

BDK1-07

TORROCK'S LAIR

A One-Round D&D LIVING GREYHAWK®
Bandit Kingdoms Regional Adventure

Version 1

by Jimmy B. Ellis

Torroch, a powerful ogre leader, is uniting the tribes of Bluff Hills orcs, ogres and hill giants into a single powerful fighting force. No one in the region is safe. Now that you've "volunteered" to help, maybe you can track down Torroch's Lair. An adventure for characters level 1-6. Part one of the Bluff Hill's Silver series.

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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 hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

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

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

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

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven 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 rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will 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, a character sheet, and a LIVING GREYHAWK log 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.

DETERMINING AVERAGE PARTY LEVEL (APL)

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 PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely 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 following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

DM'S INTRODUCTION

This adventure takes place within and around the Bluff Hills region of the Bandit Kingdoms. Ogres, hill giants, and orcs have always plagued the Bluff Hills. Until recently these forces have been kept somewhat in check by inter-tribal warfare. Recently a powerful Ogre, Torrock has united several tribes of ogres, orcs, and hill giants. His forces have been attacking settlements around the Bluff Hills and life in these areas has become increasingly hazardous.

The above information is common knowledge within the Bluff Hills area, but Torrock's origins and the politics involved are not. Within the Bluff Hills is the Perdition Silver Mine. Until recently a human wizard had convinced a group of over 200 ogres into guarding the mine for him (see Iuz the Evil), while his friends posing as human slaves, mined the silver. Xavendra, Iuz's governor over this area of the BK, has long lusted over the silver of the Perdition mines and came up with a scheme to gain control. She found an exceptionally intelligent

ogre named Torrock, gave him special training, and assigned him the task of infiltrating the ogres guarding the Perdition Mine and then reporting back to her so she could plan a way to take the mine as her own.

Torrock discovered the location of the Perdition Silver Mine. He exposed the human wizard controlling the ogres (the ogres joyfully killed the wizard, of course), successfully challenged the ogre chieftain for leadership of the tribe, and enslaved the silver miners who were already posing as slaves. Since ogres are too large to enter the mines and control the human slave, Torrock successfully talked groups of the Eiger tribe of orcs to join forces with him and act as overseers of the human slaves. Torrock suddenly found himself in possession of working silver mine, and in control of a large group of ogres and orcs.

Torrock continued to unite other tribes of ogres, orcs, and hill giants under his control until he became a powerful force to be reckoned with.

When Torrock failed to report in, Xavendra attempted to use her powers to scry on him, without success. When reports reached her that Torrock had betrayed her and was now attacking settlements in and around the Bluff Hills she was furious. Not only does she not have control of the Perdition Mine, the attacks on settlements supposedly under her control is undermining her leadership, and if the other governors learn that she is responsible for the Torrock fiasco they will report this information to Iuz to bring about her destruction.

Torrock has a human spy, Blackjack, working for him. Blackjack goes into settlements in the area, spies out their weakness, and then reports back to Torrock. Unknown to Torrock, Blackjack true employer is Graf Demmel Tadorinal, Iuz's governor in Rookroost. Blackjack's job is to keep Graf informed of what is going on in Xavendra domain, and to do whatever he can to undermine her. Fortunately for Xavendra, Blackjack has not learned of Torrock's connection with her.

Xavendra is therefore extremely interested in solving the Torrock problem without anyone learning of her involvement in his rise to power. This would end the threat he poses to her rule of the area, and enable her to take on the role of a hero by ridding the land of a serious threat. In addition, Xavendra's desire to control the perdition mines remains as strong as ever.

Along with her other efforts to solve this problem, Xavendra has assigned Captain Blain, a little known but trusted advisor, the task of running Torrock to ground at all cost. So far the captain's efforts have been in vain.

Following some leads, which unexpectedly proved to be accurate, Captain Blain will arrive at Little Hills Fort just as it is being overrun by some of Torrock's forces. He will route the invaders and save the fort.

The characters will be nearing Little Hills Fort just after Torrock's forces are being routed. A squad of fleeing ogres and orcs will ride over a hill and by chance straight into the characters.

ADVENTURE SYNOPSIS

Introduction

On the 15th of Reaving, the characters will be nearing Little Hills Fort hoping to find a safe place to rest for the night. As they near the top of a rise, they will see smoke coming from the direction of the fort.

Encounter 1

Suddenly a squad of orcs and ogres will run into view and engage the characters in combat. After three rounds a patrol of Captain Blains soldiers will ride over the hill and if the characters have not already defeated the orcs and ogres, join the battle on the character's side.

After the battle the sergeant will insist that the characters accompany him back to the fort, to celebrate their heroic efforts.

Encounter 2

While waiting the characters will hear tales from wounded soldiers and refugees of Torrock's raids and the atrocities they have seen. One older man will tell of how his sons and daughters were carried off captive by a squad of orcs and ogres. He will plead with the party to rescue them.

Encounter 3

The next morning, Captain Blain will have the former captain of the fort brought out gagged and in chains. He will announce that the former captain has been found guilty of cowardice, and dereliction of duty. He will publicly strip Captain Ceriane of all rank; the former captain will then be nailed to scaffolding and rot grubs will be placed inside his uniform.

Due to their heroic, each party member will receive a special medal honoring their heroic efforts. Until the crisis is successfully resolved, he is temporarily commissioning the party members as lieutenants in Xavendra's home guard.

At the fort the characters will learn that there is a weapon supplier, Valian on the outskirts of Senningford who may be supplying Torrock with high quality weapons. They will also learn that the Yonvans, a family of entertainers and Rannos, a prospector left the fort shortly before it was attacked by Torrock's forces. Whichever lead the characters decide to follow it will take them two days to reach their destination.

Encounter 4

If the characters go to Senningford they can encounter Valian, Torrock's weapons supplier. Valian will deny supplying weapons to Torrock or having any involvement with him. If the characters are hostile or refuse to leave when told, Valian, his nephews, and his dogs will attack the party. If the party chooses to watch the compound till the 25th they could follow Valian to Black Rock Tower. Inside the office they can find a coded ledger. When decoded the ledger reads, "Black Rock Tower, 27th of Reaping.

Encounter 5

The Yonvans know nothing about Torrock or even that the fort has been attacked. Depending on how they are approached they may talk freely with the characters. However, they have reason to be leery of strangers and if approached in a hostile manner, they will assume the characters are bandits and will either attempt to elude the characters or, if that fails, attack.

Encounter 6

The characters can find out the location of the prospector, Rannos' camp by talking with his friends in the fort. If they go to his camp and successfully navigate past the traps set there, they will find his murdered body within his cabin. If the party searches the cabin they can discover a partially burned note indicating that the spy is to meet someone at Black Rock on the 27th of Reaping.

Encounter 7

At Black Rock, Blackjack, Valian, and a squadron of ogres and orcs will meet. Blackjack will receive his pay for his last assignment and a new assignment, Valian will deliver his shipment of weapons and supplies and pickup silver bullion as payment, and the squadron will drop off the silver bullion, give Blackjack his pay or new assignment, and pick up the shipment of weapons and supplies.

PLAYER INTRODUCTION: ARRIVAL AT LITTLE HILLS FORT

Reaping 15th

Your travels have taken you to the Bluff Hills region of the Bandit Kingdoms. This area has always been plagued with roving bands of Orcs, Ogres and Hill Giants, not to mention bandits and the forces of Iuz. Recently things have become worse. Rumor has it, a powerful Ogre chieftain, has been uniting members of different competing tribes under his leadership. His followers have been attacking settlements and caravans and killing or carrying off people. Travel through this area has become very dangerous and your group has banded together for safety. It has been a long hot day and you are planning to stop at a small fort, Little Hills Fort to spend the night.

Allow characters to introduce their characters to each other and inform you of any special precautions they are making as they travel through the area, marching order, etc.

ENCOUNTER 1: FLEEING FOES

As the characters near the top of a rise on their way to Little Hills Fort, have them make spot (DC 15) and listen (DC 20) checks. Those characters that make their spot checks will notice a column of smoke coming from the

direction of the fort. Those that make their listen checks will hear the sound of running feet coming their way from beyond the top of the rise which is 100 feet away from the lead character. A patrol of ogres and orcs, fleeing the fort and Captain Blain's men will run over the top of the rise straight towards the party. The patrol is not expecting the party and characters that made their listen check get a surprise round. The next round the orcs and ogres will attack the party. Have player roll initiative and proceed accordingly.

APL 2 (EL 5)

👉 **Ogres** (2): hp 26 each (currently 10, both are badly wounded); see *Monster Manual* page 144.

👉 **Orc Troops** (3): hp 12 each (currently 8, all are wounded); see Appendix A.

APL 4 (EL 7)

👉 **Ogres** (2): hp 26 each (currently 20, both are badly wounded); see *Monster Manual* page 144.

👉 **Orc Troops** (6): hp 12 each (currently 8, all are wounded); see Appendix A.

APL 6 (EL 8)

👉 **Ogre Lieutenant, male ogre Bbn3**: hp 77 (currently 39 and he has already used his rage ability); see Appendix A.

👉 **Ogres** (2): hp 26 each (currently 20, both are badly wounded); see *Monster Manual* page 144.

👉 **Orc Troops** (6): hp 12 each (currently 10, all are wounded); see Appendix A.

After three full rounds of fighting, have the characters make another Listen (DC 20) check. If successful the character will hear the sound of horses galloping towards them. The next round a patrol of soldiers, one sergeant and 8 troops (see Appendix A), will gallop over the rise. If the characters have not already defeated the patrol, the soldiers will join in the battle and help the characters defeat the patrol.

MOUNTED PATROL:

👉 **Sergeant, male human Ftr5**: hp 44; see Appendix A.

👉 **Soldiers, mix male and female human Ftr3**: hp 28; see Appendix A.

Note: This encounter is not meant to be deadly, if that battle is going badly have the patrol arrive earlier.

The orcs and ogres have been defeated and lie dead at your feet. The leader of the soldier patrol is speaking quietly with several of his men. They ride outward forming a loose perimeter around the area you are in. The leader, a tall, blond, gray-eyed man in chainmail, then wipes blood off his scimitar, sheaths it, and dismounts. As he turns towards you, you notice insignias on his shoulders and over his left breast, the insignia of Xavendra's elite troops. Xavendra is Iuz's governor over this area of the Bandit Kingdoms.

He smiles as he approaches you, "Thanks for the assist. If this group had broken free and gone for reinforcements who knows how many more we would be facing. I'm Sergeant Aramil, I'm sure our captain, Captain Blain, will wish to thank you personally. Would you come with me, please?"

Sergeant Aramil will be personable and friendly with party members. If asked any questions he will tell party members that he is part of a force under Captain Blain's command. They have been sent to the Bluff Hills to guard the settlements in the area, and to try to bring the ogre and his forces to ground. He will explain, that when they arrived at Little Hills Fort the fort was under attack by the ogre's forces but that they were able to turn the tide and defeat these forces. The group that the party stopped was the last of these forces. If party members have any other questions he will inform them that Captain Blain may answer any questions they have when they see him.

As the party gets closer to the fort read the following:

As you get closer to the fort the signs of a large battle are apparent. The bodies of dead humans, horses, orcs, ogres, and even a few hill giants litter the ground. Parts of the fort are burned with smoke curling up from the ashes.

As you enter the gates of the fort, one of which is lying in splinter on the ground, you can see that the violence is not limited to orcs and soldier. Dead civilians, including women and children lie all about the grounds of the fort. In front of a burned out building, you see a woman holding her dead child to her breast. She is rocking back and forth and making a pitiful mewling noise.

The sergeant leads your group to the mess hall. Inside you see wounded people, including soldiers and refugees milling about. While some seem busy bandaging the wounded or engaging in other chores, most of them seem to be in a state of shock. Turning to you, Sergeant Aramil, says, "Please wait here, while I report in," he then turns and leaves.

ENCOUNTER 2: REFUGEES

Once the sergeant leaves, several of the people in the room will move towards the party members. Several will ask who they are and what they are doing here. Encourage the character to interact with, and ask questions of, the wounded soldiers and refugees. Several of the refugees will tell of the atrocities Torrock's forces have been committing and how they left their settlements in the hills and came to the fort for safety only to find that the fort wasn't safe either. The following are two stories that can be used. Feel free to make up

some others but try to keep the length of this encounter down to ten minutes so the players have ample time to finish the adventure.

Wounded Soldiers Story:

We was out patrolling when a large force of orcs and ogres attacked us. We holed up in a narrow canyon where they could only come at us one or two at a time but they managed to cut off and capture Jolin, Trainy, and Scorian before we could get there. This big ogre screamed at us calling us cowards and dared us to come out and fight. When we wouldn't they staked out the three they captured and tortured them one by one. The men screamed and begged for us to help them for hours.

Old Farmer's Story:

They burst in on us in the middle of the night and dragged us out of our homes. I grabbed a knife and stabbed an ogre in the leg. He slammed me aside the head and when I came to I was tied to this tree.

"You too old to make good slave," he said. "Stead you tell other what happen when they hurt ogre or orc."

Then he chopped off my fingers. They took away my older sons and daughter as slaves. Please find them and bring them back to me!

At this point Sergeant Aramil will return.

"I've managed to find quarters for you. The Captain is very busy right now but he wished me to relay that he was very impressed with your heroic efforts. He is planning on addressing everyone tomorrow morning and would like to publicly thank you at that time.

As the Sergeant escorts you to your quarters, he states, "Before you turn in for the night I should warn you that things are very tense right now and a sunset curfew is being strictly enforced. Any one found wandering around the fort after sunset will be arrested. Have a good evening. I'll see you in the morning."

ENCOUNTER 3: REWARDS AND PUNISHMENT

The following morning you are awakened early to the sound of horns being blown.

A half-hour later there is a knock at your door. When you open the door a young soldier stands there with a small cart.

"Breakfast, compliments of the Captain. He wished me to inform you that there is to be a mandatory meeting in one hour. He has reserved some seats for you near the stands. He would like it if you could arrive a few minutes early."

When the characters arrive at the stands a young soldier will escort them to seats in front of the stands facing the crowd that is gathering. Read the following:

As you sit down you see soldiers patrolling the walls; also, several squads of mounted soldiers are leaving on patrol. Dead bodies no longer litter the fort and most of the burned rubble has been cleared away. The inhabitants of the fort, including civilians, refugees, and soldiers, not currently on duty elsewhere, are

gathered in front of the stands. There is an expectant buzz in the air.

The door to the Captain's quarters opens and you see a man, who must be Captain Blain, exit. He is a six-foot tall powerful-looking man in full plate. He has black hair and piercing green eyes. At his side are four soldiers, including Sergeant Aramil. As you glance around you notice that a dozen soldiers with scimitars and bows have taken up position at high points around the crowd and are keeping a wary eye on things. In addition, two men in robes are standing at either end of the stands.

As the Captain approaches the stand, he looks your way, smiles, and nods. He then marches up the steps of the stand and turns to face the crowd.

"Good morning, for those of you who don't know me, I'm Captain Blain. I am grateful to Iuz that He has seen fit to use me to as an instrument in saving you from the evil forces of Torrock and his hoards. Your governor, the Lady Xavendra has heard of the many atrocities committed by Torrock the ogre, against her people and has charged me to do everything in my power to end the threat he poses. Within the next month more troops will be arriving in the area to help me capture or kill this Torrock.

However, I need each of you to help me in this task. I urge any who have any information on Torrock, his plans or location to do his or her duty.

Yesterday, when I arrived at Little Hill, I found the few surviving soldiers stationed here bravely fighting against a superior force without leadership. I presumed their captain, Captain Ceriane had been killed in battle. You can only imagine my indignation when I entered the captain's quarters and discover Ceriane cowering in a closet.

There are two things I cannot abide, failure to do one's duty and cowardice. The former captain has been found guilty of dereliction of duty and cowardice in the face of the enemy. Both of these offenses are punishable by death. So that all might see the cost of failing in one's duties the sentence is to take place now in public view."

The captain turns to one of the soldiers at his side, "Please begin."

Give Characters a minute or two for any responses they may have, then read.

The soldier yells out, "Bring forth the condemned."

Two burly soldiers drag a badly beaten unconscious man from the fort stockade. Two clerics of Iuz follow behind. The man is dragged to the side of a building and while the soldiers hold his arms the clerics drive iron stakes between the bones of his forearms nailing him to the side of the building. The cleric both cast a spell and you watch as his many of his bruises and cuts heal. Unfortunately, the former captain also regains consciousness and begins screaming and struggling against the spikes holding him to the side of the building. Fresh blood flows down his arms.

The clerics then take out an earthen jug and with metal tongs carefully take out three white grubs, which they place on the former captain. The grubs slowly borrow through his clothing and into his flesh. As he begins to scream even louder the clerics shove a gag in his mouth, muffling the sounds of his agony. They turn and nod to Captain Blain.

Save for muffled sobs there is a deep silence as the Captain again addresses the audience.

"During the combat a squad of ogres and orcs broke free from my forces and attempted to flee and bring back more enemy forces. If they had succeeded we could all very well be dead by now. Fortunately, a band of brave heroes was in the area. This band at great personal risk attacked these villains and prevented their escape. We owe them our lives. Join me in honoring their heroics."

As the crowd applauds, the Captain smiles at each of you. "As I call your name please step forward and accept these metal as a token of our appreciation."

The Captain will call each character forward, shake their hand, and place a medallion around their neck. The medallions are silver disk with the words "The Heroes of Little Hills Fort", engraved on them. Each amulet is enchanted with the following abilities: 1) if removed from the character it will reappear around their neck in ten minutes, 2) Captain Blain can determine the exact location of anyone wearing one of the amulets. The amulet can only be removed permanently with a successful dispel magic (DC 18). The Captain will use these amulets to track the progress or location of the characters.

After placing the amulets around the character's necks, the Captain will turn and address the crowd.

"During times of trouble we must each do our part. I urge each of you to follow the example set by these brave heroes."

We need all the brave men and women we can find. If anyone wishes to volunteer contact one of my officers. The Lady Xavendra has granted me the power to raise additional troops. I am now exercising that power and temporarily inducting these brave heroes to aid in the current crisis.

The Captain turns and gives each of you a scroll and salutes you. In a lower voice he will say, "Congratulations Lieutenants, welcome to Xavendra's special forces. I trust each of you will do your duty." The Captain looks meaningfully at the former captain whose muffled screams can still be faintly heard, "The consequences of not doing ones duty can be rather severe. Report to me in my office in one hour."

If the characters attempt to leave the fort before meeting with the Captain, soldiers at the gate will politely but firmly tell them that they can't leave at this time.

THE ASSIGNMENT

As you enter the office, you notice the Captain examining a map of the area around the Bluff Hills. A number of small red pins dot the map. An aid with a stack of papers stands to his side and Sergeant Aramil is on the other side of the map.

The Captain bangs his fist against the side of the wall, "Were in the blazes is he holed up?"

He turns and looks at you, "Well now, maybe you can help me find some answers."

The Captain moves behind a desk and sits down. Sergeant Aramil moves to his side. "We have three problems: 1) Someone is spying out settlements and caravans in the area and providing Torrock with detailed information, 2) Someone is supplying Torrock's forces with superior weaponry, and 3) We don't know

where Torrock's current base of operations is so we can not mount an attack.

Your assignment, lieutenants, is to find out who is acting as Torrock's spy, who is supplying him with his weapons, and, most importantly, where his current base of operations is. Sergeant Aramil here will be your liaison. He will provide you with any reasonable supplies and answer any question you may have. Dismissed."

If anyone should ask, the salary for lieutenants is 25 gp per month. If at any point the characters decide to leave the area without completing their assignment the Captain will personally lead a patrol to capture or kill them. Once they leave the fort the Captain will check on their locations using the amulets twice a day.

THE INVESTIGATION:

Sergeant Aramil can provide the characters with the following information:

1. There are two groups of soldiers within the fort, the original defenders (most of whom are in the infirmary) and the soldiers that arrived with Captain Blain.
2. The invaders were better fighters, better organized, and had weapons of higher quality than those carried by most orcs and ogres. He will refer the characters to the fort's weapons smith if they have any questions about the weapons.
3. One of the Ogre commanders had a hand drawn map of the fort with guard positions and schedules and strong and weak points in the defenses labeled in common.
4. There were three groups that came to the fort within the last week and left one or two days before the attack took place. A family of Entertainers, the Yonvans and a prospector, Rannos.

The original fort defenders can tell the party that the invaders attacked at night. They sent in an advance group that scaled the walls of the fort, took out the guards, and were able to open the main gates before anyone knew what was going on. The battle would have been lost if Captain Blain hadn't arrived just in time. They are grateful to the Captain for saving their lives. They confirm that the invaders were much better organized and better fighters than the usual disorganized tribes they fight. They'll also report that the invaders had tribal tattoos from several different tribes.

If the party interviews Captain Blain's men it will quickly become apparent that they are very loyal to him. He is a ruthless, cunning tactician and a harsh disciplinarian, but he is very fair. He inspires both fear and respect in the men he commands.

The fort weapon-smith, Dovann will tell the party that he is very impressed with the quality of the weapons they recovered from the invaders. He will show them a great sword (master work quality) taken from an ogre commander. He will tell the party the weapons were

made by a wide array of weapon smiths from across the Flanaess. They were probably acquired by some sort of middlemen, a weapon supplier, and then sold as a lot. He knows of only one weapon supplier in the area who could be supplying Torrock with high quality weapons in the volumes Torrock would require. On the outskirts of Senningford there is a weapon supplier named Valian. It is well known that he will supply weapons to anyone if the price is right.

Of the three groups that left the fort prior to the attack the party can learn the following:

1. A family of entertainers, the Yonvans left in a heavy, brightly painted wagon two days ago. They headed south toward Groucester. The Yolvans family consist of four individuals a bard Terjon, his wife Sheva, Gremag, a son in his early twenties, and Krishena, a very attractive daughter in her late teens.
2. Several of the soldiers attempted to force their affections on Krishena the attractive teenage daughter. Krishena and her brother taught them a painful lesson. The prospector, Rannos left the day before the attack heading northeast into the Bluff Hills. He has been a regular visitor to Little Hills Fort for about five years. He has two friends at the fort, the quarter master Boris and his wife Elsie, whom he always visits. He also visits the general store to pick up supplies.

If the party checks with the general store they'll discover that he didn't pick up supplies during his last visit. Boris and Elsie will be surprised to hear that he visited the fort as he didn't visit them as he always does. They will express concern, as he has never failed stop in for a visit on any of his previous visits.

If the party offers to help, Boris, the only one who knows where Rannos' camp is, will provide the party with a map to his camp and warn them that there are many traps that Rannos has rigged up within his camp. He also tells the party the names of Rannos' two guard dogs that will attack the party unless the party greets them by name.

The party must now decide which clue they will follow up on. Regardless of which clue they follow up on, it will take them at least two days to reach their destination.

ENCOUNTER 4: VALIAN, THE WEAPONS DEALER

After asking around, you discover Valian's business on the outskirts of Senningford. He is apparently doing well for himself, as a wooden palisade surrounds his grounds. A drive leads up to a sturdy wooden gate. At the side of the gate is a wooden door with a pull rope hanging from metal brackets to the side. Above the door is a wooden plaque that reads "Valian's Trade Goods."

If the party approach during daylight hours read:

A smaller plaque reads "Open." You can hear clanging and muffled conversation coming from within the palisade.

If someone pulls the rope a bell will ring and in a few minutes Valian will open the door. ***Welcome to Valian's, how can I help you.*** Party members will be able to see past Valian into the compound. They see several armed men loading crates from a large building into two wagons. Two large dogs are lounging in front of a building with a sign identifying it as the office. A larger building attached to the office appears to be a residence.

If the party approaches before dawn or after twilight read:

A smaller plaque reads "Closed." As you approach the palisade you hear a sudden loud barking coming from within palisade.

If a party member attempts to approach the palisade quietly make an opposed Move Silently skill check versus the dogs +5 Listen.

If the dogs bark for more than five rounds, Valian will arrive to check things out. In a gruff voice he will state, ***"We're closed, come back in the morning."*** If the characters do not leave, Valian will go get his nephews. They will climb the platform running around the inside of the palisade and five rounds after telling the characters to leave begin to fire upon party members with missile weapons. Valian and his nephews are in the process of loading up two wagons with weapons to be delivered to Torrock. If the party approaches Valian in an accusatory manner, "We know you're supplying weapons to Torrock", etc, he will deny knowing what they are talking about. If the party become especially persistent or attempts to use force, he, his nephews, and the dogs will attack.

If the party attacks and defeats Valian and his nephews they can discover a ledger written in code in the office (see appendix). In the shed and on the wagons are crates of weapons. Each crate has an inventory branded into the wood of the crate. If a character has Knowledge (local-Bandit Kingdoms) a successful check will (DC 15) glean that Black Rock is a prominent landmark in the southern Bluff Hills. Otherwise they can find out where Black Rock is by asking any of the local residents of the area. The party could go to Black Rock Tower on their own or they could attempt to trail Valian and his shipment. If the party is attempting to tail Valian and he discovers them, he and his nephews will attack the party.

ENCOUNTER 5: YONVAN FAMILY

If the party attempts to catch up to the family of entertainers, the Yonvans, read the following to the players:

You've traveled south towards Groucester. Your first day and night are uneventful. On the second day the trail south curves between small hills. Two hours into the day you come around a bend and see a brightly colored entertainers wagon disappearing behind a hill in another bend in the trail ahead.

The Yonvans know nothing about the events that transpired at Little Hills Fort since their departure. The only things that they know about Torrock, are that he is a powerful ogre who is uniting humanoid tribes in the Bluff Hills areas and attacking settlements and caravans. This is part of the reason that they are leaving the area for relatively safer pastures.

While the Yonvans were performing at Little Hills Fort, several of the soldiers attempted to force their attentions on their teenage daughter, Krishena. Krishena and her brother Gremag, had to forcefully inform these soldiers that they should turn their attentions elsewhere. In addition the Yonvans have learned through sad experience, that traveling entertainers are frequently targeted as scapegoats for any wrongs that happen in the area while they are performing.

For these reasons, and the general dangers of traveling through the Bandit Kingdoms, the Yonvans are very cautious. If party member take off after them in hot pursuit, the Yonvans will assume they mean them harm and respond defensively. They will abandon the wagon when out of sight of the party, run off into the surrounding shrubs, and Sheva will throw an *invisibility sphere* on the family. They will then wait quietly for the party members to move off and then return for their wagon. If the party members do not move off by nightfall, the Yonvans will quietly surround the campsite. Make opposed Hear Noise checks for party members on guard. Terjon will then approach the party and ask why they are being pursued. The Yonvans will respond to any hostile actions with spells, arrows, and melee attacks.

If the party members approach the Yonvan family in a manner that does not appear to be pursuit, they will respond in a cautious but not hostile manner. They will respond to the news of the Little Hill Fort attack with a mix of dismay, concern for the people living at the fort, and relief that they left before the attack occurred.

If party members attempt to ambush or in any other way forcibly delay the Yonvans, they will assume that the party means them no good and respond with resolve to protect themselves and drive off these "bandits."

ENCOUNTER 6: RANNOS, THE PROSPECTOR

Rannos' mining camp is located north of the fort within the bluff hills. It is not far but due to the rugged terrain it will take the party members two days to reach it. Read the following to the players.

After following narrow trails in and out of ravines and up and down steep hills for two days you are getting mighty tired of red

and yellow rock and dirt. As the sun is setting you climb to the top of a narrow canyon and see Rannos' mining camp. To the north you see a mineshaft entering the side of a hill. A small stream cuts through the center of camp. There is a wooden trough beside the stream and part of the stream has been diverted to flow through this trough and a series of metal screens. There are three shabbily thrown together wooden buildings, a tool shed, a small stable, and a small shack. A mule standing to the side of the stable looks up from chewing on some weeds and brays at you. Just then the wind shifts directions, blowing from the camp to you. It carries the scent of rotting flesh.

If the party approaches the camp, read the following:

As you come closer to the camp you spot several vultures gathered about several mounds 200 feet in front of the cabin. As you approach closer the vultures, lookup and glare at you. With a raucous squawk they reluctantly fly off to a nearby roof and then resume glaring at you. As you approach the mounds the vultures were feasting on you find the picked over remains of two large dogs. Strangely you also find the remains of several dead vultures

These ate some of the poisoned bait that killed the dogs.

MINING CAMP TRAPS:

➤ **Step Trap:** The second step leading up to the shack, while looking solid, has been whittled away on the bottom. If anyone steps on it their foot will go straight through it and into the metal jaws of bear trap. (Reflex Save DC15) The trap will break a leg and do 3d4 points of damage. It will require a Str check DC 25 to open the trap. The trap can also be opened with a Disable Device roll DC 20. The broken leg will need to be set and splinted (Heal DC 20) and then magically healed.

➤ **Door to the tool shed:** There is an axe rigged to fall on anyone who opens the door. Treat as +8 melee attack doing 1d8.

➤ **Entrance to the mine:** There are three pit traps in front of the mine; anyone approaching the mine entrance has a 90% (30% per pit) chance of walking over one of these traps and falling in. Once the trap has been sprung the character can avoid falling in the pit with a successful Dex check, DC 18. If the character fails in their Dex check they will fall 20 ft taking 2d6 damage. The DC (Spot) for finding a pit trap is 15, but characters must say they are actively looking.

A search of the mine camp, tool shed, or mine will reveal nothing of interest or real value. If a character opens the shack, read the following:

An even stronger smell of decay flows out from the inside of the shack. The decaying body of a bearded human is bound to his bed. It looks like someone or something took its time killing him, inflicting numerous non-lethal but very painful wounds before finally slitting his throat.

A search of the shack will turn up a partially burned note, written in Orc, in the fireplace. If a character can read Orc they can read the following.

"Here the agreed 200 gold pieces for completing your last assignment. Report at Black Rock on the 27th of Reaping receive next assignment." The note is signed "T."

There is nothing else of interest at the mining camp. If a character has knowledge of the area (DC 15) they will know that Black Rock is a prominent landmark in the southern Bluff Hills. Otherwise they can find out where Black Rock is by asking any of the local residents of the area.

ENCOUNTER 7: BLACK ROCK TOWER

If the characters have been successful in their investigations they will arrive at Black Rock Tower on the 27th of Reaping. The party will have arrived in one of two ways. They will either have arrived on their own after learning of the location or they will arrive following Valian, the weapons dealer undetected.

Either way there may be three other parties at the site. Valian, the weapons dealer and his nephews, if the party did not defeat him earlier, a party of Torrock's ogres and orcs, here to pick up the weapons shipment, deliver the silver bullion, and give Blackjack his new assignment, and Blackjack. Blackjack is Torrock's informant, spying on settlements and caravans in the area and supplying Torrock with tactical information. He is the one who killed the prospector, Rannos and then entered Little Hills Fort disguised as Rannos to spy out any weakness in their defense.

If the party becomes hostile with any of these three parties, at this point Valian's party and Torrock's forces will both attack the party. Blackjack will attempt to slip away during the conflict. (See Ending I: Show Down at Black Rock Tower).

If Valian does not arrive, due to being defeated by the party earlier, then Blackjack will leave about two hours into the day. The ogres and orcs will wait through the entire day, becoming increasingly more irritable and edgy. Once the sun begins to set they will give up begin the return trip to the lair.

If the party elected to deliver the weapons shipment themselves the ogre leader, the only one that speaks common, will be very suspicious (+5 circumstance bonus to his sense motives rolls) and inquire as to why Valian is not making the delivery himself. Have the party spokesperson make an opposed bluff check (give the spokesperson up to a +5 circumstance bonus for a good lie or role playing). If the check is unsuccessful, the ogre will attack the spokesperson. The next round his troops will attack the party members.

If the spokesperson successfully bluffs the ogre leader, then he will order his troops to unload the weapons from the wagons and then load the wagons with boxes of silver bullion (2,000 gp worth). Remember Captain Blain is periodically checking on the progress of the party. The DM needs to make sure that the captain discovers either the wagon of weapons or the silver. He will expect either of these items to be turned over to him. Once the exchange is made the ogres and orcs will leave with the weapons loaded on mules.

If all three other parties arrived at Black Rock Tower and the party chooses not to act at this point, Blackjack will collect his next assignment from the ogre lieutenant and ride away to the east. The ogres and orcs will unload the weapons and supplies from Valian's wagon onto mules and load the wagons with silver bullion. They will then leave, heading north further into the Bluff Hills. Valian will leave with his silver heading back towards Senningford.

At this point party members may elect to focus their attentions on Blackjack (go to Ending II: To Catch a Spy), deal with Valian (go to Ending III: Death of a Weapons Dealer), or attempt to follow the squadron back to Torrock's lair (Go to Ending IV: Into the Den).

ENDING I: SHOW DOWN AT BLACK ROCK TOWER

If the party attacks at Black Rock Tower, then Valian and his nephews and the ogres and orcs will attack the party. Blackjack will attempt to slip away during the conflict and will join in combat only if prevented from doing so.

The party is defeated, they will have no clues as to Torrock's whereabouts and the party will fail in their main quest. Blackjack may be killed, if he is forced to engage in combat, captured if he is rendered unconscious, or most likely, Blackjack will escape and the party will have no clues as to his identity. Surviving party members may be able to give Captain Blain the identity of the weapons supplier, Valian. While not happy with their failure to find out where Torrock is holed up, the captain will discharge them from service and allow surviving party members go free.

The party is victorious, killing all their opponents. Unless someone took step to prevent him from doing so, Blackjack will slip off and escape. Valian the weapons supplier will be killed and one of Torrock's squadrons will be eliminated. The party will also capture 2,000 gp in silver bullion, payment to Valian for weapons and supply and two wagons of high quality weapons and supplies. Captain Blain will expect the silver and weapons to be turned over to him.

However, the party will have no clue as to Torrock's location and they will fail in their main quest. Captain Blain will be pleased that they eliminated Torrock's

weapons supplier but displeased that they failed to locate where Torrock is. He will allow the party to go free.

If the captain discovers that party members, attempted to steal the silver or the weapons shipment, then Captain Blain will have them publicly receive 20 lashes and imprison them for 30 days (4 TU's) before releasing them.

The party is victorious, taking prisoners. The party may attempt to question the prisoners themselves or they may chose to simply turn them over to Captain Blain. The following is a list of possible prisoners and information they would have:

1. Valian does not know the location of Torrock's lair, as all of his transactions were conducted through one of the lieutenants.
2. Black Jack does not know the location of Torrock's lair, as all of his transactions were conducted through one of the lieutenants.
3. Members of the squadron will speak only orc and giant. Ogres and orcs will initially be defiant but will respond to threats (intimidate DC 20 for orcs, DC 24 for ogres) or bribery (diplomacy DC 20 with a +1 bonus per 10 gp offered). They know the location of Torrock's lair. Members of the squadron do not know any strategic information.
4. The ogre lieutenant knows the location of Torrock's lair, troop strength, and some short range plans. He speaks common. If threatened or bribed, he will agree to cooperate and then give the party false information.

The party may have killed or captured Blackjack. Torrock's weapons supplier will be eliminated, and one of Torrock's squadrons will be eliminated. The party will also capture 2,000 gp in silver bullion, payment to Valian for weapons and supply and two wagons of high quality weapons and supplies. Captain Blain will expect the silver and weapons to be turned over to him.

If the party has captured a member of the squadron or the ogre lieutenant he may be interrogated to learn the location of Torrock's lair. The captain will be pleased and each surviving party member will have earned the good will of Captain Blain.

If the party was not able to learn the location of Torrock's lair, Captain Blain will not be please but will discharge party members and allow them to go free.

If the captain discovers that party members, attempted to steal the silver or the weapons shipment, then Captain Blain will have them publicly receive 20 lashes and imprison them for 30 days (4 TU's) before releasing them.

ENDING II: TO CATCH A SPY

After Blackjack receives his next assignment from the Ogre Lieutenant, he gets on his horse and departs Black Rock Tower, heading east. Party members may attempt to

intercept and capture him. In order to do so they need to overcome the following obstacles:

1. Blackjack is mounted and familiar with the terrain in this area of the Bluff Hills. If he sees or hears the party attempting to follow him (make opposed Hide and Move Silently rolls versus Blackjack's Spot and Listen), he will use his knowledge of the terrain and his riding skills to run from the party. If this happens it is unlikely that the party will be able to catch him.
2. Blackjack knows that if he is captured he will probably be tortured and killed. For these reasons and professional pride Blackjack will not surrender, even in to a superior force. If the party wishes to capture him they will have to render him unconscious.
3. If Blackjack is captured he will attempt to escape before he can be turned over to Captain Blain for questioning. It will take the party at least two days to get to the fort from Black Rock Tower.

Blackjack has loyalties to several individuals and he will die before betraying these loyalties. If he is unable to escape before being turned over to Captain Blain, he will attempt to provoke someone into killing him or kill himself.

If party members are able to deliver Blackjack to Captain Blain, he will be pleased that they captured the spy but displeased that the party failed to find the location of Torrock's lair. He will discharge party members and allow them to go free.

ENDING III: DEATH OF A WEAPONS DEALER

If the party decides to go after Valian, they may attack him anytime after he and his nephews leave Black Rock Tower. If victorious they could then go back to Black Rock Tower, or return to the fort. Party member will have capture 2,000 gp in silver bullion which Captain Blain will expect to be turned over to him. If party members attempt to leave the area with the silver have one of Captain Blains patrols captures them.

If, after they defeat Valian, the party returns to Black Rock Tower, the party may, if they have a party member with the Tracking feat, attempt to follow Torrock's squadron back to their lair (go to Ending IV: Into the Den).

Party members could simply follow Valian back to his compound and then report his location to Captain Blain. The captain would then send a patrol to the compound to capture Valian and the silver shipment.

Captain Blain will be pleased that the individuals responsible for supplying weapons to Torrock's forces have been eliminated. He will also be pleased to receive the 2,000 gp in silver bullion. He will not be pleased if

the party has not learned the location of Torrock's lair but will discharge party members and allow them to go free.

If party members, attempted to steal the silver then Captain Blain will have them publicly receive 20 lashes and imprison them for 30 days (4 TU's) before releasing them.

ENDING IV: INTO THE DEN

The squadron of orcs and ogres will be heavily laden with supplies and weapons and most of the time tired. With any reasonable care the party will be able to follow the squadron without detection. It will take the squadron three days to reach Torrock's lair.

At night, four orcs and an ogre will be assigned to three watches. If a party member attempts to sneak into the camp make opposed Move Silently and Hide check versus the orcs and ogres Spot and Listen skills (both +2). If a character is spotted or heard the orcs will awaken their comrades and attempt to capture or kill the character.

If a character is captured, the lieutenant will slowly heat up a metal rod while asking the character how many companions he or she has and where they are. (The DM could have the character make an opposed wisdom check versus the lieutenants intimidate +4, with a circumstance bonus +4 or the DM could allow the player to roleplay what they would do.) If the character does not answer, inform other characters that they hear screaming coming from the orc encampment. They will have five rounds to get to the encampment before the character being questioned passes out (reaches zero hit points the character will lose a fifth of his or her hit points each round).

Around noon of the forth day the squadron will be moving up a steep sided canyon a half mile from Torrock's lair. At this point Torrock has four orc sentries hidden within the rocks of the canyon. Have characters make spot checks DC 20, the orcs have had plenty of time to become well hidden. The orcs have +2 to their spot checks versus the character Hide checks.

If the party notices the sentries before the sentries spot them, they may elect to back off before the sentries spot them. If the party backs off and attempt to find a way to Torrock's lair using an alternate route they will discover that all the routes they attempt have sentries guarding them as well.

In order to get up to one of the sentries post, there are four, two on each side of the canyon, a character would have to climb 50 ft up the steep sides of the canyon in full view of the sentries on the other side.

If the party or a party member can find away past the sentries without being seen they will discover Torrock's lair is a heavily guarded cave complex. The DM should point out that attacking or attempting to enter the lair would be suicidal.

If a sentry spots the characters before the characters spot them or if the party continues on after spotting the sentries, one of the sentries will yell a warning to the

other sentries and the squadron the party is tailing. Three of the sentries will begin firing arrows at the party from $\frac{3}{4}$ cover (+7 AC/+3 reflex save), while the forth sentry will duck into a tunnel and relay an alarm. He will return and also begin firing at the party in three rounds.

In order to get up to one of the sentries post, there are four, two on each side of the canyon, a character would have to climb 50 ft up the steep sides of the canyon in full view of the sentries on the other side.

The squadron up ahead will lay down their loads, draw their weapons, and advance on the party. This will take two rounds. One round after the characters were first spotted the characters will hear the sound of a gong being repeatedly struck. Another squadron (of identical makeup to the one the party is trailing) will head down a different canyon to a side passage, which enters the canyon the characters are in 300 feet behind the party. They will exit this side passage and be behind the party on the sixth round. If the party stays to fight, eight rounds after the party is first spotted the second squadron will come into sight 150 ft behind the party. Have party members make spot checks to notice them.

In order to flee, before this second squadron blocks their exit, the party must begin retreating by the fourth round after they are spotted.

If the party manages to leave the area, they well have accomplished their primary mission and discovered the location of Torrock's lair. Captain Blain will be pleased, rewarding each surviving party member with 100 gp. Party member will also earn influence points with Captain Blain.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 4

Defeat them or report on the	100 xp
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Encounter 5

Talk with them peacefully	25 xp
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Encounter 6

Discover his body	25 xp
Find the note	25 xp

Encounter Seven: Black Rock Tower

Capture/Kill Blackjack	25 xp
Defeat Torrock's Squadron	150 xp
Discover and report the location of Torrock's Lair	100 xp
Max experience for objectives	450 xp
Discretionary role-playing	0-50 xp

Total XP available 500 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things that it later finds unreasonable but which were allowed at the time.

Valian & Nephews

- Mighty Comp. Longbow +2 300gp
- *Potion of Cure Moderate Wounds* 300gp

Blackjack

- Mighty Composite Longbow +2 300gp
- *Potion of Cure Moderate Wounds* 300gp

APPENDIX A

BLACKJACK

APL 2 & 4

♣ **Blackjack, male human Ftr4/Rog3:** CR 7; Medium-size humanoid (human); HD 4d10+3d6+7; hp 47; Init +7; Spd 30 ft. (60 ft. mounted); AC 15 (touch 13, flat-footed 12); Atks +10 melee (1d8+5/19-20, longsword), +9 melee (1d4+3/19-20, dagger), +9 ranged (1d8+2/x3 mighty composite longbow [+2]); SA sneak attack +2d6; SQ Evasion, uncanny dodge; AL NE; SV Ref +7, Fort +6, Will +2; Str 16, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +6, Disable Devise +6, Disguise +6, Escape Artist +6, Hide +7, Intimidate +6, Jump +10, Listen +6, Move Silently +8, Open Locks +8, Pickpocket +8, Read Lips +6, Ride +9, Search +6, Spot +5. Blind-Fight, Improved Initiative, Far Shot, Point Blank Shot, Rapid Shot, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: 40 arrows, 2 dagger, longsword, mighty composite longbow [+2], leather armor, light warhorse, tack, saddle bags, *potion cure moderate wounds*.

Tier 3

♣ **Blackjack, male human Ftr4/Rog5:** CR 9; Medium-size humanoid (human); HD 4d10+5d6+9; hp 55; Init +7; Spd 30 ft. (60 ft. mounted); AC 15 (touch 12, flat-footed 13); Atks +12 melee (1d8+5/19-20 longsword), +10 melee (1d4+3/19-20, dagger), +10 ranged (1d8+2x3 mighty composite longbow); SA sneak attack +3d6; SA Evasion, uncanny dodge; AL NE; SV Ref +10, Fort +6, Will +2; Str 16, Dex 16, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Climb +6, Disable Devise +11, Disguise +8, Escape Artist +6, Hide +7, Intimidate +6, Jump +10, Listen +6, Move Silently +13, Open Locks +8, Pickpocket +8, Read Lips +8, Ride +9, Search +9, Spot +8; Blind-Fight, Improved Initiative, Far Shot, Rapid Shot, Weapon Focus (longsword), Weapon Specialization (longsword), Lightning Reflexes, Point Blank Shot.

Equipment: Arrows (40), Dagger (2), Long Sword, Mty Comp Longbow +2, Leather Armor, Light War Horse, Tack, Saddle Bags, *Potion Cure Moderate Wounds*.

SOLDIERS

The standard patrol will consist of one sergeant and eight soldiers. If the patrol is pursuing the party Captain Blain will be leading the patrol, double the number of soldier and include a cleric and a wizard.

♣ **Captain Blain, male human Ftr6:** CR 6; Medium-size humanoid (human); HD 6d10+18; hp 58; Init +6; Spd 30 ft.; AC 20 (touch 11, flat-footed 19); Atks +9 melee (1d8+3/x3, heavy lance); +11 melee (1d6+5/18-20, masterwork scimitar); +8 ranged (1d8/x3, composite longbow); AL LE; SV Ref +4, Fort +8, Will +3; Str 16, Dex 14, Con 16, Int 14, Wis 12, Cha 16.

Skills and Feats: Bluff +4, Climb +1, Diplomacy +7, Gather Information +6, Intimidate +6, Jump +1, Ride +11, Sense Motive +2, Swim -9. Weapon Focus (scimitar), Improved Initiative, Mounted Archery, Mounted Combat, Ride-By Attack, Weapon Specialization (scimitar), Spirited Charge, Trample.

Possessions: Masterwork full plate, composite longbow, masterwork scimitar, small steel shield. If mounted he will have a heavy lance.

♣ **Sergeant, male human Ftr5:** CR 5; HD 5d10+10; hp 44; Init +2 (Dex); Spd 30 ft. (60 ft. while mounted); AC 18 (touch 12, flat-footed 16); Atks +9 melee (1d6+5/18-20, scimitar), +8 melee (1d6+3/x3, light lance), +7 ranged (1d8/x3, composite longbow); AL LN; SV Ref +3, Fort +6, Will +1; Str 16, Dex 14, Con 14, Int 11, Wis 11, Cha 14.

Skills and Feats: Climb +1, Handle Animal +10, Ride +10, Swim -6; Weapon Focus (scimitar), Mounted Archery, Mounted Combat, Ride-By Attack, Weapon Specialization (scimitar), Spirited Charge.

♣ **Soldiers, male human Ftr3:** CR 3; HD 3d10+3; hp 28; Init +2 (Dex); Spd 30 ft. (60 ft. while mounted); AC 18 (touch 12, flat-footed 16); Atks +7 melee (1d6+3/18-20/x2, scimitar), +6 melee (1d6+3/x3, light lance), +5 ranged (1d8/x3 composite longbow); AL CN; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 11, Wis 11, Cha 8.

Skills and Feat: Climb +7, Handle Animal +3, Ride +8, Swim +3; Weapon Focus (scimitar), Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge.

Possessions: light lance, comp longbow, scimitar, chainmail, small steel shield, military saddle, saddlebags, light warhorse.

♣ **Wizard, male human Wiz6:** CR 6; Medium-size humanoid (human); HD 6d4+9; hp 28; Int +2; Spd 30; AC 12 (touch 12, flat-footed 10), Attacks +3 melee (1d6, quarterstaff), +3 melee (1d4/19-20, dagger), +5 ranged (1d8/19-20/x2, light crossbow); SA spells; AL LE; SV Fort +3, Ref +4, Will +5; Str 10, Dex 14, Con 13, Int 16, Wis 10, Cha 12.

Skills and Feats: Alchemy +12, Concentration +10, Knowledge (arcane) +12, Scry +12, Spellcraft +12, Knowledge (local—Bandit Kingdoms) +12; Alertness, Brew Potions, Combat Casting, Dodge, Scribe Scroll, Toughness.

Possessions: light crossbow, 10 bolts, 2 daggers, quarterstaff, spell book, *potion of blur*, *potion of cure moderate wounds*, *potion of haste*.

Spells Prepared (4/4/4/3; base DC = 13 + spell level): 0—daze, detect magic, light, mage hand; 1st—feather fall, mage armor, magic missile (x 2); 2nd—blur, flaming sphere, blindness, web; 3rd—dispel magic, lightning bolt, fly.

♣ **Cleric of Iuz, male human Clr6:** CR 6; Medium-size humanoid (human); HD 6d8+15; hp 48; Int +5; Spd 20; AC 16 (touch 11, flat-footed 15); Atks +4 melee (1d8, morningstar), +5 ranged (1d8/19-20, light crossbow); SA divine spells, domains of evil & trickery; AL CE; SV Fort

+7, Ref +3. Will +8; Str 10, Dex 13, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Bluff 6, Concentration 8, Disguise 6, Hide 3, Knowledge Religion 7, Spellcraft 7; Combat Casting, Combat Reflexes, Improved Initiative, Toughness.

Possessions: Breastplate, light crossbow, morning star, 20 bolts.

Spells (5/4+1/4+1/3+1): 0—*detect magic* (x2), *detect poison*, *light*, *resistance*; 1st—*bane*, *command*, *cure light wounds*, *obscuring mist*, *protection from good**; 2nd—*cure moderate wounds*, *bull's strength*, *hold person*, *silence*, *invisibility**; 3rd—*dispel magic*, *cure serious wounds*, *prayer*, *magic circle against good*.

*Domain spell; Deity; Iuz; Domains: Trickery (Bluff, Hide and Disguise are class skills) and Evil (evil spells cast at +1 caster level).

TORROCK'S TROOPS

APL 2

🐉 **Ogre**: hp 26; see *Monster Manual* page 144.

🐉 **Orc Troops, male orc Ftr1** (6): CR 1; Medium-size humanoid (orc); HD 1d10+2; hp 10 each; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Atks +6 melee (1d8+4/x 3, short spear), +3 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft, light sensitive; AL CE; SV Ref +2, Fort +4, Will +0; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +2, Handle Animals +1, Ride +5, Listen +2, Spot +2; Alertness, Weapon Focus (short spear).

Possessions: 40 arrows, short spear, scale mail, shortbow.

APL 4

🐉 **Ogre**: hp 26; see *Monster Manual* page 144.

🐉 **Orc Soldiers, male orc Ftr3** (6): Medium-size humanoid (orc); HD 3d10 + 6; hp 28; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atks +8 melee (1d12+6/x3 great axe), +7 melee (1d6+4, throwing axe), +5 ranged (1d8/x3, composite longbow); SQ darkvision 60 ft, light sensitive; AL CE; SV Ref +3, Fort +5, Will +1; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +3, Handle Animals +2, Ride +5; Cleave, Power Attack, Weapon Focus (greataxe).

Possessions: 40 arrows, 2 throwing axes, great axe, composite long bow, chainmail.

Tier 3

🐉 **Ogre Lieutenant, male ogre Bbn3**: CR 5; Large Giant; HD 4d8 + 3d12 + 28; hp 77; Init +0; Spd 30 ft.; AC 19 (touch 9, flat-footed 19); Atks +14/9 melee (2d8+9/19-20, Huge masterwork greatsword), +12/7 melee (1d8+6, Medium-size throwing axe), +6/1 ranged 110 ft (1d10x3 Huge composite longbow); SQ: barbarian rage 1/day, uncanny dodge; AL NE; SV Ref +1, Fort +11, Will +2; Str 22, Dex 10, Con 18, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +10, Handle Animals +4, Intimidate +4, Intuit Direction +4, Listen +2, Spot +4, Wilderness Lore +4. *Feats:* Alertness, Power Attack, Weapon Focus (greatsword).

Possessions: 40 Medium arrows, Medium-size throwing axe, Large breastplate, Huge masterwork greatsword.

🐉 **Ogre** (2): hp 26; see *Monster Manual* page 144.

🐉 **Orc Soldiers, male orc Ftr3** (6): hp 28 each; see above.

WEAPONS DEALER, VALIAN AND NEPHEWS

APL 2 (EL 6)

🐉 **Valian, male human Ftr5**: CR 5; Medium-size humanoid (human); HD 5d10+10; hp 44; Init +5; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atks +9 melee (2d6+6/19-20, greatsword), +7 ranged (1d8+2/x3 mighty composite longbow +2); AL CE; SV Ref +2, Fort +6, Will +0; Str 18, Dex 12, Con 14, Int 10, Wis 8, Cha 10.

Skills and Feats: Appraise +4, Bluff +2, Diplomacy +2, Handle Animal +2, Intimidate +1, Ride +3; Far Shot, Weapon Focus (longbow), Improved Initiative, Point Blank Shot, Precise Shot, Weapon Specialization (longbow).

Possessions: 60 arrows, chainmail, greatsword, mighty composite longbow [+2].

🐉 **First Nephew, male human Ftr2**: CR 2; Medium-size humanoid (human); HD 2d10 + 4; hp 20; Init +6; Spd: 20 ft.; AC 16 (touch 12, flat-footed 14); Atks +6 melee (1d8+4/x3, battleaxe), +4 ranged (1d8/x3, longbow); AL CE; SV Ref +2, Fort +5, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +2, Handle Animal +5, Ride +7; Cleave, Improved Initiative, Power Attack, Weapon Focus (battleaxe).

Possessions: battleaxe, longbow, 20 arrows, scale mail.

🐉 **Second Nephew, male human Clr2**: CR 2; Medium-size humanoid (human); HD 2d8+4; hp 17; Init +5; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atks +1 melee (1d8, morningstar), +1 melee (1d4, spiked gauntlet), ranged +2 (1d8/19-20, light crossbow); SA Spells, Rebuke Undead; SQ Spontaneous casting of inflict spells; AL CE; SV Ref +1, Fort +5, Will +6; Str 10, Dex 12, Con 14, Int 10, Wis 16, Cha 12.

Skills: Concentration +5, Diplomacy +4, Heal +6, Hide +1, Knowledge, Religion +2, Spellcraft +1. *Feats:* Combat Casting, Improved Initiative.

Possessions: 20 crossbow bolts, light crossbow, scale mail, spiked gauntlet, morning star, small steel shield, silver holy symbols (Nerull).

Spells Prepared (4/3+1; base DC = 13 + spell level): 0—*detect magic*, *light*, *detect poison*, *cure minor wounds*; 1st—*change self**, *bane*, *command*, *cure light wounds*.

* Domain spell; Deity: Nerull; Domains: Death (1/day—death touch, 2d6) and Trickery (Bluff, Disguise, and Hide are class skills).

☛ **Third Nephew, male human Sor2:** CR 2; Medium-size humanoid (human); HD 2d4+7; hp 14; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +1 melee (1d4/19-20, dagger), +1 melee (1d8, morningstar), +2 ranged (1d8/19-20, light crossbow); SA spells, AL CE; SV Ref +1, Fort +2, Will +3; Str 10, Dex 12, Con 14, Int 12, Wis 10, Cha 16.

Skills and Feats: Alchemy +5, Appraise +3, Concentration +6, Diplomacy +5, Spellcraft +5; Combat Casting, Toughness.

Possessions: 20 crossbow bolts, light crossbow, morningstar, and dagger.

Spells Known (6/5; base DC = 13 + spell level): o—detect magic, disrupt undead, flare, light, 1st—burning hands, magic missile.

Tier 2 (EL 7)

☛ **Valian, male human Ftr5:** CR 5; Medium-size humanoid (human); HD 5d10+10; hp 44; Init +5; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atks +9 melee (2d6+6/19-20, greatsword), +7 ranged (1d8+2/x3 mighty composite longbow +2); AL CE; SV Ref +2, Fort +6, Will +0; Str 18, Dex 12, Con 14, Int 10, Wis 8, Cha 10.

Skills and Feats: Appraise +4, Bluff +2, Diplomacy +2, Handle Animal +2, Intimidate +1, Ride +3; Far Shot, Weapon Focus (longbow), Improved Initiative, Point Blank Shot, Precise Shot, Weapon Specialization (longbow).

Possessions: 60 arrows, chainmail, greatsword, mighty composite longbow [+2], *potion of cure moderate wounds*.

☛ **First Nephew, male human Ftr3:** CR 3; Medium-size humanoid (human); HD 3d10 + 6; hp 28; Init +6; Spd: 20 ft.; AC 17 (touch 12, flat-footed 16); Atks +7 melee (1d8+4/x3, battleaxe), +6 melee (1d4+3/19-20, dagger), +5 ranged (1d8/x3, longbow); AL CE; SV Ref +3, Fort +5, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +2, Climb, Handle Animal +5, Ride +7. Cleave, Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (battleaxe).

Possessions: battleaxe, longbow, 20 arrows, chainmail, dagger.

☛ **Second Nephew, male human Clr3:** CR 3; Medium-size humanoid (human); HD 3d8 + 9; hp 27; Init +5; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atks +2 melee (1d8, morningstar), +2 melee (1d4, spiked gauntlet), ranged +3 (1d8/19-20, light crossbow); SA Spells, rebuke undead; SQ Spontaneous casting of inflict spells; AL CE; SV Ref +2, Fort +5, Will +6; Str 10, Dex 12, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Bluff +2, Concentration +5, Diplomacy +4, Heal +6, Knowledge, Religion +3, Spellcraft +2; Combat Casting, Improved Initiative, Toughness.

Possessions: 20 crossbow bolts, light crossbow, chain shirt, spiked gauntlet, morningstar, large steel shield, silver holy symbol (Nerull).

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): o—detect magic, light, detect poison, cure minor wounds; 1st—change self*, bane, command, cure light wounds, 2nd—invisibility*, cure moderate wounds, silence.

* Domain spell; Deity: Nerull; Domains: Death (1/day—death touch, 2d6) and Trickery (Bluff, Disguise, and Hide are class skills).

☛ **Third Nephew, male human Sor3:** CR 3; Medium-size humanoid (human); HD 3d4 + 9; hp 19; Init +5; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +1 melee (1d4/19-20, dagger), +1 melee (1d8, morningstar), +2 ranged (1d8/19-20, light crossbow); SA spells, AL CE; SV Ref +2, Fort +3, Will +3; Str 10, Dex 12, Con 14, Int 12, Wis 10, Cha 16.

Skills and Feats: Alchemy +5, Appraise +3, Concentration +8, Diplomacy +5, Spellcraft +7; Combat Casting, Toughness, Improved Initiative.

Possessions: 20 crossbow bolts, light crossbow, dagger, morningstar.

Spells Known (6/6; base DC = 13 + spell level): o—daze, detect magic, disrupt undead, flare, light, 1st—burning hands, feather fall, magic missile.

APL 6 (APL 8)

☛ **Valian, male human Ftr5:** CR 5; Medium-size humanoid (human); HD 5d10+10; hp 44; Init +5; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atks +9 melee (2d6+6/19-20, greatsword), +7 ranged (1d8+2/x3 mighty composite longbow +2); AL CE; SV Ref +2, Fort +6, Will +0; Str 18, Dex 12, Con 14, Int 10, Wis 8, Cha 10.

Skills and Feats: Appraise +4, Bluff +2, Diplomacy +2, Handle Animal +2, Intimidate +1, Ride +3; Far Shot, Weapon Focus (longbow), Improved Initiative, Point Blank Shot, Precise Shot, Weapon Specialization (longbow).

Possessions: 60 arrows, chainmail, greatsword, mighty composite longbow [+2], *potion of cure moderate wounds*.

☛ **First Nephew, male human Ftr4:** CR 4; Medium-size humanoid (human); HD 4d10 + 8; hp 36; Init +6; Spd: 20 ft.; AC 17 (touch 12, flat-footed 15); Atks +9 melee (1d8+5/x3, battleaxe), +6 melee (1d4+3/19-20, dagger), +6 ranged 110 ft. (1d8/x3, composite longbow); AL CE; SV Ref +3, Fort +6, Will +1; Str 16, Dex 14, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Appraise +2, Handle Animal +5, Ride +7; Cleave, Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (battleaxe, Weapon specialization (battleaxe)).

Possessions: Masterwork battleaxe, composite longbow, 40 arrows, chainmail, dagger.

☛ **Second Nephew, male human Clr4:** CR 4; Medium-size humanoid (human); HD 4d8 + 11; hp 34; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atks +3 melee (1d8, morningstar), +3 melee (1d4, spiked gauntlet), ranged +4 (1d8/19-20, light crossbow); SA Spells, rebuke undead;

SQ Spontaneous casting of inflict spells; AL CE; SV Ref +2, Fort +6, Will +7; Str 10, Dex 12, Con 15, Int 10, Wis 16, Cha 12.

Skills and Feats: Bluff +4, Concentration +5, Diplomacy +4, Heal +6, Hide +1, Knowledge, Religion +3, Spellcraft +3; Combat Casting, Improved Initiative, Toughness.

Possessions: Crossbow bolts, light crossbow, chainmail, spiked gauntlet, morning star, large steel shield, silver holy symbol (Nerull).

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): o—detect magic, light, detect poison, cure minor wounds, resistance, 1st—change self*, bane, command, cure light wounds, inflict light wounds, 2nd—invisibility*, cure moderate wounds*, silence hold person.

☛ **Third Nephew, male human Sor4:** CR 4; Medium-size humanoid (human); HD 4d4 + 11; hp 24; Init +5; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +2 melee (1d4/19-20, dagger), +2 melee (1d8, morningstar), +3 ranged (1d8/19-20, light crossbow); SA spells, AL CE; SV Ref +2, Fort +3, Will +4; Str 10, Dex 13, Con 14, Int 12, Wis 10, Cha 16.

Skills and Feats: Alchemy +6, Appraise +3, Concentration +8, Diplomacy +5, Knowledge, Arcana +4, Spellcraft +7; Combat Casting, Toughness, Improved Initiative.

Possessions: 20 crossbow bolts, light crossbow, dagger, morningstar.

Spells Known (6/7/4; base DC = 13 + spell level): o—daze, detect magic, disrupt undead, flare, light, mage hand, 1st—burning hands, feather fall, magic missile, 2nd—invisibility.

YONVAN FAMILY

☛ **Terjon Yonvan, male human Brd5:** CR 5; Medium-size humanoid (human); HD 5d6 + 10; hp 40; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) Atks +3 melee (1d8, heavy mace), +3 melee (1d4/19-20, dagger), +5 ranged (1d8/x3, longbow); SA: Bardic Music, Bardic Knowledge, Spells; AL CG; SV Ref +6, Fort +3, Will +4; Str 10, Dex 15, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +8, Concentration +8, Diplomacy +8, Escape Artist +5, Gather Information +6, Hide +5, Move Silently +5, Perform +9, Sense Motive +4, Spellcraft +2; Blind-Fight, Combat Casting, Improved Initiative.

Possessions: 40 arrows, Dagger, Heavy Mace, Comp Longbow, Spell Components.

Spells Known (3/4/2; base DC = 13 + spell level): o—daze, detect magic, flare, mage hand, open/close, read magic; 1st—cure light wounds, feather fall, mage armor, silent image; 2nd—blur, cure moderate wounds, invisibility.

☛ **Sheva Yovan, female human Wiz5 (Illusionist):** Medium-size humanoid (human); HD 5d4+13; hp 30; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +2 melee (1d6, quarter staff), +2 melee (1d4/19-20, dagger), +4 ranged 80 ft (1d8/19-20, light crossbow); SA: Spells; AL

CG; SV Ref +3, Fort +3, Will +4; Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 14.

Skills and Feats: Alchemy +10, Concentration +10, Handle Animals +5, Heal +3, Knowledge (arcane) +10, Knowledge (history—Bandit Kingdoms) +10, Spellcraft +10; Combat Casting, Improved Initiative, Scribe Scroll, Silent Spell, Toughness.

Possessions: 20 bolts, 3 daggers, quarterstaff, spellbook, spell component pouch.

Spells Known (Illusion Specialist) (5/5/4/3; base DC = 13 + spell level): o—detect magic, ghost sound*, mage hand, flare, prestidigitation; 1st—silent image*, magic missile (x 2), obscuring mist, color spray; 2nd—blur, minor image*, mirror image, melf's acid arrow; 3rd—major image*, invisibility sphere, fireball.

*Bonus spells as an Illusion specialist (prohibited schools: divination and necromancy).

☛ **Gremag Yonvan, male human Ftr3:** Medium Humanoid (5 ft, 11in); HD 3d10 + 6; hp 28; Init +1 (Dex); Spd 20 ft.; AC 17 (Dex, shield, chainmail); Atks +7 melee (1d8+3 [19-20 crit], longsword), +6 melee (1d4+3 [19-20 crit] dagger), +4 ranged 110 ft (1d8 [crit x3] comp longbow); AL CG; SV Ref +2, Fort +5, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +1, Handle Animal +6, Ride +6; Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus (longsword).

Possession: 40 arrows, dagger, longsword, longbow, chainmail, small steel shield.

☛ **Krishena Yovan, female human Rog3:** Medium-size humanoid (human); HD 3d6; hp 14; Init +7; Spd 30 ft.; AC 15 (Dex, leather); Atks +6 melee (1d6/18-20 crit, rapier), +2 melee (1d4/19-20, dagger), +5 ranged 60 ft (1d6/x3, shortbow); SA: Sneak Attack +2d6, Evasion, Uncanny Dodge; AL CG; SV Ref +6, Fort +1, Will +1; Str 10, Dex 16, Con 10, Int 10, Wis 10, Cha 18.

Skills and Feat: Appraise +3, Diplomacy +7, Disable Device +3, Escape Artist +6, Gather Information +7, Hide +6, Innuendo +3, Listen +5, Move Silently +7, Open Lock +6, Perform +10, Pickpocket +6, Search +4, Sense Motive +3, Spot +5, Tumble +7; Alertness, Improved Initiative, Weapon Finesse (rapier).

Possessions: 40 arrow, 3 daggers, rapier, shortbow, leather armor.

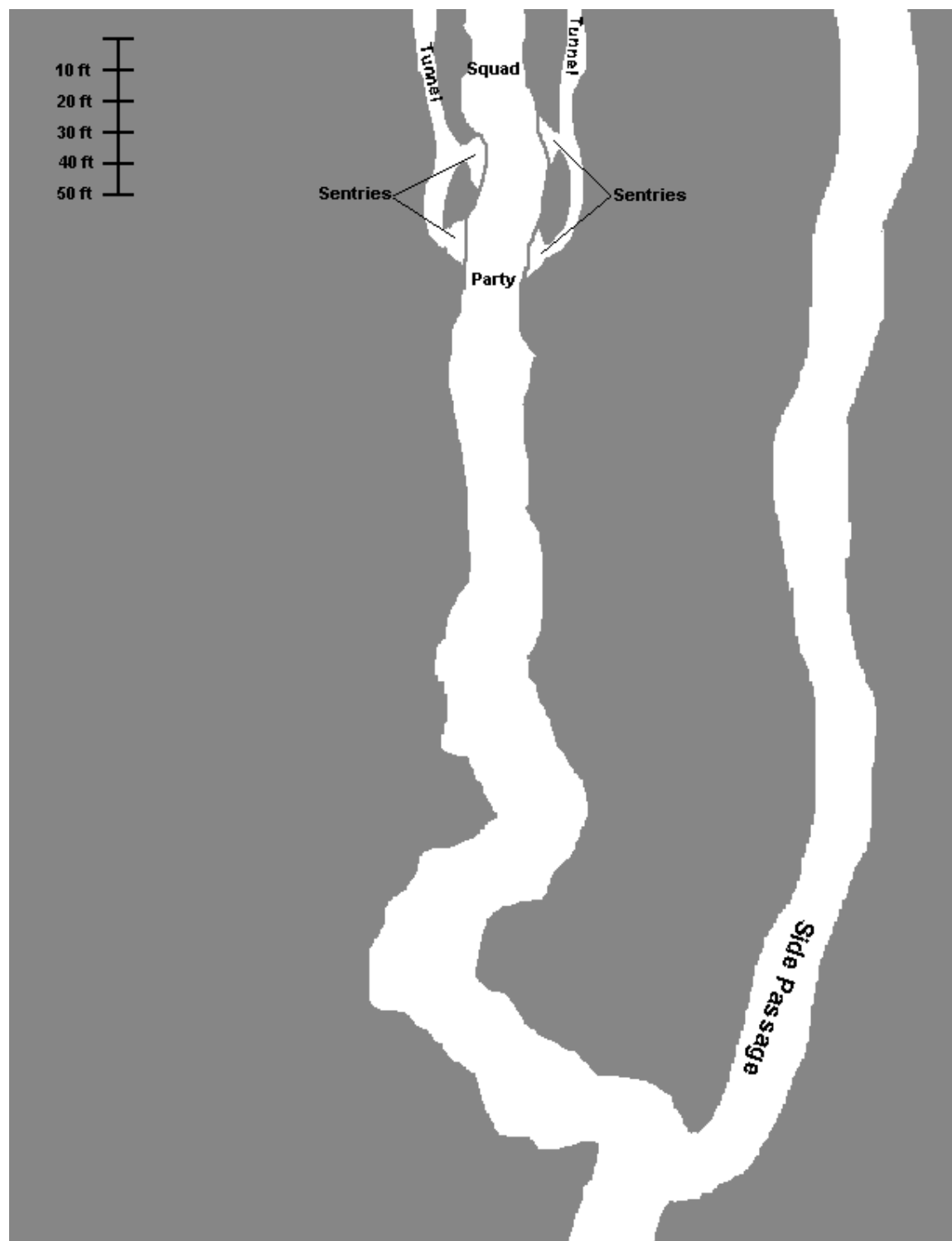
PLAYER HANDOUT 1: THE CODED LEDGER

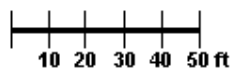
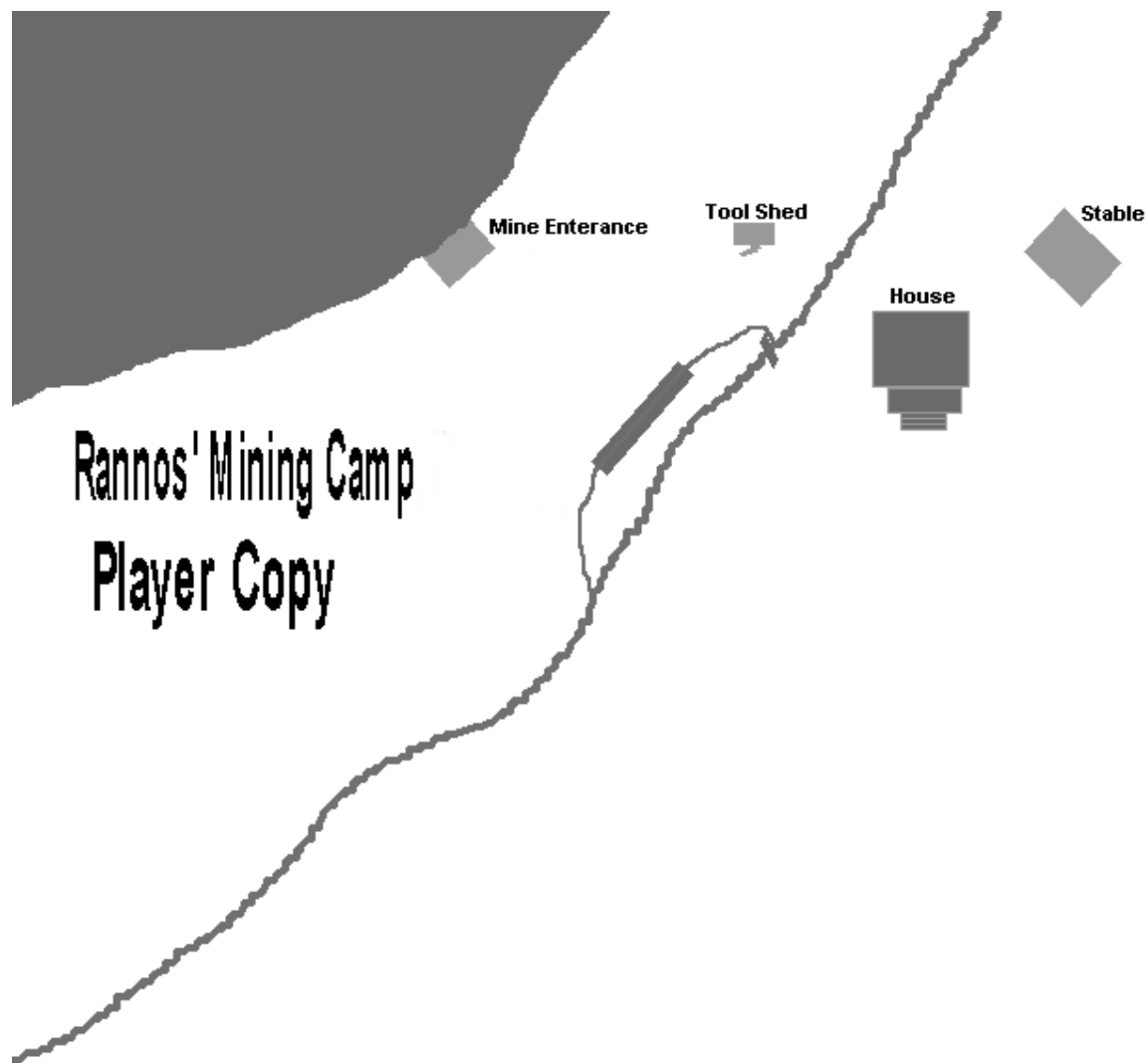
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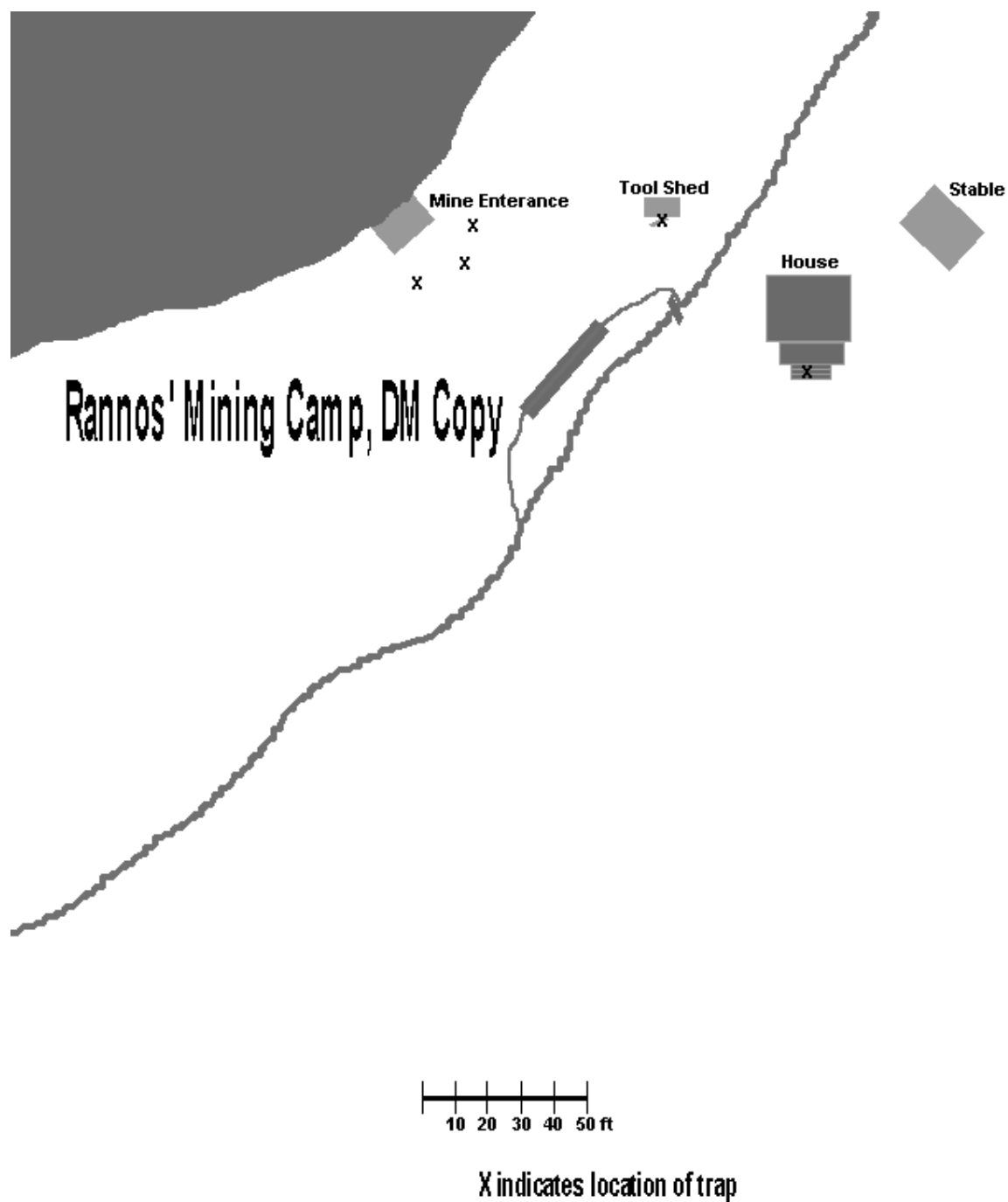
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X indicates location of trap



ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—daze, ray of frost, read magic; 1st—mage armor, sleep.

Spellbook: 0—all of them; 1st—charm person, mage armor, magic missile, sleep, summon monster I.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—detect poison, guidance, read magic; 1st—bless, protection from evil*, shield of faith.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.