quij:** HD 6D8+18; hp 46; init. +3, Spd.: 40 ft.; AC 20, touch 13, flat-footed 17; Base atk: +6/+1, Grp +8; Atk: +9 melee (1d6+2 [crit 20] bite); Full: +9/+3 melee (1d6+3 [crit 20] bite); Space/reach 5ft./5ft.; SA: Trip, Knows Tricks; SQ: low-light vision, scent; AL—N; SV: Fort +8, Ref +8, Will +3; Str 15, Dex 16, Con 16, Int 2, Wis 12, Cha 6

*Known tricks:* Attack 1, Attack 2, Come, Defend, Guard, Track, Seek, Heel, Work

*Feats and Skills:* Track, WF: Bite, Alertness, Run; Hide +4, Listen +6, Move Silently +4, Spot +6, Survival +2/+6 when tracking

**Ogre Mage Ranger, Smoke:** Male Ogre Mage, Giant level 5, Ranger level 3; HD 8d8+40; hp 83; Init. +3; Spd. 40 ft., fly 40 ft. (good); AC 23, touch 13, flat-footed 20; Base atk.: +6/+1, Grp. +15; Atk.: +12 melee (2d6+6 [critX3] battle ax) or missile +10 (2d6 [crit X3] long composite bow); Full: +12/7 melee (2d6+6 [critX3] battle ax) and +12 melee (1d8+3 [crit 19-20] short sword); Space/reach 10ft./10 ft.: SA: Favored Enemy: Dwarves, Animal Companion, Spell-like abilities; SQ: +5 natural armor, Darkvision 60 ft., DR 10/good, SR 25, Regeneration 5, Flight; Fort +12 Ref +7 Will +4; Str 20, Dex 16, Con 20, Int 18, Wis16, Cha 16

*Favored Enemy—Dwarves:* +2 to damage, spot, bluff, listen, sense motive, spot and survival checks against dwarves.

*Feats and Skills:* Common, Goblin, Dwarven, Infernal, Orc, Draconic and Giant; Spot +11, Listen +11, Spell Craft +12, Concentration +11, Sense Motive +7, Knowledge: Arcana +8, Climb +8, Survival +6, Knowledge Nature +7, Swim +8, Hide +2, Move Silently +6, Search +7, Knowledge: Dungeoneering +7, Knowledge: Geography +7, Handle Animal +6; WF: short sword, WF: battle ax, Track, Two Weapon Fighting, Endurance, Two Weapon Defense, Combat Expertise

*Spell-like abilities:*

*darkness/at will*  
*invisibility/at will*  
*charm person* (DC 14) 1/day  
*cone of cold* (DC 18) 1/day  
*gaseous form* 1/day  
*polymorph* 1/day  
*sleep* (DC 14) 1/day

*Possessions:* *Gem of Vigilance*, +1 chain shirt, +1 battle ax, +1 short sword, *potion of cure moderate wounds*, *potion of haste*, 20 PP.

## APL 10 EL 14

**Goblin Rogue, Rik:** Male goblin rogue, level 10; HD 10d6+20; hp 63; init +5; Spd 30 feet; AC 21, touch 17, flat footed 16; Base atk: +7/+2; Grp +4; Atk: +10 (d6+3 [crit X3] long spear) or +9 (d4+1 [crit 19-20] short sword) or +12 missile (d4 [crit x3] short bow); Full atk: +10/+5 (d6+3 [crit X3] long spear) or +9/+4 (d4+1 [crit 19-20] short sword) or +12/+7 missile (d4 [crit x3] short bow); Space/reach: 5 ft./5 ft.; SA: Sneak Attack +5d6; SQ: Darkvision 60 ft., Trapfinding, Evasion, Trap Sense +3, Improved Uncanny Dodge, Rogue special ability: Opportunist; AL—LE; SV: Fort +4, Ref +11, Will +2; Str 12, Dex 20; Con 14; Int 12, Wis 10, Cha 10

*Skills and Feats:* Speak Common, Goblin, and Giant; Bluff +11, Spot +11, Listen +11, Hide +20, Move Silently +20, Search +12, Disable Device +12, Escape Artist +16, Climb +12; Dodge, Mobility, Spring Attack, Hamstring <sup>CW</sup>

*Possessions:* +1 Chain shirt, +1 long spear, MW short sword, short bow, *potion of barkskin*+2, *potion of cure light wounds*, *potion of invisibility*, *potion of displacement*, 50 gp.

**Half-orc Fighter, Prulak:** Male Half-orc Fighter, Level 10; HD 10d10+20; hp 84; init. +2; Spd. 20 feet; AC 19, touch 13, flat-footed 17; Base atk. +10/+5, Grp +14; Atk: +17 (1d12+10 [crit 19-20: x3] great ax) or +12 (1d8 [crit X3] long bow); Full atk: +17/+12 (1d12+10 [crit 19-20: x3] great ax) or +12/+7 (1d8 [crit X3] long bow); Space/reach 5 ft./5 ft.; AL—NE; SV: Fort +9; Ref +5, Will +5; Str 20, Con 14, Dex 14, Int 8, Wis 10, Cha 6;

*Skills and Feats:* Speak Common, Orc, Giant; WF: great ax, Dodge, Power Attack, Weapon Specialization: great ax, Close Quarters Fighting

<sup>CW</sup>, Power Critical: great ax <sup>CW</sup>, Improved Critical: great ax, Iron Will; Jump +10, Climb +10

*Possessions:* +1 breastplate, +1 great ax, long composite bow, dagger, amulet of natural armor+1; *potion of cure moderate wounds*, *potion of bull's strength*, *potion of shield of faith* +2; 45 gp.

**Goblin Fighter/Rogue, Tuusa:** male goblin, fighter/rogue, level 5/5; HD 5d10/5d6 +20; hp: 70; init. +3; Spd. 30 ft.; AC 21, touch 15, flat-footed 18; Base atk: +9/+4, Grp. +5; Atk: +12 (1d6+4 [crit 19-20] long sword) or +12 (1d6 [crit X3] long composite bow); Full: +12/+7 (1d6+4 [crit 19-20] long sword) or +12/+7 (1d6 [crit X3] long composite bow); Space/reach: 5ft./5ft.; SA: Sneak Attack +3d6; SQ: Darkvision 60 ft., Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge; AL—LE; SV: Fort +7, Ref +7, Will +2; Str 13, Dex 16, Con 14, Int 13, Wis 10, Cha 10

*Skills and Feats:* Speak Common, Goblin, Giant; Bluff +13, Disable Device +9, Search +8, Spot +8, Listen +8, Hide +10, Move +10, Knowledge: Local +9, Information Gathering +8, Swim +5 Climb +5; WF: long sword, Combat Expertise, Improved Feint, Improved Disarm, Dodge, Weapon Specialization: long sword, SF: Bluff

*Possessions:* +1 chain shirt; +1 long sword, +1 heavy steel shield, long composite bow, *potion of barkskin* +2, *potion of cure moderate wounds*, 84 gp

**Goblin Druid, Uwari:** female goblin, druid, level 10; HD 10d8+13; hp 64; init +1; Spd. 20 ft.; AC 18, touch 14, flat-footed 17; Base Atk: +7/+2, Grp +1; Atk: +7 melee (d6-1 [crit X3] spear) or +8 missile (1d3-1 [crit 20] sling); Full: +7/+2 melee (d6-1 [crit X3] spear) or +8/+3 missile (1d3-1 [crit 20] sling); Space/reach 5 ft./5ft.; SA: Animal Companion—Wolf; SQ: Darkvision 60 ft., Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 4/day, Wild Shape (Large), Venom Immunity; AL—NE; SV: Fort +8, Ref +4, Will +11; Str 8, Dex 12, Con 12, Int 12, Wis 19, Cha 14

*Feats and skills:* Speak Druidic, Goblin, Common, Giant; Concentration +14, Handle

Animal +13, Ride +13, Knowledge: Nature +13, Survival +13, Listen +13, Spot +13; Brew dagger, Track, Natural Spell, Toughness

*Spells Prepared* (6/5/5/4/4/2; Base DC=14 +spell level):

0—cure minor wounds@2, detect magic@2, know direction, resistance

1<sup>st</sup>—camouflage, entangle, magic fang, produce flame, pass without trace

2<sup>nd</sup>—briar web <sup>CD</sup>, creeping cold <sup>CD</sup>, bear's endurance, barkskin, heat metal

3<sup>rd</sup>—call lightning, protection from energy, spike growth, sleet storm, nature's favor <sup>CD</sup>

4<sup>th</sup>—flame strike, murderous mist<sup>CD</sup>, ice storm, dispel magic

5<sup>th</sup>—call lightning storm, baleful polymorph

*Possessions:* hide armor +1, heavy wooden shield, spear, wand of cure moderate wounds (20 charges), *potion of cat's grace*, 25 gp, gold wire necklace set with human teeth 40 gp

**Wolf Animal Companion to Uwarir, Quij:** HD 8D8+24; hp 61; init. +3, Spd.: 40 ft.; AC 20, touch 13, flat-footed 17; Base atk: +6/+1, Grp +9; Atk: +10 melee (1d6+3 [crit 20] bite); Full: +10 melee (1d6+3 [crit 20] bite); Space/reach 5ft./5ft.; SA: Trip, Knows Tricks; SQ: low-light vision, scent; AL—N; SV: Fort +8, Ref +8, Will +3; Str 16, Dex 17, Con 16, Int 2, Wis 12, Cha 6

*Known tricks:* Attack 1, Attack 2, Come, Defend, Guard, Track, Seek, Heel, Work

*Feats and Skills:* Hide +4, Listen +6, Move Silently +4, Spot +6, Survival +2/+6 when tracking; Track, WF: Bite, Alertness, Run, Multi-attack

**Ogre Mage Ranger, Smoke:** Male Ogre Mage, Giant level 5, Ranger level 5; HD 10d8+50; hp 103; Init. +3; Spd. 40 ft., fly 40 ft. (good); AC 23, touch 13, flat-footed 20; Base atk.: +8/+3, Grp. +17; Atk.: +14 melee (2d6+6 [critX3] battle ax) or missile +12 (2d6 [crit X3] long composite bow); Full: +14/9 melee (2d6+6 [critX3] battle ax) and +14 melee (1d8+3 [crit 19-20] short sword); Space/reach 10ft./10 ft.: SA: Favored Enemy: Dwarves, Animal Companion, Spell-like abilities; SQ: +5 natural armor, Darkvision 60 ft., DR

10/good, SR 25, Regeneration 5, Flight; SV: Fort +13 Ref +8 Will +5; Str 20, Dex 16, Con 20, Int 18, Wis 17, Cha 16

*Favored Enemy—Dwarves:* +4 to damage, spot, bluff, listen, sense motive, spot and survival checks against dwarves.

*Favored Enemy—Humans:* +2 to damage, spot, bluff, listen, sense motive, spot and survival checks against dwarves.

*Feats and Skills:* Common, Goblin, Dwarven, Infernal, Orc, Draconic and Giant; Spot +11, Listen +11, Spell Craft +12, Concentration +11, Sense Motive +9, Knowledge: Arcana +10, Climb +10, Survival +8, Knowledge Nature +9, Swim +10, Hide +4, Move Silently +8, Search +9, Knowledge: Dungeoneering +9, Knowledge: Geography +9, Handle Animal +8; WF: short sword, WF: battle ax, Track, Two Weapon Fighting, Endurance, Two Weapon Defense, Combat Expertise

*Spell-like abilities:*

*darkness/at will*  
*invisibility/at will*  
*charm person (DC 14) 1/day*  
*cone of cold (DC 18) 1/day*  
*gaseous form 1/day*  
*polymorph 1/day*  
*sleep (DC 14) 1/day*

*Spells Prepared: (1 DC=13 +Spell Level)*  
*1<sup>st</sup>—entangle*

*Possessions:* *Gem of Vigilance*, +1 chain shirt, +1 battle ax, +1 short sword, *potion of cure moderate wounds*, *potion of haste*, 20 PP.

**Wolf Animal Companion to Smoke, Vaisha:** HD 2D8+4; hp 13; init. +2, Spd.: 40 ft.; AC 14, touch 12, flat-footed 12; Base atk: +1, Grp +2; Atk: +3 melee (1d6+1 [crit 20] bite); Full: same; Space/reach 5ft./5ft.; SA: Trip, Knows Tricks; SQ: low-light vision, scent; AL—N; SV: Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

*Known tricks:* Attack 1, Attack 2, Come, Defend, Track, Seek, Heel

*Feats and Skills:* Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1/+5 when tracking; Track, WF: Bite

## APL 12 EL 16

**Goblin Rogue, Rik:** Male goblin rogue, level 12: HD 10d6+24; hp 75; init +5; Spd 30 feet; AC 22, touch 18, flat footed 17; Base atk: +9/+4; Grp +6: Atk: +12 (d6+3 [crit X3] long spear) or +11 (d4+1 [crit 19-20] short sword) or +14 missile (d4 [crit x3] short bow); Full atk: +12/+7 (d6+3 [crit X3] long spear) or +11/+6 (d4+1 [crit 19-20] short sword) or +14/+9 missile (d4 [crit x3] short bow); Space/reach: 5 ft./5 ft.; SA: Sneak Attack +6d6; SQ: Darkvision 60 ft., Trapfinding, Evasion, Trap Sense +4, Improved Uncanny Dodge, Rogue special ability: Opportunist; AL—LE; SV: Fort +4, Ref +11, Will +2; Str 12, Dex 21; Con 14; Int 12, Wis 10, Cha 10

*Skills and Feats:* Speak Common, Goblin, and Giant; Bluff +11, Spot +11, Listen +11, Hide +20, Move Silently +20, Search +12, Disable Device +12, Escape Artist +16, Climb +12; Dodge, Mobility, Spring Attack, Hamstring <sup>CW</sup>

*Possessions:* +1 Chain shirt, +1 long spear, +1 ring of protection, MW short sword, short bow, *potion of barkskin*+2, *potion of cure light wounds*, *potion of invisibility*, *potion of displacement*, 50 gp.

**Half-orc Fighter, Prulak:** Male Half-orc Fighter, Level 12; HD 12d10+24; hp 100; init. +2; Spd. 20 feet; AC 20, touch 13, flat-footed 18; Base atk. +12/+7/+2, Grp +17; Atk: +20 (1d12+12 [crit 19-20: x3] great ax) or +14 (1d8 [crit X3] long bow); Full atk: +20/+15/+10 (1d12+12 [crit 19-20: x3] great ax) or +14/+9/+4 (1d8 [crit X3] long bow); Space/reach 5 ft./5 ft.; AL—NE; SV: Fort +10; Ref +6, Will +4; Str 21, Con 14, Dex 14, Int 8, Wis 10, Cha 6;

*Skills and Feats:* Speak Common, Orc, Giant; WF: great ax, Dodge, Power Attack, Weapon Specialization: great ax, Close Quarters Fighting <sup>CW</sup>, Power Critical: great ax <sup>CW</sup>, Improved Critical: great ax, Improved Weapon Focus, Improved Weapon Specialization; Jump +11, Climb +11

*Possessions:* +1 breastplate, +1 Adamantine great ax, long composite bow, dagger, *amulet of natural armor*+2; *potion of cure moderate wounds*, *potion of bull's strength*, *potion of shield of faith* +2; 45 gp.

**Goblin Fighter/Rogue, Tuusa:** male goblin, fighter/rogue, level 5/7; HD 5d10/7d6 +24; hp: 92; init. +3; Spd. 30 ft.; AC 21, touch 15, flat-footed 18; Base atk: +11/+6/+1, Grp. +7; Atk: +15 (1d6+5 [crit 17-20] long sword) or +14 (1d6 [crit X3] long composite bow); Full: +15/+11/+5 (1d6+5 [crit 17-20] long sword) or +14/+7/+2 (1d6 [crit X3] long composite bow); Space/reach: 5ft./5ft.; SA: Sneak Attack +4d6; SQ: Darkvision 60 ft., Trapfinding, Evasion, Trap Sense +2, Uncanny Dodge; AL—LE; SV: Fort +8, Ref +9, Will +3; Str 14, Dex 16, Con 14, Int 13, Wis 10, Cha 10

**Skills and Feats:** Speak Common, Goblin, Giant; WF: long sword, Combat Expertise, Improved Feint, Improved Disarm, Dodge, Weapon Specialization: long sword, SF: Bluff, Persuasive; Bluff +17, Disable Device +11, Search +10, Spot +10, Listen +10, Hide +12, Move +12, Knowledge: Local +11, Information Gathering +10, Swim +5 Climb +5

**Possessions:** +1 chain shirt; +1 Keen long sword, +1 heavy steel shield, long composite bow, *potion of barkskin* +2, *potion of cure moderate wounds*, *Cloak Of Displacement*, Minor 84 gp

**Goblin Druid, Uwari:** female goblin, druid, level 12; HD 12d8+27; hp 88; init +1; Spd. 20 ft.; AC 18, touch 14, flat-footed 17; Base Atk: +7/+2, Grp +1; Atk: +7 melee (d6-1 [crit X3] spear) or +8 missile (1d3-1 [crit 20] sling); Full: +7/+2 melee (d6-1 [crit X3] spear) or +8/+3 missile (1d3-1 [crit 20] sling); Space/reach 5 ft./5ft.; SA: Animal Companion—Wolf; SQ: Darkvision 60 ft., Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 4/day, Wild Shape (Large), Venom Immunity; AL—NE; SV: Fort +8, Ref +4, Will +11; Str 8, Dex 12, Con 12, Int 12, Wis 20, Cha 14

**Feats and skills:** Speak Druidic, Goblin, Common, Giant; Brew dagger, Track, Natural Spell, Toughness, Improved Toughness (12): Concentration +14, Handle Animal +13, Ride +13, Knowledge: Nature +13, Survival +14, Listen +14, Spot +14

**Spells Prepared (6/7/5/5/4/4/3; Base DC=15 +spell level):**

0—cure minor wounds@2, detect magic@2, know direction, resistance

1<sup>st</sup>—camouflage, entangle, magic fang, produce flame, pass without trace, charm animal, obscuring mist

2<sup>nd</sup>—briar web <sup>CD</sup>, creeping cold <sup>CD</sup>, bear's endurance, barkskin, heat metal

3<sup>rd</sup>—call lightning, protection from energy, spike growth, sleet storm, nature's favor <sup>CD</sup>

4<sup>th</sup>—flame strike, murderous mist <sup>CD</sup>, ice storm, dispel magic

5<sup>th</sup>—call lightning storm, baleful polymorph, death ward, stoneskin

6<sup>th</sup>—cometfall <sup>CD</sup>, fireseeds

**Possessions:** *hide armor* +1, heavy wooden shield, spear, *wand of cure serious wounds* (20 charges), *minor ring of cold resistance*, *potion of cat's grace*, 25 gp, gold wire necklace set with human teeth 40 gp

**Wolf Animal Companion to Uwarir, Quij:** HD 10D8+30; hp 61; init. +3, Spd.: 40 ft.; AC 21, touch 14, flat-footed 17; Base atk: +7/+2, Grp +10; Atk: +11 melee (1d6+3 [crit 20] bite); Full: +11/+5 melee (1d6+3 [crit 20] bite); Space/reach 5ft./5ft.; SA: Trip, Knows Tricks; SQ: low-light vision, scent; AL—N; SV: Fort +9, Ref +9, Will +4; Str 17, Dex 18, Con 16, Int 2, Wis 12, Cha 6

**Known tricks:** Attack 1, Attack 2, Come, Defend, Guard, Track, Seek, Heel, Work

**Feats and Skills:** Hide +5, Listen +6, Move Silently +5, Spot +6, Survival +2/+6 when tracking; Track, WF: Bite, Alertness, Run, Multi-attack, Dodge

**Ogre Mage Ranger, Smoke:** Male Ogre Mage, Giant level 5, Ranger level 7; HD 12d8+60; hp 123; Init. +3; Spd. 40 ft., fly 40 ft. (good); AC 24, touch 13, flat-footed 21; Base atk.: +10/+5, Grp. +19; Atk.: +16 melee (2d6+6 [critX3] battle ax) or missile +14 (2d6 [crit X3] long composite bow); Full: +14/9 melee (2d6+6 [critX3] battle ax) and +14/+9 melee (1d8+3 [crit 19-20] short sword); Space/reach 10ft./10 ft.: SA: Favored Enemy: Dwarves, Humans, Animal Companion, Spell-like abilities, Woodland Stride; SQ: +5 natural armor, Darkvision 60 ft., DR 10/good, SR 25, Regeneration 5, Flight; SV: Fort +14 Ref +9 Will

+6; Str 20, Dex 16, Con 20, Int 18, Wis17, Cha 16

*Favored Enemy—Dwarves:* +4 to damage, spot, bluff, listen, sense motive, spot and survival checks against dwarves.

*Favored Enemy—Humans:* +2 to damage, spot, bluff, listen, sense motive, spot and survival checks against dwarves.

*Feats and Skills:* Common, Goblin, Dwarven, Infernal, Orc, Draconic and Giant; Spot +11, Listen +11, Spell Craft +12, Concentration +11, Sense Motive +10, Knowledge: Arcana +12, Climb +12, Survival +10, Knowledge Nature +11, Swim +12, Hide +6, Move Silently +10, Search +11, Knowledge: Dungeoneering +11, Knowledge: Geography +11, Handle Animal +10; WF: short sword, WF: battle ax, Track, Two Weapon Fighting, Endurance, Two Weapon Defense, Combat Expertise, Improved Two Weapon Fighting, Improved Two Weapon Defense

*Spell-like abilities:*

*darkness/at will*  
*invisibility/at will*  
*charm person (DC 14) 1/day*  
*cone of cold (DC 18) 1/day*  
*gaseous form 1/day*  
*polymorph 1/day*  
*sleep (DC 14) 1/day*

*Spells Prepared:* (1 DC=13 +Spell Level)  
1<sup>st</sup>—entangle, magic fang

*Possessions:* Gem of Vigilance, +1 chain shirt, +1 battle ax of wounding, +1 shock short sword, potion of cure moderate wounds, potion of haste, 20 PP.

**Wolf Animal Companion to Smoke, Vaisha:**  
HD 4D8+8; hp 26; init. +3, Spd.: 40 ft.; AC 17, touch 13, flat-footed 14; Base atk: +3, Grp +4; Atk: +5 melee (1d6+1 [crit 20] bite); Full: same; Space/reach 5ft./5ft.; SA: Trip, Knows Tricks; SQ: low-light vision, scent; AL—N; SV: Fort +6, Ref +6, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6

*Known tricks:* Attack 1, Attack 2, Come, Defend, Guard, Track, Seek, Heel

*Feats and Skills:* Hide +3, Listen +3, Move Silently +3, Spot +3, Survival +2/+6 when tracking; Track, WF: Bite, Run

## **DM Aid 1**

### **Q&A at the Temple**

PCs questions.

Q: Tell us about Onderil. What's the history of Onderill?

Answered by Turvan Tallyminder: pg 14 column 1

Q: What do we know of the Saltburner Orcs?

Answered by Gurdvar Gelbforger: pg 14 column 2

Q: Who killed your agents?

Answered by Gurdvar Gelbforger: pg 15 column 1

Q: PC talks about their dream.

Answered by Karin Whytesmyth: pg.15 column 1

Q: Why do you think the Cult of the Earth Dragon is involved?

Answered by Karin Whytesmyth: pg. 15 column 1

Q: What is your plan for the Prince? How does the Ax and the Prince play into this? Tell us about this ritual.

Answered by Karin Whytesmyth: pg. 15 column 1

Q: What about the other gems?

Answered by Karin Whytesmyth: pg. 15 column 1-2

Q:How do we get to Onderill? What lies between here and Onderill?

Answered by Gurdvar Gelbgorger: pg. 15 column 2

What help can you give us?

Answered by Plima Tallyminder: pg. 15 column 2

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**MAPS 1-4 will be on these pages**

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