

BNM4-04

Call To Arms!

A Two-Round D&D LIVING GREYHAWK® A Bone March Regional Adventure

Version 1.0

Round 1 and 2

by Spyridon D. Giannoutsos

Circle Reviewer: Paul Looby

The much-anticipated orc assault on the village of Nlul is about ready to begin. The PCs have the difficult task of neutralizing the officers of the enemy horde and capturing their battle plans. Can a handful of heroes change the tide of the upcoming great battle? A two-round scenario for APLs 2-8.

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

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario. 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.

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 Website, 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*.

Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in 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. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

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

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

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

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. 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 two things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs

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

to attack must succeed at a DC 10 Handle Animal or

Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard two-round Regional adventure, set in Bone March. Characters native to Bone March pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep and Luxury upkeep is not available at the village of Nlul. If starting from the city of Knurl however Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Traitor! It is possible that a PC could be exiled from the county of Knurl, during *BNM4-02 Run Like Hell!* Please warn the character that a return to the county is punishable by death. If the character decides to take his chances then roll a d100. There is only a 10% (Knurl), 15% (Nivlek) and 20% (Nlul) chance that the character won't be spotted by the authorities. Otherwise the character is detained for execution and the only way to get out of it is with a successful DC 25 Escape Artist check. Even with a successful Escape Artist check, the PC cannot take part in the adventure, but at least escapes with his life! The authorities of Knurl are fanatical and do not accept bribes.

Adventure Background

It's been almost half a year since Landed Lord Lynette decided to do something about the orcs that started to gather around the village of Nlul.

The operations started during the spring of the year 594 C.Y. when several bands of adventurers were gathered to the village of Nlul, so that they could strike at the enemy outposts. The full details of these events are described in *BNM4-01 First Blood*.

In the summer of the same year, Lynette notified his allies at Nivlek and Knurl of the battle to come. Again adventurers were called upon to protect the safety of various wagons carrying important documents for the enemy operations. The full details of these events are described in *BNM4-02 Run Like Hell*.

During early fall, Landed Lord Lynette decided to improve the iron production of his little village, so he sent forth adventurers to secure the abandoned dwarven mines north of the village. However inside the mines a large undead force occupied the tunnels making the production of ore difficult. The full details of these events were described in *BNM4-03 Bright Sun*.

As the heart of winter approaches, Landed Lord Lynette is aware that the orcs are tightening their grip of the lands around his village. It is only a matter of time before they strike. However, Landed Lord Lynette is a very smart and daring young man and has decided to strike them first.

Lord Jess Lynette knows that the orcs are undisciplined troops, so the gathering of a large force bespeaks the influence of capable leaders and officers. If these leaders are eliminated, it will be easier for the defending troops to repel the invaders.

So Lord Lynette has decided to employ again small infiltrating bands of adventurers that will try to hit strategic targets and maybe get a hold of the enemy plans!

The adventure is set at the village of Nlul, a small village that is the home of a population of around 500 souls, mostly human, of Oeridian (mainly), Flan and Suel origins. The adventure starts in Nlul. If the PCs are starting their adventure from the city Knurl, then the DM should use the alternate introduction.

There are four buildings that seem important in this small village. The Inn named the Sunny Stone, the general store, the smith and a small temple of Pelor.

The inn is owned by Avenal Astra, a tall Oeridian man with an impressive beard. This is the place for the PCs to rest, sleep, or learn the latest gossip. Even if it's the only inn in the village is very decent thanks to the efforts of Avenal Astra. However, at the moment, Avenal can only offer standard services.

The general store is owned by Elizar Gwydre, a sweet Oeridian woman. A player can buy anything except weapons, allowed by *Living Greyhawk Campaign Setting* rules for a village of this size.

The smith of the village is Kae. Either the PC's know it or not, Kae is a member of the SHIELD organization watching over the village of Nlul. If they want weapons or armor, this is the place to be.

The temple is owned by Darian Mara, a Suel man who can perform healing services up to a 3rd caster level, with the appropriate costs described in *Living Greyhawk Campaign Setting* rules.

There is of course the garrison building for the PC's to visit. There is where their mission starts. Apart from these important buildings, there are several peasant homes and Land Lord Lynette's family estate.

Adventure Summary

The adventure starts at the village of Nlul. If the PCs are starting their adventure from Knurl, then the DM should say that word has gone out from the garrison that adventurers are needed in Nlul. If the characters answer the call for specialists, then the garrison of Knurl provides

transport, so that the PCs can travel to Nlul in the period of two days.

Introduction: During this encounter, the PCs are introduced to their mission and informed about their reward. If the PCs start their adventure from the City of Knurl, then please use the alternate intro, so that the PCs can fit to the spirit of the country better.

Encounter 1 - Love At First Sight: The PCs run across a weird man, doing silly things. However, there is more than meets the eye.

Encounter 2 - The Hextorian Knight: The PCs come across a half-orc that behaves in an honorable manner and denies access to the secret passage.

Encounter 3 - The Secret Passage: The PCs must traverse the secret passage to reach the enemy camp. However the dead are hungry and have plans of their own.

Encounter 4 - The Cadaver Cavern: Nature has its own unique way of disposing garbage. The PCs are about to find out first hand.

Encounter 5 - The Orcish Camp: At last the camp. However the PCs will have to bypass the guards to succeed in their plans. Is direct battle the best way to survive or there is another more stealthy way?

Encounter 6 - The Sergeants' Barracks: The first building is here. A number of sergeants reside here.

Encounter 7 - The Ogre Barracks: A group of ogres rest here. Can the PCs neutralize them?

Encounter 8 - The Commanders' Quarters: It all comes to this point. This is the site of a high rank enemy officer and the battle plans that the PCs are desperate to get their hands on.

Introduction

The adventure starts in a rainy Sunsebb Moonday morning inside the garrison barracks of the small village of Nlul. During the last month, once more Landed Lord Lynette himself announced that the inevitable battle against the orcs for the survival of the village will take place before year's end. So he called again, for brave patriots, men and women, who would like to strike a sharp blow against the enemy. The PCs have answered the call and are waiting inside the Garrison barracks.

You can read the following text to the players:

The adventure starts at the heart of the small village of Nlul. The village seems to be preparing for war. You have already seen blacksmith Kae and a very young impressive man near his thirties working with the 50 members of the garrison of Nlul, giving orders directing drill exercises, telling people where to stand, what to do and how to move together as a pair of coordinated units, each led by one of the two. The men of the garrison look frightened. They bow and get their weapons once more. Then they continue with their exercises. However, it is fairly obvious that the lack experience.

As you pass through the village, you can see that Nlul's air of free-spirited optimism has given way to one of anxiety and fear. It's like the whole village waits for a death of a relative.

Leaving that behind you, you enter the garrison building. You see a guard dressed in his leather armor and holding his spear salute you.

He says: "By Pelor! You must have come for the mission! Please, by all means! Come inside before you catch a cold! Just stay here until I call for Harkin Gevies! Oh! And feel free to serve yourself some hot chocolate kalama."

Saying that, he goes up a ladder to the upper floor. After a short while, Harkin Gevies descends. Harkin is a short but well built man, wearing a pair of orange pants and a black sleeveless shirt. He is a typical Oeridian man with olive skin and black hair. He wears an impressive beard. He sees you, smiles and speaks:

"Hello, dear citizens. Please by all means drink a cup of kalama while you make yourself comfortable. I hope your journey was a pleasant one. Did you find any difficulties bypassing the orc blockade?"

"Things have gotten worse. The animals cannot be fed outside the village walls. It's too risky. And the grass inside the village is of small quality and quantity. Our Lord believes that the village won't survive the winter, so he's come up with a plan.

"We know that an orc horde of at least three allied tribes is responsible for our problems. Such a force wouldn't unite on its own, so it's only reasonable that the orcs' half-orc masters must have conceived it. This is where you come in

"We have pinpointed the camps of the enemy officers. You must infiltrate their ranks, and kill them. Of course, we will help you as much as we can. We know of an ancient secret passage that will take you near this officer's encampment and at the same time, avoid most of the blockade. If you set out in the morning, you'll be there by sunset.

"I don't care how you do it, but the horde's leaders must die. The battle of this winter is perhaps the most important of this village's history. It's a very desperate situation and frankly, if you fail, I don't believe that we will survive the winter!"

"I understand that this mission is perilous! The sheer difficulty of infiltrating enemy ranks and defeating their best commanders and sergeants is maybe more than you can handle!"

"To make this even worse, I have to say that I have no money whatsoever to give to you. However Landed Lord Lynette has promised each man or woman that he will personally upgrade any of your existing weaponry or armor, if you are able to pay for the deed.

"With that told, please start your questions because I am sure that you must have a lot of them!"

From this point Harkin will try to answer the PCs questions as best as he can. If asked about the opposition, he will say that the enemy army consists of orc soldiers, half-orc sergeants, experienced half-orc lieutenants, very experienced half-orc captains, a humanoid band of unknown origin, and a fearsome human cleric of Hextor.

If asked about the size of the orc invading force, Harkin will admit that the intelligence speaks about three full-sized orc tribes, commanded by half-orc officers and allied with a humanoid band of unknown origin.

If Harkin is asked for a greater reward, he will say that every single gold coin is now required for the purchase of weapons. If the PCs persist more, he will tell them that this is a mission for patriots, not mercenaries. If finally a PC doesn't agree even with this argument, then Harkin will say that the mission is not for this man and he will demand his dismissal from the group.

If Harkin is asked about a map of the secret passage, Harkin will say that it is a single tunnel and so it is impossible to get lost. He will however, give detailed instructions on how to reach the secret passage's entrance. If Harkin is asked about the passage's length, he will state that it is around half a day's walk.

The PCs should gear up if they wish, now. If they go to Kae for the purchase of weapons, they will find that he is absent because he is training the garrison the entire day. Therefore, the PCs cannot purchase weaponry in Nlul.

If the PCs go to the training grounds, they can learn with a DC 5 Gather Information check that the man training the troops with Kae is Landed Land Lord Lynette himself.

If for some reason the PCs want to rest, then they should head to the Sunny Stone. Avenal Astra here is willing to provide any kind of services, depending on the money that the PCs are willing to spend.

If the PCs use their Gather Information skill, they will learn that the orcs have sealed every major road around the village on a DC 5 Gather Information check.

A DC 10 Gather Information check will reveal the information above plus that there is a rumor about half-orcs ordering the orcs around.

A DC 15 Gather Information check reveals all the information above plus that a young peasant has seen a group of ogres led by a cyan giant going to the heart of the orc operations.

Finally a DC 20 Gather Information check will reveal all the information above plus that a ranger has encountered a white haired man, wearing a full plate bearing the unholy symbol of Hextor while scouting the orc lines is scouting mission.

If the PCs want of course to buy some items other than weapons then they should head to the general store owned by Elizar. Of course she has available items up to 200 gp.

With a DC 10 Gather Information check, Elizar will confess that the number of customers is running dramatically low. A DC 15 Gather Information here will provide a word of advice from Elizar that the PCs are up against very powerful orcs and that they will need a lot of fast healing, so she will recommend buying healing potions from the Chapel of Pelor church or from her.

If any PC is injured, cursed or in some other way in need of clerical services, then they should head to the Chapel of Pelor located in the village. There Darian Mara will help any PC in dire need, for the fee indicated by the LGCS rules about spells.

A DC 10 Gather Information check will reveal Darian worries about the power of the orcs. He believes that their numbers may be too much for the 50 warriors of the village garrison. He will also claim that he will do everything that he can to restore or heal the PCs. He will remind them that the success of this mission will play a great role to the future of the little village.

If the PCs make a DC 15 Gather Information check, Darian will report that he senses weird energies coming from the orc encampment. If asked for more information he will say that he had dreams about a god who's squeezing Lord Lynette's throat as hard as he can.

The PCs might want to visit the Landed Lord's estate or the common peasant homes. At the time however the Lynette family estate is closed to the public. The Landed Lord has a lot to worry about. The peasant homes can be visited and with a DC 10 Gather Information check, the PC can learn that the garrison is too inexperienced to even hope winning the coming battle. Most of the warriors are just eighteen year old boys and this is actually their first chance to go to battle.

After the PCs have finished with all these locations they can start their journey. Go to Encounter 1

- ♣ **Jess Lynette:** male human Clr4/Ftr3
- ♣ **Harkin Gevies:** male human Ftr2
- ♣ **Avenal Astra:** male human, Com5
- ♣ **Elizar Gwydre:** female human, Com3
- ♣ **Kae:** male human Ftr6
- ♣ **Darian Mara:** male human Clr3 - Pelor

Alternate Introduction: Starting at the City Of Knurl

If the PCs start their adventure at the city of Knurl, a man approaches them in the Seahorse Inn. He introduces himself as Dilys Stratens of Knurl. He will say that the village of Nlul has made a call for individuals willing to perform a special patriotic mission of some sort. He will then say that the man that should see is Harkin Gevies. If asked for a reward he will say that Landed Lord Lynette is very famous for his generosity and that he is sure that Lynette will reward them.

If the PCs agree to take the mission, he will tell them that he will disguise them as farmers and help them break through the blockade that the orcs have thrown up around the village. The PCs should arrive in Nlul with no trouble at all.

- ♣ **Dilys Stratens Of Knurl:** male human Rog7

Encounter 1: Love At First Sight

The PCs should start their journey to the entrance of the secret passage without any further hesitation. When they have walked north about two hours, roll a 6d6x40 ft. roll (maximum Spot distance for plains). Have the PCs roll a Spot check. Pick the best roll and multiply it by 10. That's the distance that the PCs spot what is described in the text below. Remember to reduce the distance if it's higher than the maximum spot distance, that you rolled for earlier.

When this is done, read the following paragraph.

Suddenly you spot a man, tied to a tree. He wears no clothes on and he seems to barely be able to hold his consciousness. He seems to be an ugly young man, wearing just a piece of hide around his pelvis.

The PCs have a variety of choices. They can leave him be and press on the objective. They can approach and untie him. If they try to speak with him, he won't answer. Even a Heal check won't do any good. If however someone decides

to heal him from his subdual damage, he will regain consciousness and speak:

"Dear friends! Thank Pelor! My name is Emher. You have got to help me. The darn girl! She bewitched me with her flute and stole all my clothes! Please, you have to retrieve them for me! Bring me the girl back also! And I will reward you with a valuable potion."

Again the PCs could say that they have important things to do, and won't bother helping the robbed man. In that case they leave him be and press on their journey.

If however they are willing to help read them the following text:

"She headed west, I suppose two hours ago! I bet that if you hustle fast enough, you will catch up with her!"

After one hour of hustle, roll a 6d6x40 ft. roll (maximum Spot distance for plains). Then make the PCs roll a Spot check. Pick the best roll and multiply it by 10. That's the Spot distance. The PCs can spot that they are catching up upon a very beautiful half elf woman. The woman is carrying a set of clothes made from hide. When she is aware of the PCs she will stop and head to her place. She will approach smiling and say:

"Dear friends! I hope that you do not wish me harm. My name is Erroll and I am a bard in Knurl. But why are you following me?"

Give the PCs a chance to explain themselves, why they are after her and about Emher. Then the girl starts crying. Read them the following paragraph:

"Oh Pelor! Sweet bringer of light, please help me! This man is harassing me for three days now after he met me in a Knurl's tavern where I gave a show. At first I thought, well okay, a fan, but then he kept following me, asking me to marry him. I had to knock him unconscious with my flute and steal his clothes, so that he wouldn't bother me any more".

And then the girl bursts into unstoppable tears.

The PCs have a lot of options. If they make a Sense Motive check, consider it automatically successful. The girl is telling the truth. There is no doubt about that. Actually they can leave both of these people and continue with their assignment, take the clothes back to Emher, or return to Emher with his clothes and the girl. Erroll will protest a lot if they choose this course of action, but she knows that she isn't a match for the PCs.

In the case that they return with or without the clothes, but without Erroll, then read them the following text:

"So where's the girl? You treacherous jackals, you want her for yourself eh? No!!! Erroll loves me!!! Only ME! "

With that, Emher charges at you!

In the case that the PCs return with the clothes and the girl Emher smiles broadly and says:

"Well my sweet love! See? I knew that you would return willingly back to me. Now where were we? I am going to take you to a nice temple in Knurl so we can marry and then I am going to take you with me up into the mountains".

Erroll screams that she doesn't want this kind of life, that she hates him and so on. If the PCs decide to interfere in the slightest and please read the following text:

"So you like the girl too? You treacherous jackals, you want her for yourself eh? No!!! Erroll loves me!!! Only ME! "

With that, Emher charges at you!

Creatures: In this encounter the PCs have to face Emher, a love crazed barbarian! Erroll will not take any part in this fight.

♣ **Erroll:** female half-elf Brd2.

APL 2 (EL 2)

♣ **Emher:** male human Bbn2; hp 19; see Appendix 1

APL 4 (EL 3)

♣ **Emher:** male human Bbn3; hp 26; see Appendix 2

APL 6 (EL 4)

♣ **Emher:** male human Bbn4; hp 33; see Appendix 3

APL 8 (EL 5)

♣ **Emher:** male human Bbn5; hp 40; see Appendix 4

Tactics: Emher will attack the strongest looking PC first and then he will proceed attacking the weaker characters.

Treasure: Emher potion can be looted for gold. The club and the clothes don't deserve the effort.

APL 2: Magic: *potion of cure light wounds* (4 gp).

APL 4: Magic: *potion of cure light wounds* (4 gp).

APL 6: Magic: *potion of cure light wounds* (4 gp).

APL 8: Magic: *potion of cure light wounds* (4 gp).

Detect Magic Results: *Potion of cure light wounds* (Faint Conjunction);

Development: Usually this encounter ends up with a fight. When the barbarian falls dead or unconscious or otherwise dealt with, Erroll (if she is present) will thank the PCs and go on her way.

Encounter 2: The Hextor Knight

After the previous incident, the PCs now can continue their course far to the north, until they come upon closer to the secret passage entrance. Roll a 6d6x40 ft. roll (maximum Spot distance for plains). Then make the PCs roll a Spot check. Pick the best roll and multiply it by 10. That's the distance that the PCs spot what is described in the text below. At the same time however, roll secretly a Spot check for the half-orc with the above rules.

Finally compare the rolls, if the PCs win the roll, read them the first text below and allow them the freedom of choice. If the Half-Orc won the roll he charges at the PCs, and the characters spot him at the distance of their Spot check charging at them (the half-orc is enjoying his surprise round and continues his charge even closer)

Please read this text if the PCs have spotted the half-orc first (if the PCs encounter more than one half orc please change the text accordingly):

Suddenly you spot a half-orc standing close to where the entrance of the secret passage must be. He is wearing a full plate and he is carrying a bastard sword and a short sword. You can see that in front of his armor is carved a gauntlet six barbed arrows. He scans his surroundings constantly. However, it seems that he hasn't spotted you yet.

In the case that the half-orc(s) have spotted the PCs, they begin their charge. They are spotted at the spot distance that the PCs rolled, please read the following text:

Suddenly you spot a half-orc running towards you. He is wearing a full plate and he is carrying a bastard sword and a short sword. You can see that in front of his armor is carved a gauntlet gripping six barbed arrows. His eyes seem fixed on you.

In this case the half-orc(s) receive a surprise round for action. Play it through and then roll for initiative.

Creatures: The PCs are actually fighting against a number of half-orc lieutenants and captains of the invading orc army. This is just a taste for the things to come.

APL 2 (EL 5)

👤 **Half-Orc Lieutenant (1):** male half-orc Ftr5, hp 44; see Appendix 1.

APL 4 (EL 7)

👤 **Half-Orc Captain (1):** male half-orc Ftr7, hp 60; see Appendix 2.

APL 6 (EL 10)

👤 **Half-Orc Captains (3):** male half-orc Ftr7, hp 60; see Appendix 3.

APL 8 (EL 12)

👤 **Half-Orc Captains (5):** male half-orc Ftr7, hp 60; see Appendix 4.

Tactics: The half-orc officers will focus on any follower of Heironeous first and after that to any fighter, barbarian or cleric. These officers are disciplined and won't retreat no matter what. If charmed, they will stop attacking but they will not attack the other half-orcs, neither will allow the PCs to enter the passage.

Treasure: The half-orcs can be looted for their equipment after the end of the battle.

APL 2: Loot: 53 gp

APL 4: Loot: 128 gp.

APL 6: Loot: 384 gp.

APL 8: Loot: 640 gp.

Development: The PCs can retreat if they are wounded any time. The half-orc(s) won't leave his/their post, but the next time the PCs come back they will find 1d2 orc sergeants (see Appendix 1,2,3,4 according to APL) along with the higher ranking officers.

Encounter 3: The Secret Passage

The PCs now need to find the entrance to the secret passage. This requires a DC 15 Search check. Once the PCs spot the entrance of the Secret Passage, you should read them the text below

Before you stands the doorway that you have been searching for. The door is covered with rocks, but you can see the pattern that Harkin told you of. With a slight push the door opens and you see the start of a lighted corridor.

Allow the PCs time for deciding for a marching order, prepare weapons, and etc. When they enter the passage read them the following text:

Everburning torches set securely into the wall to left and right illuminate the passage. The passage is 15' feet wide and goes on as far the eye can see. The ceiling is of some kind of dwarven stone that is shiny and reflects the light to the floor making the passage even brighter. The floor is made of a similar type of stone, only that it has various colors like black, brown, grey, and red. Another type of white stone (or metal) seems to be connecting all the colorful stones together to a single floor. The walls are made from white and black stones connected with the same white material.

The only sounds are your footsteps and the soft crackle of the torches, nothing else. The air inside the passage is unexpectedly fresh, and the temperature is cool and pleasant.

The PCs can inspect the area as much as they like, but only a dwarf with a DC 10 Intelligence check will understand that the air is fresh because the tunnel has been used recently. Characters with the Track feat, can, on a successful DC 20 Survival check discover a medium humanoid footprint made by a medium creature wearing heavy armor that disturbed the dust of the stone floor. The tracks are headed to the exit where the PCs entered.

After that the PCs can walk to the north. After three hours of walking you should read them the following text:

You continue to walk north, without problems. Suddenly you hear footsteps echoing down the passage towards you. Slow footsteps coming towards you from the north.

Make the PCs roll a Spot check. Pick the best roll and multiply it by 10. Remember that the maximum Spot distance is 6d6x10 ft, as the passage is well lit by the magical torches. Equally the approaching zombies will be able to spot the PCs in the torchlight. So make the calculations and decide which side Spots the other first. Given the fact the passage is well-lit and dead straight, neither side is going to get surprise on the other.

When the PCs spot the zombies read them the following text:

Suddenly you spot the reason for the noise. Dead bodies are walking like they are alive. They seem to go in circles or move randomly.

If the zombies have spotted the PCs, read them the following text:

Suddenly you spot the reason for the noise. Dead bodies are walking like they are alive. They seem to be headed your way.

Creatures: The type and number of the zombies depend on the party APL. You can use Player's Handout 1, for this encounter.

APL 2 (EL 3)

👁 **Ogre Zombie (1):** hp 55; see *Monster Manual* page 267 and Appendix 1.

APL 4 (EL 4)

👁 **Ogre Zombies (1):** hp 55; see *Monster Manual* page 267 and Appendix 2.

APL 6 (EL 6)

👁 **Ogre Zombies (3):** hp 55; see *Monster Manual* page 267 and Appendix 3.

APL 8 (EL 8)

👁 **Ogre Zombies (6):** hp 55; see *Monster Manual* page 267 and Appendix 4.

Tactics: The zombies do not use any exceptional tactics. They will attack the closest PC to them. They won't retreat unless turned.

Treasure: Beside the zombies is a corpse. Searching that will uncover: at APL 2 a shirt of elven chain and at higher APLs a *wand of magic missiles* (7th).

APL 2: Loot: 345 gp.

APL 4: Magic: *wand of magic missile* (7th) - (437 gp).

APL 6: Magic: *wand of magic missile* (7th) - (437 gp).

APL 8: Magic: *wand of magic missile* (7th) - (437 gp).

Detect Magic Results: *wand of magic missile* (Moderate Evocation);

Development: The PCs can continue walking north or they can rout back south.

Troubleshooting: If the PCs retreat, the undead will hunt them at top speed. They will not follow them out of the passage however.

Encounter 4: The Cadaver Cavern

Assuming the PCs deal with the zombies and decide to continue north, they should walk around two hours without any other distractions until they come across some dead bodies.

Read the text below:

As you continue to walk north, you enter a small round chamber, about 20 ft. in diameter. Four orc corpses litter the floor. The orcs were armed and armoured with halberds, studded leather armor and javelins. One of the bodies seems to be holding some kind of a pouch in his cold, dead hand. The bodies appear to be half eaten.

The PCs can start searching the room, or search the bodies. Have the PCs roll an Opposed Listen check vs the Move Silently checks of the monstrous centipedes lurking in the walls of the room. If any of the PCs are busy searching the bodies of the orcs, apply a –2 circumstance check to their Listen check. Any PC failing the opposed check is surprised and may not act in the surprise round of combat.

Creatures: There are a number of huge monstrous centipedes here depending to the characters' APL. They are in hiding and very hungry despite the feast of orc flesh they've had. Portions of food won't do the trick, because they have developed a flavor for warm flesh. You can use Player's Handout 2 for this encounter.

APL 2 (EL 2)

🐛 **Huge Monstrous Centipede (1):** hp 44; see *Monster Manual* page 286 and Appendix 1.

APL 4 (EL 4)

🐛 **Huge Monstrous Centipede (2):** hp 4; see *Monster Manual* page 286 and Appendix 2.

APL 6 (EL 4)

🐛 **Huge Monstrous Centipede (2):** hp 44; see *Monster Manual* page 286 and Appendix 3.

APL 8 (EL 5)

🐛 **Huge Monstrous Centipede (4):** hp 44; see *Monster Manual* page 286 and Appendix 4.

Tactics: The centipedes remain hidden until the characters start searching the bodies of the orcs. Then they will drop from the ceiling and attack the characters. The centipedes will prefer to attack PCs with low AC first.

Treasure: If the PCs search the bodies of the orcs they can loot them for their equipment. Inside the pouch is a number of gp.

APL 2: Loot 32 gp; Coin: 16 gp.

APL 4: Loot 32 gp; Coin: 74 gp.

APL 6: Loot 32 gp; Coin: 43 gp.

APL 8: Loot 32 gp; Coin: 12 gp.

Development: The PCs can continue to the north and exit the passage after an hour of walk, or fall back to the south in Nlul direction.

Troubleshooting: If the PCs retreat the centipede won't follow. Instead, they will feast on the orc corpses.

Encounter 5: The Orcish Camp

When the PCs exit the passage, they will find themselves atop a low cliff, strewn with boulders and trees. You should give them Player's Handout 3 and read them the following text:

Below you see the orcish camp spreading on the back of the hills. It has dimensions 100 ft. x 100 ft. From here you can spot three buildings. Two small structures sit at the middle and western parts of the camp, while a large building on the east side of the camp is also visible. The camp has a wooden palisade around it, with a height about 3 feet. There is an entrance at the southern end of the camp. You also see a number of orcs patrolling atop the palisades, making circuits and looking vigilantly out over the surrounding countryside.

Leave the PCs ponder about the next course of action. The PCs are safe here, unless they do something extravagant like light a fire or shout very loud.

The PCs have many choices. The characters can just storm the fortress. Alternatively, the characters could take the guards one by one and then get into the tents quietly. The characters could try to enter the camp undetected and steal the plans from the commander tent or kill the sleeping enemies. There are a lot of ways for the PCs to act and the DM should try to give the impression of living and reactive camp, using the instructions below.

The camp consists of four areas: the perimeter, the sergeants' barracks, the ogres' barracks and finally the commander's quarters. In this section the perimeter is analyzed in detail.

The Perimeter

Creatures: There are a number of guards here depending on the APL of the group. At all times please keep in mind that the 1/3 of the force is sleeping inside the sergeant's barracks (round down if needs be).

APL 2 (EL 2)

🐛 **Orc Troopers (4):** hp 5; see *Monster Manual* page 203 and Appendix 1.

APL 4 (EL 3)

👉 **Orc Troopers (6):** hp 5; see *Monster Manual* page 203 and Appendix 1.

APL 6 (EL 4)

👉 **Orc Troopers (9):** hp 5; see *Monster Manual* page 203 and Appendix 1.

APL 8 (EL 5)

👉 **Orc Troopers (12):** hp 5; see *Monster Manual* page 203 and Appendix 1.

Tactics: The guards make continuous circuits around the palisades. Every four hours, 1/3 of the patrol goes to the sergeant's barracks, wakes up the sleeping guards and change shifts. This goes on without a break. Assume that the orcs eat before their sleep in the sergeant's barracks.

If an orc spots the PCs, he will shout as hard as he can to warn the other guards before engaging the enemy. Then the guard closest to the sergeants' barracks follows the protocol described here: wake up the guards sleeping in the sergeants' barracks and summon the sergeants. Finally, the guard goes to notify the commander. All other guards engage the PCs to stall them as much as possible. If the PCs are first detected inside a building, the guards will rush into that building to engage them

Treasure: The bodies of the orcs can be looted for their equipment, but only if the PCs have time. Remember that looting bodies takes time, as describe in the Treasure Summary below.

APL 2: Loot 32 gp.

APL 4: Loot 48 gp.

APL 6: Loot 72 gp.

APL 8: Loot 96 gp.

Development: If the guards are neutralized, there are two possibilities. Either the PCs have done this undetected, or the guards succeeded in raising an alarm for the camp. If an alarm has been raised, then the residents of the other buildings most probably will change their habits accordingly.

The PCs themselves have a variety of choices, they can raid building 1 (Sergeants), building 2 (Commanders), or building 3 (Ogres).

Troubleshooting: If the PCs decide that it is time to retreat, then the orcs shall hunt them down. All the high rank commanders, the Ogres and 2 Sergeants (if are available), will remain behind.

Encounter 6: The Sergeants' Barracks

Once the PCs are inside the building 1, the DM should give them Player's Handout 4 and read the following text:

You find yourself inside a small building. The room has no lighting whatsoever, except for the natural light that seeps in through the windows. The ceiling has a height that can accommodate only medium creatures and is made from wood. The floor is made from large yellowish tablets that are connected with mud between.

There is only one exit out of the room. This is the south door that you used to enter it. Inside the room you spot 7 beds and to the north of the room a small desk. The room smells of varnish, the temperature is very pleasant, and despite the fact it is mid-winter. You also here an occasional crackle of wood and soon you spot some kind of heating device made of metal.

If the guards have alerted the Sergeants, they should have gone out to engage the PCs. If, however, no one has alerted them, the Sergeants follow their program, described in creatures section of this encounter. If the PCs enter the building and the Sergeants are inside, please read them the following text as well (please change the number of half-orc officers as APL dictates):

However, you are not alone inside the building. There are also [number] half-orcs. They are dressed in banded mail and wield bastard and short swords. As they see you, they wave some weird gestures to each other, and without saying a word, they advance at you in a menacing way.

If the PCs entered the tent by the time that the sergeants are asleep, read the following text:

You also notice that [number-1] of half-orcs rest on the beds, while another sits at the desk, studying a piece of map.

If the orc guards have raised an alarm, but the sergeants have yet to emerge from the barracks, roll for initiative normally. If the PCs have managed to sneak in undetected, give them a surprise round.

Creatures: The creatures are half-orc sergeants. The sergeants have a schedule to keep. Every day that they wake up, they are inside their barracks making war exercises and perfecting their skills with the bastard sword. During the night all of them fall to sleep except for one who has watch duty and stays awake sitting on the desk. He is the sergeant

that is going to wake up the others if one of the perimeter guards brings the news of the PCs presence.

If the sergeants are alerted, the one in the desk will wake up everyone in two rounds. Add another two rounds for them to gear up. In the fifth round, they come out of the barracks to engage the PCs.

APL 2 (EL 2)

☛ **Half-orc Sergeant (1):** hp 28; see Appendix 1.

APL 4 (EL 3)

☛ **Half-orc Sergeant (1):** hp 28; see Appendix 2.

APL 6 (EL 5)

☛ **Half-orc Sergeants (2):** hp 28; see Appendix 3.

APL 8 (EL 7)

☛ **Half-orc Sergeant (4):** hp 28; see Appendix 4.

Tactics: If the camp is not alerted, a single sergeant will try to run off unarmed and unarmored to the commander's quarters at full speed, even if that means attacks of opportunity. The other sergeants engage the PCs normally, shouting battle cries to alert others of the battle in progress.

If the sergeants are alert however, they are fully armed and will come out of their building to turn the tide of the battle. The sergeants fight very cleverly. They won't provoke attack of opportunities, unless of course they think that they can get away with it, or think that is absolutely necessary. The sergeants will try to attack obvious PC wizards first, after that the clerics and after that heavy armored characters.

Treasure: The sergeants can be looted for their equipment. The paper that the desk sergeant was reading has a content regarding the watches and is useless to the PCs. Remember that looting takes time.

APL 2: Loot 24 gp.

APL 4: Loot 24 gp.

APL 6: Loot 48 gp.

APL 8: Loot 96 gp.

Development: If the sergeants are neutralized, either the PCs have done this undetected, or the sergeants succeeded in raising an alarm for the camp. If an alarm has been raised, then the residents of the other buildings most probably will change their habits accordingly to the descriptions below.

The PCs themselves have a variety of choices, they can raid building 2 (Commander), or building 3 (Ogres). They can also put out of commission any remaining patrolling guards.

Troubleshooting: If the PCs decide that it is time to retreat, then the orcs shall hunt them down. All the high rank commanders, the ogres and 2 Sergeants (if are available) will remain behind.

Encounter 7: The Ogre Barracks

When the PCs enter building number three, hand over Player's Handout 5. Then start to read them the following text:

You find yourself inside a small building. The room has no lighting whatsoever, except for the natural light that seeps in through the windows. The ceiling has a height that can accommodate large creatures and is made from wood. The floor is made from large yellowish tablets that are connected with mud between.

There are two exits out of the building in the west wall. Inside the room you spot 2 beds. The room smells of varnish and the temperature is very pleasant despite the fact that it is mid-winter. You also here an occasional crackle of wood and soon you spot some kind of heating device made of metal.

If the commander of the camp alerts the ogres, they should be out of their quarters and guarding the commander's tent. If however, no one has alerted them, the ogres follow their program, described in creatures section of this encounter. If the PCs enter the building and the ogres are inside, please read them the following text as well (please change the number of ogres as APL dictates):

However, you are not alone inside the building. There are also [number] ogres. They are dressed in hide armor and wield a greatclub. As they see you, they bellow out a war cry and advance at you menacingly.

If the PCs entered the tent while the ogres are asleep, read the following text:

You also notice that [number] of ogres, rest on the beds of the room.

If the orc guards have raised an alarm, but the ogres have yet to emerge from the barracks, roll for initiative normally. If the PCs have managed to sneak in undetected, give them a surprise round.

Creatures: The creatures here are ogres and are the elite troopers of the invading force, as well as the unknown humanoid ally of the orcs. They are led to war by a powerful

ogre mage. However, this creature is not present in this camp. The number of the ogres depends on the APL of the group.

The ogres have a very loose schedule. Every day that they wake up, they are inside their building, drinking, eating and laughing. They don't perform guard duties and don't generally emerge from their quarters. If an orc or half-orc sergeant comes in their quarters to request aid, they will just laugh and ignore him. Only the commanding officer can call them to arms.

APL 2 (EL 2)

👉 **Ogre Trooper (1):** hp 29; see *Monster Manual* page 199 and Appendix 1.

APL 4 (EL 4)

👉 **Ogre Trooper (1):** hp 29; see *Monster Manual* page 199 and Appendix 2.

APL 6 (EL 4)

👉 **Ogre Trooper (1):** hp 29; see *Monster Manual* page 199 and Appendix 3.

APL 8 (EL 7)

👉 **Ogre Trooper (4):** hp 29; see *Monster Manual* page 199 and Appendix 4.

Tactics: The ogres will attack any one that makes a successful attack against them. If unhurt, they will attack unarmored characters first. The ogres won't bother to raise an alarm, so if the characters go in the quarters undetected, they stand a good chance of emerging undetected as well, unless there are particularly loud cries or spectacular spell effects (the ogres are a rowdy lot and so the others in the camp are accustomed to them brawling among themselves). None of the orcs or half orcs will dare to check noises inside this building.

Treasure: The ogres can be looted for their equipment.

APL 2: Loot 3 gp.

APL 4: Loot 3 gp.

APL 6: Loot 3 gp.

APL 8: Loot 12 gp.

Development: If the ogres are neutralized in the barracks, The PCs themselves have a variety of choices, they can raid building 2 (Commander), or building 1 (Sergeants). They can also put out of commission any remaining patrolling guards.

Troubleshooting: If the PCs decide that it is time to retreat, then the ogres won't follow them but they will stay inside their building.

Encounter 8: The Commanders' Quarters

Once the PCs are inside the building numbered 2, the DM should give them Player's Handout 6 and read the following text:

You find yourself inside a small building. The room has no lighting whatsoever, except for the natural light that seeps in through the windows. The ceiling has a height that can accommodate only medium creatures and is made from wood. The floor is made from large yellowish tablets that are connected with mud between.

There is only one exit out of the room, the south door through which you entered. Inside the room you spot 2 beds and a large table filled with maps and strategic plans. The room smells of varnish and the temperature is very pleasant, despite the mid-winter chill. You also here an occasional crackle of wood and soon you spot some kind of heating device made of metal.

If the commanders are alerted by the guards, they should have called for the ogres and put them as sentries outside the entrance of their quarters. If however, no one has alerted them, the commanders are at the table discussing a strategic plan. The commanders follow their program, described in creatures section of this encounter. If the PCs enter the building and the commanders are inside please read them the following text as well (please change the number of half-orc officers as APL dictates):

However, you are not alone inside the building. There are also [number] half-orcs. They are dressed in full plate mail and wield bastard and short swords. As they see you, they draw their blades and bow slightly you, saying:

"So! You must be really able to reach thus far! Very well! On your guard, sirs!"

They approach you with weapons at hand.

If the PCs entered the tent by the time that the commanders are asleep, read the following text:

You also notice that [number] of half-orcs, rest on the beds of the room.

If the orc guards have raised an alarm, but the commanders have yet to emerge from the quarters, roll for initiative normally. If the PCs have managed to sneak in undetected, give them a surprise round.

Creatures: The creatures here are half orc commanders. Every day that they wake up, and they stay inside their tent

pondering over the maps and making strategic decisions. During the night all of them fall to sleep.

If the commanders are alerted, they will wake up in one round. Calculate another 40 rounds for them to gear up in their full plate. After that, they emerge to call for the ogre sentries and then return to their quarters. If they hear that the ogres have engaged an opponent, they come out of their tent to engage the enemy also.

APL 2 (EL 6)

👤 **Half-Orc Lieutenant (1):** hp 44; see Appendix 1.

APL 4 (EL 8)

👤 **Half-Orc Captain (1):** hp 60; see Appendix 2.

APL 6 (EL 11)

👤 **Half-Orc Captains (4):** hp 60; see Appendix 3.

APL 8 (EL 11)

👤 **Half-Orc Captain (4):** hp 60; see Appendix 4.

Tactics: The captains attack obvious magic users first, after that the clerics and last every other heavy armored character. If the commanders are unarmored, or are the first persons to spot the PCs, they will try to get out of their barracks to raise the alarm and call the ogres to their aid.

Treasure: The commanders can be looted for their equipment and a lot of gold pieces that rest in an unlocked chest inside their buildings.

APL 2: Loot 53 gp; Coin: 338 gp.

APL 4: Loot 128 gp; Coin: 472 gp.

APL 6: Loot 512 gp; Coin: 265 gp.

APL 8: Loot 512 gp; Coin: 409 gp.

Development:

The papers on the table in these quarters are the very plans and maps detailing the strength, dispositions and plans of attack that the PCs have been sent here to find. When the commanders are neutralized, either the PCs have done this undetected, or the sergeants succeeded in raising an alarm for the camp. If an alarm has been raised, then the residents of the other buildings most probably will change their habits accordingly to the description.

The PCs themselves have a variety of choices, they can raid building 3 (ogres), or building 1 (Sergeants). They can also put out of commission any remaining patrolling guards. Alternatively they can flee into the night.

Troubleshooting: If the PCs retreat from the fight the commanders won't follow them. They will assign troopers for this task.

Conclusion

When the PCs steal the plans and neutralize the enemy camp, they could use the secret passage to return back to the village of Nlul. They should head back immediately to the garrison building, and Harkin Gevies. He will address the PCs. Please read them the following text:

“Thank you so much for this service. You cannot even imagine what you have achieved today! Our village now may have a faint hope for survival. And to keep my end of the bargain, please bring me a single weapon for ensorceling, and the money to perform the magic and I will do my best to help you with your request!

“Again I thank you noble heroes. The times are indeed very dark but today we made a spark of hope!”

The PCs are free to buy whatever they want and close the adventure. The battle of Nlul is about to begin!

👤 **Two influence points with Count Joachim Dunstan of Knurl:** You have participated in the operations and succeeded in the stealing of plans for the assault on Nlul, is awarded two influence points with Count Joachim.

👤 **Upgrade a weapon:** A character can upgrade a weapon (from masterwork to +1, from +1 to +2 and finally from +2 to +3) as long as they pay the amount necessary for the upgrade.

Campaign Consequences

Please email at: cman@cman.gr the answers to the following questions:

Did the PCs steal the plans?

What where the exact numbers of creatures that the PC eliminated?

The End

Experience Point Summary

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

Encounter 1: Love At First Sight

Dispose Emher

APL2	60 XP
APL4	90 XP
APL6	120 XP
APL8	150 XP

Encounter 2: The Hextor Knight

Defeat the Knight

APL2	150 XP
APL4	210 XP
APL6	300 XP
APL8	360 XP

Encounter 3: The Secret Passage

Defeat the zombies

APL2	90 XP
APL4	120 XP
APL6	180 XP
APL8	240 XP

Encounter 4: The Cadaver Cavern

Defeat the centipedes

APL2	60 XP
APL4	120 XP
APL6	120 XP
APL8	150 XP

Encounter 5: The Orcish Camp

Defeat the orc troopers

APL2	60 XP
APL4	90 XP
APL6	120 XP
APL8	150 XP

Encounter 6: The Sergeants' Barracks

Defeat the half-orc sergeants

APL2	60 XP
APL4	90 XP
APL6	150 XP
APL8	210 XP

Encounter 7: The Ogre Barracks

Defeat the ogre troopers

APL2	60 XP
------	-------

APL4	120 XP
APL6	120 XP
APL8	210 XP

Encounter 8: The Commanders' Quarters

Defeat the commanders

APL2	180 XP
APL4	240 XP
APL6	330 XP
APL8	330 XP

Discretionary Role-playing Award

APL2	180 XP
APL4	270 XP
APL6	360 XP
APL8	450 XP

Total Possible Experience:

APL2	900 XP
APL4	1350 XP
APL6	1800 XP
APL8	2250 XP

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item

blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

Encounter 1: Love At First Sight

APL 2: Magic: 4 gp
APL 4: Magic: 4 gp
APL 6: Magic: 4 gp
APL 8: Magic: 4 gp

Encounter 2: The Hextor Knight

APL 2: Loot: 53 gp
APL 4: Loot: 128 gp;
APL 6: Loot: 384 gp;
APL 8: Loot: 640 gp;

Encounter 3: The Secret Passage

APL 2: Loot: 345 gp;
APL 4: Magic: 437 gp
APL 6: Magic: 437 gp
APL 8: Magic: 437 gp

Encounter 4: The Cadaver Cavern

APL 2: Loot: 32 gp; Coin: 16 gp;
APL 4: Loot: 32 gp; Coin: 74 gp;
APL 6: Loot: 32 gp; Coin: 43 gp;
APL 8: Loot: 32 gp; Coin: 12 gp;

Encounter 5: The Orcish Camp

APL 2: Loot: 32 gp;
APL 4: Loot: 48 gp;
APL 6: Loot: 72 gp;
APL 8: Loot: 96 gp;

Encounter 6: The Sergeant's Barracks

APL 2: Loot: 24 gp;
APL 4: Loot: 24 gp;
APL 6: Loot: 48 gp;
APL 8: Loot: 96 gp;

Encounter 7: The Ogre Barracks

APL 2: Loot: 3 gp;
APL 4: Loot: 3 gp;
APL 6: Loot: 3 gp;
APL 8: Loot: 12 gp;

Encounter 8: The Commanders' Quarters

APL 2: Loot: 53 gp; Coin: 338 gp;
APL 4: Loot: 128 gp; Coin: 472 gp;
APL 6: Loot: 512 gp; Coin: 265 gp;
APL 8: Loot: 512 gp; Coin: 409 gp;

Total Possible Treasure

APL 2: Loot: 542 gp; Coin: 354 gp; Magic: 4 gp - Total: 900 gp
APL 4: Loot: 363 gp; Coin: 546 gp; Magic: 441 gp - Total: 1350 gp
APL 6: Loot: 1051 gp; Coin: 308 gp; Magic: 441 gp - Total: 1800 gp
APL 8: Loot: 1388 gp; Coin: 421 gp; Magic: 441 gp - Total: 2250 gp

Special

☛ **Two influence points with Count Joachim Dunstan of Knurl:** You have participated in the operations and succeeded in the stealing of plans for the assault on Nlul, is awarded two influence points with Count Joachim.

🛡️ **Upgrade a weapon:** A character can upgrade a weapon (from masterwork to +1, from +1 to +2 and finally from +2 to +3) as long as they pay the amount necessary for the upgrade.

Items for the Adventure Record

☛ **Two influence points with Count Joachim Dunstan of Knurl:** You have participated in the operations and succeeded in the stealing of plans for the assault on Nlul, is awarded two influence points with Count Joachim.

🛡️ **Upgrade a weapon:** A character can upgrade a weapon (from masterwork to +1, from +1 to +2 and finally from +2 to +3) as long as they pay the amount necessary for the upgrade.

Item Access

APL 2

- ❖ *potion of cure light wounds* (Regional, CL 3rd, DMG)
- ❖ Elven chain (Regional, CL -, DMG)

APL 4-8 (All of APL 2, minus the elven chain, plus the following)

- ❖ *potion of cure light wounds* (Regional, CL 3rd, DMG)
- ❖ *wand of magic missile (7th)* (Regional, CL 7th, DMG)

Appendix 1: APL 2

Emher: male human Barbarian 2; CR 2; Medium humanoid human; HD 2d12; hp 19; Init +1; Spd 40 ft.; AC 11, touch 11, flat-footed 10; Base Atk +2; Grp +6; Atk +7 melee (1d10+4, greatclub); Full Atk +7 melee (1d10+4, greatclub); SQ fast movement, illiteracy, rage 1/day, uncanny dodge; AL CN; SV Fort +3, Ref +1, Will +0; Str 18, Dex 12, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +9, Listen +5, Spot +5, Swim +5; Weapon Focus (greatclub).

Fast Movement (Ex): Runs +10 ft. that his race, when wearing none, light, or medium armor.

Rage (Ex): Temporary (for 3 rounds plus the improved constitution bonus) incensement of +4 strength and constitution scores plus a +2 bonus on morale saves, but suffers a -2 penalty to AC. He can rage once per day.

Uncanny Dodge (Ex): He retains his Dex bonus even when flat-footed. He doesn't retain it when he is immobilized.

Possessions: Greatclub, *cure light wounds potion*, set of plain clothes.

Physical Description: A man, tied to a tree. He wears no clothes and he seems to barely be conscious. He seems to be an ugly young man, wearing just a piece of hide around his hips.

Ogre Zombie: CR 3; Large undead; HD 8d12+3; hp 55; Init -2; Spd 40 ft.; AC 15 (touch 7, flat-footed 15); Base Atk +4; Grp +14; Atk +9 melee (2d8+9/[x2], slam); Full Atk +9 melee (2d8+9/[x2], slam); Space/Reach 10 ft./10 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Physical Description: This zombie comes surely from an ogre corpse. There are several places that are proving evident that the creature had suffered a violent death.

Huge Monstrous Centipede: CR 2; Huge vermin; HD 6d8+6; hp 44; Init +2; Spd 40 ft., climb 40 ft.; AC 16 (touch 10, flat-footed 16); Base Atk +4; Grp +15; Atk +5 melee (2d6+4/x2 plus poison, bite); Full Atk +5 melee (2d6+4/[x2] plus poison, bite); Space/Reach 15 ft./10 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +6, Ref +4, Will +2; Str 17, Dex 15, Con 12, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +2, Spot +4.

Poison (Ex): A monstrous centipede has poisonous bite, with a DC 14 and damage 1d6 to Dex. The indicated damage is both initial and secondary.

Orc Trooper: Male orc warrior 1; CR 1/2; Medium humanoid; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 13 [touch 10, flat-footed 13]; Base Atk +1; Grp +4; Atk +4 melee (2d4+4 / 18-20[x2], falchion) or +1 ranged (1d6+3 / [x2], javelin); Full Atk +4 melee (2d4+4 / 18-20[x2], falchion) or +1 ranged (1d6+3 / [x2], javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness.

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Darkvision 60 ft. (Ex): Orcs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

Possessions: Falchion, javelin and studded leather armor.

Half-Orc Sergeant: Male half-orc fighter 3; CR 3; Medium humanoid; HD 3d10+6; hp 28; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Base Atk +3; Grp +6; Atk +5 melee (1d10+3/ 19-20 [x2], bastard sword), +5 melee (1d6+1/ 19-20 [x2], short sword); Full Atk +5 melee (1d10+3/ 19-20 [x2], bastard sword), +5 melee (1d6+1/ 19-20 [x2], short sword); SQ Dark vision 60 ft. orc traits; AL LE; SV Fort +5, Ref +2, Will -1; Str 17, Dex 15, Con 14, Int 14, Wis 8, Cha 6.

Skills and Feats: Intimidate +4, Listen +2, Ride +7, Spot +2; Exotic Weapon Proficiency (Bastard Sword), Two Weapon Fighting, Weapon Focus (Bastard Sword), Weapon Focus (Short Sword).

Darkvision 60 ft. (Ex): Half-orcs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

Possessions: Banded mail, bastard sword, short sword.

Half-Orc Lieutenant: Male half-orc Ftr5; CR 5; Medium humanoid; HD 5d10+10; hp 44; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Base Atk +5; Grp +8; Atk +7 melee (1d10+5/ 19-20 [x2], bastard sword), +7 melee (1d6+1/ 19-20 [x2], short sword); Full Atk +7 melee (1d10+5/ 19-20 [x2], bastard sword), +7 melee (1d6+1/ 19-20 [x2], short sword); SQ Dark vision 60 ft.

orc traits; AL LE; SV Fort +6, Ref +1, Will +0; Str 17, Dex 15, Con 14, Int 14, Wis 9, Cha 6.

Skills and Feats: Intimidate +6, Listen +3, Ride +8, Spot +3; Exotic Weapon Proficiency (Bastard Sword), Two Weapon Fighting, Weapon Focus (Bastard Sword), Weapon Focus (Short Sword), Weapon Specialization (bastard sword).

Darkvision 60 ft. (Ex): Half-orcs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

Possessions: Half plate, bastard sword, short sword.

Half-Orc Captain: Male half-orc fighter 7; CR 7; Medium humanoid; HD 7d10+14; hp 60; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Base Atk +7/+2; Grp +10; Atk +9 melee (1d10+5/ 19-20 [x2], bastard sword), +9 melee (1d6+3/ 19-20 [x2], short sword); Full Atk +9 melee (1d10+5/ 19-20 [x2], bastard sword), +4 melee (1d10+5/ 19-20 [x2], bastard sword), +9 melee (1d6+3/ 19-20 [x2], short sword); SQ Dark vision 60 ft. orc traits; AL LE; SV Fort +7, Ref +3, Will +0; Str 17, Dex 15, Con 14, Int 14, Wis 9, Cha 6.

Skills and Feats: Intimidate +8, Listen +4, Ride +11, Spot +4; Exotic Weapon Proficiency (Bastard Sword), Two Weapon Fighting, Weapon Focus (Bastard Sword), Weapon Focus (Short Sword), Weapon Specialization (bastard sword) Weapon Specialization (short sword).

Darkvision 60 ft. (Ex): Half-orcs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

Possessions: Full plate, bastard sword, short sword.

Ogre Trooper: Male ogre warrior 1; CR 3; Large giant; HD 4d8+11; hp 29; Init -1; Spd 30 ft.; AC 16 (touch 8, flat-footed 16); Base Atk +3; Grp +12; Atk +8 melee (2d8+7/[x2], greatclub) or +1 ranged (1d8+5/[x2], javelin); Full Atk +8 melee (2d8+7/[x2], greatclub); Space/Reach 10ft./ 10 ft.; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

Possessions: Hide armor, greatclub, javelin.

Appendix 2: APL 4

Emher: male human Barbarian 3; CR 3; Medium humanoid human; HD 3d12; hp 26; Init +1; Spd 40 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +3; Grp +7; Atk +8 melee (1d10+4, greatclub); Full Atk +8 melee (1d10+4, greatclub); SQ fast movement, illiteracy, rage 1/day, trap sense +1, uncanny dodge; AL CN; SV Fort +3, Ref +2, Will +1; Str 18, Dex 12, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +10, Listen +6, Spot +6, Swim +6; Power Attack, Weapon Focus (greatclub).

Fast Movement (Ex): Runs +10 ft. that his race, when wearing none, light, or medium armor.

Rage (Ex): Temporary (for 3 rounds plus the improved constitution bonus) incensement of +4 strength and constitution scores plus a +2 bonus on morale saves, but suffers a -2 penalty to AC. He can rage once per day.

Trap Sense +1 (Ex): Has a +1 Dodge Ac bonus against the attack roll of any trap.

Uncanny Dodge (Ex): He retains his Dex bonus even when flat-footed. He doesn't retain it when he is immobilized.

Possessions: Greatclub, *cure light wounds* potion, set of plain clothes.

Physical Description: A man, tied to a tree. He wears no clothes and he seems to barely be conscious. He seems to be an ugly young man, wearing just a piece of hide around his hips.

Ogre Zombie: CR 3; Large undead; HD 8d12+3; hp 55; Init -2; Spd 40 ft.; AC 15 (touch 7, flat-footed 15); Base Atk +4; Grp +14; Atk +9 melee (2d8+9/[x2], slam); Full Atk +9 melee (2d8+9/[x2], slam); Space/Reach 10 ft./10 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Physical Description: This zombie comes surely from an ogre corpse. There are several places that are proving evident that the creature had suffered a violent death.

Huge Monstrous Centipede: CR 2; Huge vermin; HD 6d8+6; hp 44; Init +2; Spd 40 ft., climb 40 ft.; AC 16 (touch 10, flat-footed 16); Base Atk +4#; Grp +15; Atk +5 melee (2d6+4/[x2] plus poison, bite); Full Atk +5 melee (2d6+4/[x2] plus poison, bite); Space/Reach 15 ft./10

ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +6, Ref +4, Will +2; Str 17, Dex 15, Con 12, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +2, Spot +4.

Poison (Ex): A monstrous centipede has poisonous bite, with a DC 14 and damage 1d6 to Dex. The indicated damage is both initial and secondary.

Orc Trooper: Male orc warrior 1; CR 1/2; Medium humanoid; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 13 [touch 10, flat-footed 13]; Base Atk +1; Grp +4; Atk +4 melee (2d4+4 / 18-20[x2], falchion) or +1 ranged (1d6+3 / [x2], javelin); Full Atk +4 melee (2d4+4 / 18-20[x2], falchion) or +1 ranged (1d6+3 / [x2], javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness.

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Darkvision 60 ft. (Ex): Orcs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

Possessions: Falchion, javelin and studded leather armor.

Half-Orc Sergeant: Male half-orc fighter 3; CR 3; Medium humanoid; HD 3d10+6; hp 28; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Base Atk +3; Grp +6; Atk +5 melee (1d10+3/ 19-20 [x2], bastard sword), +5 melee (1d6+1/ 19-20 [x2], short sword); Full Atk +5 melee (1d10+3/ 19-20 [x2], bastard sword), +5 melee (1d6+1/ 19-20 [x2], short sword); SQ Dark vision 60 ft. orc traits; AL LE; SV Fort +5, Ref +2, Will -1; Str 17, Dex 15, Con 14, Int 14, Wis 8, Cha 6.

Skills and Feats: Intimidate +4, Listen +2, Ride +7, Spot +2; Exotic Weapon Proficiency (Bastard Sword), Two Weapon Fighting, Weapon Focus (Bastard Sword), Weapon Focus (Short Sword).

Darkvision 60 ft. (Ex): Half-orcs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

Possessions: Banded mail, bastard sword, short sword.

Half-Orc Lieutenant: Male half-orc fighter 5; CR 5; Medium humanoid; HD 5d10+10; hp 44; Init +0; Spd

20 ft.; AC 17 (touch 10, flat-footed 17); Base Atk +5; Grp +8; Atk +7 melee (1d10+5/ 19-20 [x2], bastard sword), +7 melee (1d6+1/ 19-20 [x2], short sword); Full Atk +7 melee (1d10+5/ 19-20 [x2], bastard sword), +7 melee (1d6+1/ 19-20 [x2], short sword); SQ Dark vision 60 ft. orc traits; AL LE; SV Fort +6, Ref +1, Will +0; Str 17, Dex 15, Con 14, Int 14, Wis 9, Cha 6.

Skills and Feats: Intimidate +6, Listen +3, Ride +8, Spot +3; Exotic Weapon Proficiency (Bastard Sword), Two Weapon Fighting, Weapon Focus (Bastard Sword), Weapon Focus (Short Sword), Weapon Specialization (bastard sword).

Darkvision 60 ft. (Ex): Half-orcs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

Possessions: Half plate, bastard sword, short sword.

Half-Orc Captain: Male half-orc fighter 7; CR 7; Medium humanoid; HD 7d10+14; hp 60; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Base Atk +7/+2; Grp +10; Atk +9 melee (1d10+5/ 19-20 [x2], bastard sword), +9 melee (1d6+3/ 19-20 [x2], short sword); Full Atk +9 melee (1d10+5/ 19-20 [x2], bastard sword), +4 melee (1d10+5/ 19-20 [x2], bastard sword), +9 melee (1d6+3/ 19-20 [x2], short sword); SQ Dark vision 60 ft. orc traits; AL LE; SV Fort +7, Ref +3, Will +0; Str 17, Dex 15, Con 14, Int 14, Wis 9, Cha 6.

Skills and Feats: Intimidate +8, Listen +4, Ride +11, Spot +4; Exotic Weapon Proficiency (Bastard Sword), Two Weapon Fighting, Weapon Focus (Bastard Sword), Weapon Focus (Short Sword), Weapon Specialization (bastard sword) Weapon Specialization (short sword).

Darkvision 60 ft. (Ex): Half-orcs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

Possessions: Full plate, bastard sword, short sword.

Ogre Trooper: Male ogre warrior 1; CR 3; Large giant; HD 4d8+11; hp 29; Init -1; Spd 30 ft.; AC 16 (touch 8, flat-footed 16); Base Atk +3; Grp +12; Atk +8 melee (2d8+7/[x2], greatclub) or +1 ranged (1d8+5/[x2], javelin); Full Atk +8 melee (2d8+7/[x2], greatclub); Space/Reach 10ft./ 10 ft.; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

Possessions: Hide armor, greatclub, javelin.

Appendix 3: APL 6

Emher: male human Barbarian 4; CR 4; Medium humanoid human; HD 4d12; hp 33; Init +1; Spd 40 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +4; Grp +8; Atk +9 melee (1d10+4, greatclub); Full Atk +9 melee (1d10+4, greatclub); SA Power attack; SQ Fast movement, illiteracy, rage 2/day, trap sense +1, uncanny dodge; AL CN; SV Fort +4, Ref +2, Will +1; Str 19, Dex 12, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +11, Listen +7, Spot +7, Swim +7; Power Attack, Weapon Focus (greatclub).

Fast Movement (Ex): Runs +10 ft. that his race, when wearing none, light, or medium armor.

Rage (Ex): Temporary (for 3 rounds plus the improved constitution bonus) incensement of +4 strength and constitution scores plus a +2 bonus on morale saves, but suffers a -2 penalty to AC. He can rage twice per day.

Trap Sense +1 (Ex): Has a +1 Dodge Ac bonus against the attack roll of any trap.

Uncanny Dodge (Ex): He retains his Dex bonus even when flat-footed. He doesn't retain it when he is immobilized.

Possessions: Greatclub, *cure light wounds potion*, set of plain clothes.

Physical Description: A man, tied to a tree. He wears no clothes and he seems to barely be conscious. He seems to be an ugly young man, wearing just a piece of hide around his hips.

Ogre Zombie: CR 3; Large undead; HD 8d12+3; hp 55; Init -2; Spd 40 ft.; AC 15 (touch 7, flat-footed 15); Base Atk +4; Grp +14; Atk +9 melee (2d8+9/[x2], slam); Full Atk +9 melee (2d8+9/[x2], slam); Space/Reach 10 ft./10 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Physical Description: This zombie comes surely from an ogre corpse. There are several places that are proving evident that the creature had suffered a violent death.

Huge Monstrous Centipede: CR 2; Huge vermin; HD 6d8+6; hp 44; Init +2; Spd 40 ft., climb 40 ft.; AC 16 (touch 10, flat-footed 16); Base Atk +4#; Grp +15; Atk +5 melee (2d6+4/[x2] plus poison, bite); Full Atk +5 melee (2d6+4/[x2] plus poison, bite); Space/Reach 15 ft./10

ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +6, Ref +4, Will +2; Str 17, Dex 15, Con 12, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +2, Spot +4.

Poison (Ex): A monstrous centipede has poisonous bite, with a DC 14 and damage 1d6 to Dex. The indicated damage is both initial and secondary.

Orc Trooper: Male orc warrior 1; CR 1/2; Medium humanoid; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 13 (touch 10, flat-footed 13); Base Atk +1; Grp +4; Atk +4 melee (2d4+4 / 18-20[x2], falchion) or +1 ranged (1d6+3 / [x2], javelin); Full Atk +4 melee (2d4+4 / 18-20[x2], falchion) or +1 ranged (1d6+3 / [x2], javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness.

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Darkvision 60 ft. (Ex): Orcs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

Possessions: Falchion, javelin and studded leather armor.

Half-Orc Sergeant: Male half-orc fighter 3; CR 3; Medium humanoid; HD 3d10+6; hp 28; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Base Atk +3; Grp +6; Atk +5 melee (1d10+3/ 19-20 [x2], bastard sword), +5 melee (1d6+1/ 19-20 [x2], short sword); Full Atk +5 melee (1d10+3/ 19-20 [x2], bastard sword), +5 melee (1d6+1/ 19-20 [x2], short sword); SQ Dark vision 60 ft. orc traits; AL LE; SV Fort +5, Ref +2, Will -1; Str 17, Dex 15, Con 14, Int 14, Wis 8, Cha 6.

Skills and Feats: Intimidate +4, Listen +2, Ride +7, Spot +2; Exotic Weapon Proficiency (Bastard Sword), Two Weapon Fighting, Weapon Focus (Bastard Sword), Weapon Focus (Short Sword).

Darkvision 60 ft. (Ex): Half-orcs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

Possessions: Banded mail, bastard sword, short sword.

Half-Orc Lieutenant: Male half-orc fighter 5; CR 5; Medium humanoid; HD 5d10+10; hp 44; Init +0; Spd

20 ft.; AC 17 (touch 10, flat-footed 17); Base Atk +5; Grp +8; Atk +7 melee (1d10+5/ 19-20 [x2], bastard sword), +7 melee (1d6+1/ 19-20 [x2], short sword); Full Atk +7 melee (1d10+5/ 19-20 [x2], bastard sword), +7 melee (1d6+1/ 19-20 [x2], short sword); SQ Dark vision 60 ft. orc traits; AL LE; SV Fort +6, Ref +1, Will +0; Str 17, Dex 15, Con 14, Int 14, Wis 9, Cha 6.

Skills and Feats: Intimidate +6, Listen +3, Ride +8, Spot +3; Exotic Weapon Proficiency (Bastard Sword), Two Weapon Fighting, Weapon Focus (Bastard Sword), Weapon Focus (Short Sword), Weapon Specialization (bastard sword).

Darkvision 60 ft. (Ex): Half-orcs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

Possessions: Half plate, bastard sword, short sword.

Half-Orc Captain: Male half-orc fighter 7; CR 7; Medium humanoid; HD 7d10+14; hp 60; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Base Atk +7/+2; Grp +10; Atk +9 melee (1d10+5/ 19-20 [x2], bastard sword), +9 melee (1d6+3/ 19-20 [x2], short sword); Full Atk +9 melee (1d10+5/ 19-20 [x2], bastard sword), +4 melee (1d10+5/ 19-20 [x2], bastard sword), +9 melee (1d6+3/ 19-20 [x2], short sword); SQ Dark vision 60 ft. orc traits; AL LE; SV Fort +7, Ref +3, Will +0; Str 17, Dex 15, Con 14, Int 14, Wis 9, Cha 6.

Skills and Feats: Intimidate +8, Listen +4, Ride +11, Spot +4; Exotic Weapon Proficiency (Bastard Sword), Two Weapon Fighting, Weapon Focus (Bastard Sword), Weapon Focus (Short Sword), Weapon Specialization (bastard sword) Weapon Specialization (short sword).

Darkvision 60 ft. (Ex): Half-orcs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

Possessions: Full plate, bastard sword, short sword.

Ogre Trooper: Male ogre warrior 1; CR 3; Large giant; HD 4d8+11; hp 29; Init -1; Spd 30 ft.; AC 16 (touch 8, flat-footed 16); Base Atk +3; Grp +12; Atk +8 melee (2d8+7/[x2], greatclub) or +1 ranged (1d8+5/[x2], javelin); Full Atk +8 melee (2d8+7/[x2], greatclub); Space/Reach 10ft./ 10 ft.; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

Possessions: Hide armor, greatclub, javelin.

Appendix 4:

APL 8

Emher: male human Barbarian 5 CR 5 Medium humanoid human; HD 512; hp 40; Init +1; Spd 40 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +5; Grp +9; Atk +10 melee (1d10+4, greatclub); Full Atk +10 melee (1d10+4, greatclub); SA Power attack; SQ Fast movement, illiteracy, rage 2/day, trap sense +1, improved uncanny dodge; AL CN; SV Fort +4, Ref +2, Will +1; Str 19, Dex 12, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +12, Listen +8, Spot +8, Swim +8; Power Attack, Weapon Focus (greatclub).

Fast Movement (Ex): Runs +10 ft. that his race, when wearing none, light, or medium armor.

Rage (Ex): Temporary (for 3 rounds plus the improved constitution bonus) incensement of +4 strength and constitution scores plus a +2 bonus on morale saves, but suffers a -2 penalty to AC. He can rage twice per day.

Trap Sense +1 (Ex): Has a +1 Dodge Ac bonus against the attack roll of any trap.

Improved Uncanny Dodge (Ex): He retains his Dex bonus even when flat-footed. He doesn't retain it when he is immobilized. Plus he cannot be flanked.

Possessions: Greatclub, *cure light wounds* potion, set of plain clothes.

Physical Description: A man, tied to a tree. He wears no clothes and he seems to barely be conscious. He seems to be an ugly young man, wearing just a piece of hide around his hips.

Ogre Zombie: CR 3; Large undead; HD 8d12+3; hp 55; Init -2; Spd 40 ft.; AC 15 (touch 7, flat-footed 15); Base Atk +4; Grp +14; Atk +9 melee (2d8+9/[x2], slam); Full Atk +9 melee (2d8+9/[x2], slam); Space/Reach 10 ft./10 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Physical Description: This zombie comes surely from an ogre corpse. There are several places that are proving evident that the creature had suffered a violent death.

Huge Monstrous Centipede: CR 2; Huge vermin; HD 6d8+6; hp 44; Init +2; Spd 40 ft., climb 40 ft.; AC 16 (touch 10, flat-footed 16); Base Atk +4#; Grp +15; Atk +5 melee (2d6+4/[x2] plus poison, bite); Full Atk +5 melee (2d6+4/[x2] plus poison, bite); Space/Reach 15 ft./10

ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +6, Ref +4, Will +2; Str 17, Dex 15, Con 12, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +2, Spot +4.

Poison (Ex): A monstrous centipede has poisonous bite, with a DC 14 and damage 1d6 to Dex. The indicated damage is both initial and secondary.

Orc Trooper: Male orc warrior 1; CR 1/2; Medium humanoid; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 13 [touch 10, flat-footed 13]; Base Atk +1; Grp +4; Atk +4 melee (2d4+4 / 18-20[x2], falchion) or +1 ranged (1d6+3 / [x2], javelin); Full Atk +4 melee (2d4+4 / 18-20[x2], falchion) or +1 ranged (1d6+3 / [x2], javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness.

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Darkvision 60 ft. (Ex): Orcs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

Possessions: Falchion, javelin and studded leather armor.

Half-Orc Sergeant: Male half-orc fighter 3; CR 3; Medium humanoid; HD 3d10+6; hp 28; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Base Atk +3; Grp +6; Atk +5 melee (1d10+3/ 19-20 [x2], bastard sword), +5 melee (1d6+1/ 19-20 [x2], short sword); Full Atk +5 melee (1d10+3/ 19-20 [x2], bastard sword), +5 melee (1d6+1/ 19-20 [x2], short sword); SQ Dark vision 60 ft. orc traits; AL LE; SV Fort +5, Ref +2, Will -1; Str 17, Dex 15, Con 14, Int 14, Wis 8, Cha 6.

Skills and Feats: Intimidate +4, Listen +2, Ride +7, Spot +2; Exotic Weapon Proficiency (Bastard Sword), Two Weapon Fighting, Weapon Focus (Bastard Sword), Weapon Focus (Short Sword).

Darkvision 60 ft. (Ex): Half-orcs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

Possessions: Banded mail, bastard sword, short sword.

Half-Orc Lieutenant: Male half-orc fighter 5; CR 5; Medium humanoid; HD 5d10+10; hp 44; Init +0; Spd

20 ft.; AC 17 (touch 10, flat-footed 17); Base Atk +5; Grp +8; Atk +7 melee (1d10+5/ 19-20 [x2], bastard sword), +7 melee (1d6+1/ 19-20 [x2], short sword); Full Atk +7 melee (1d10+5/ 19-20 [x2], bastard sword), +7 melee (1d6+1/ 19-20 [x2], short sword); SQ Dark vision 60 ft. orc traits; AL LE; SV Fort +6, Ref +1, Will +0; Str 17, Dex 15, Con 14, Int 14, Wis 9, Cha 6.

Skills and Feats: Intimidate +6, Listen +3, Ride +8, Spot +3; Exotic Weapon Proficiency (Bastard Sword), Two Weapon Fighting, Weapon Focus (Bastard Sword), Weapon Focus (Short Sword), Weapon Specialization (bastard sword).

Darkvision 60 ft. (Ex): Half-orcs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

Possessions: Half plate, bastard sword, short sword.

Half-Orc Captain: Male half-orc fighter 7; CR 7; Medium humanoid; HD 7d10+14; hp 60; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Base Atk +7/+2; Grp +10; Atk +9 melee (1d10+5/ 19-20 [x2], bastard sword), +9 melee (1d6+3/ 19-20 [x2], short sword); Full Atk +9 melee (1d10+5/ 19-20 [x2], bastard sword), +4 melee (1d10+5/ 19-20 [x2], bastard sword), +9 melee (1d6+3/ 19-20 [x2], short sword); SQ Dark vision 60 ft. orc traits; AL LE; SV Fort +7, Ref +3, Will +0; Str 17, Dex 15, Con 14, Int 14, Wis 9, Cha 6.

Skills and Feats: Intimidate +8, Listen +4, Ride +11, Spot +4; Exotic Weapon Proficiency (Bastard Sword), Two Weapon Fighting, Weapon Focus (Bastard Sword), Weapon Focus (Short Sword), Weapon Specialization (bastard sword) Weapon Specialization (short sword).

Darkvision 60 ft. (Ex): Half-orcs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

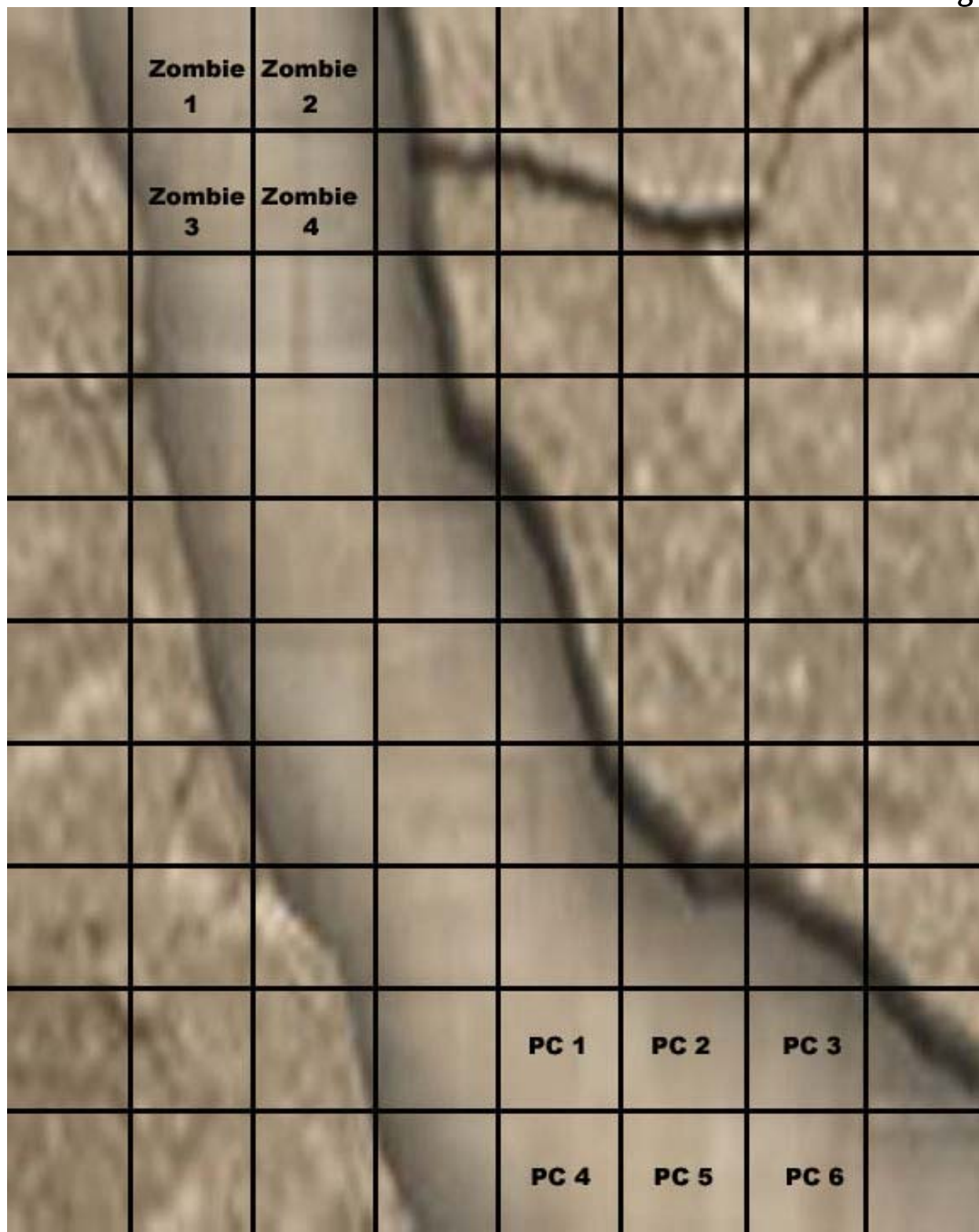
Possessions: Full plate, bastard sword, short sword.

Ogre Trooper: Male ogre warrior 1; CR 3; Large giant; HD 4d8+11; hp 29; Init -1; Spd 30 ft.; AC 16 (touch 8, flat-footed 16); Base Atk +3; Grp +12; Atk +8 melee (2d8+7/[x2], greatclub) or +1 ranged (1d8+5/[x2], javelin); Full Atk +8 melee (2d8+7/[x2], greatclub); Space/Reach 10ft./ 10 ft.; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

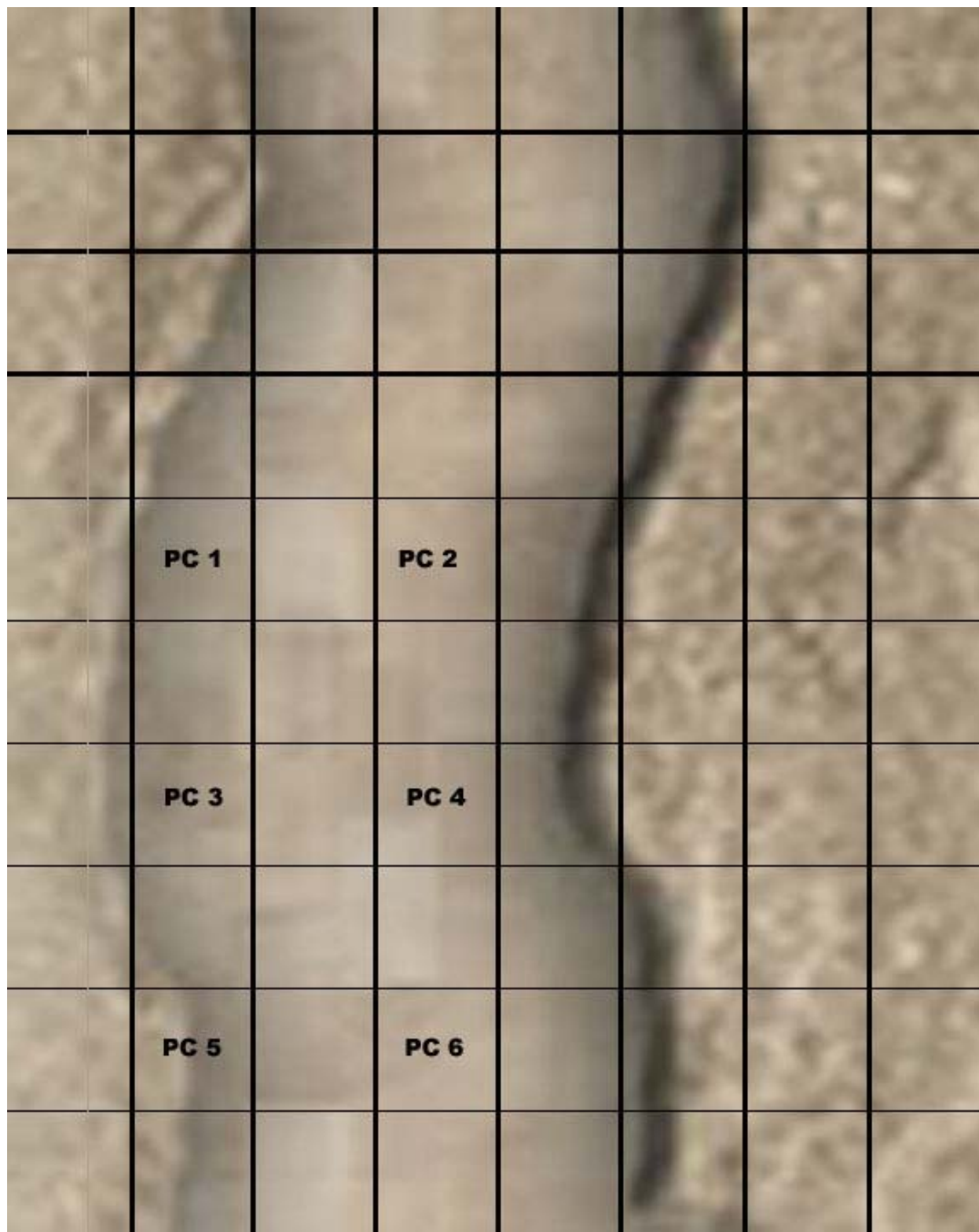
Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

Possessions: Hide armor, greatclub, javelin.

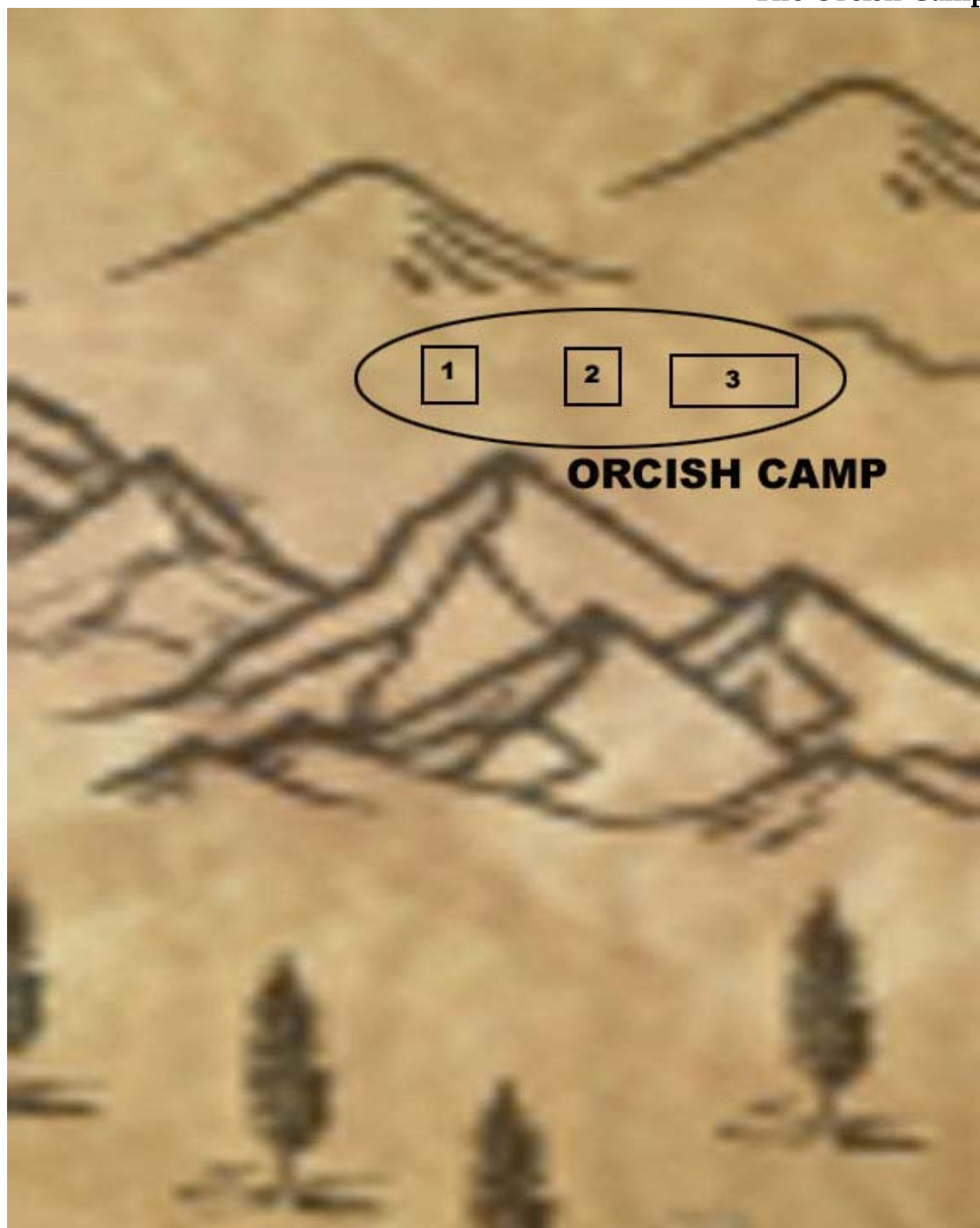
Player's Handout 1: The Secret Passage



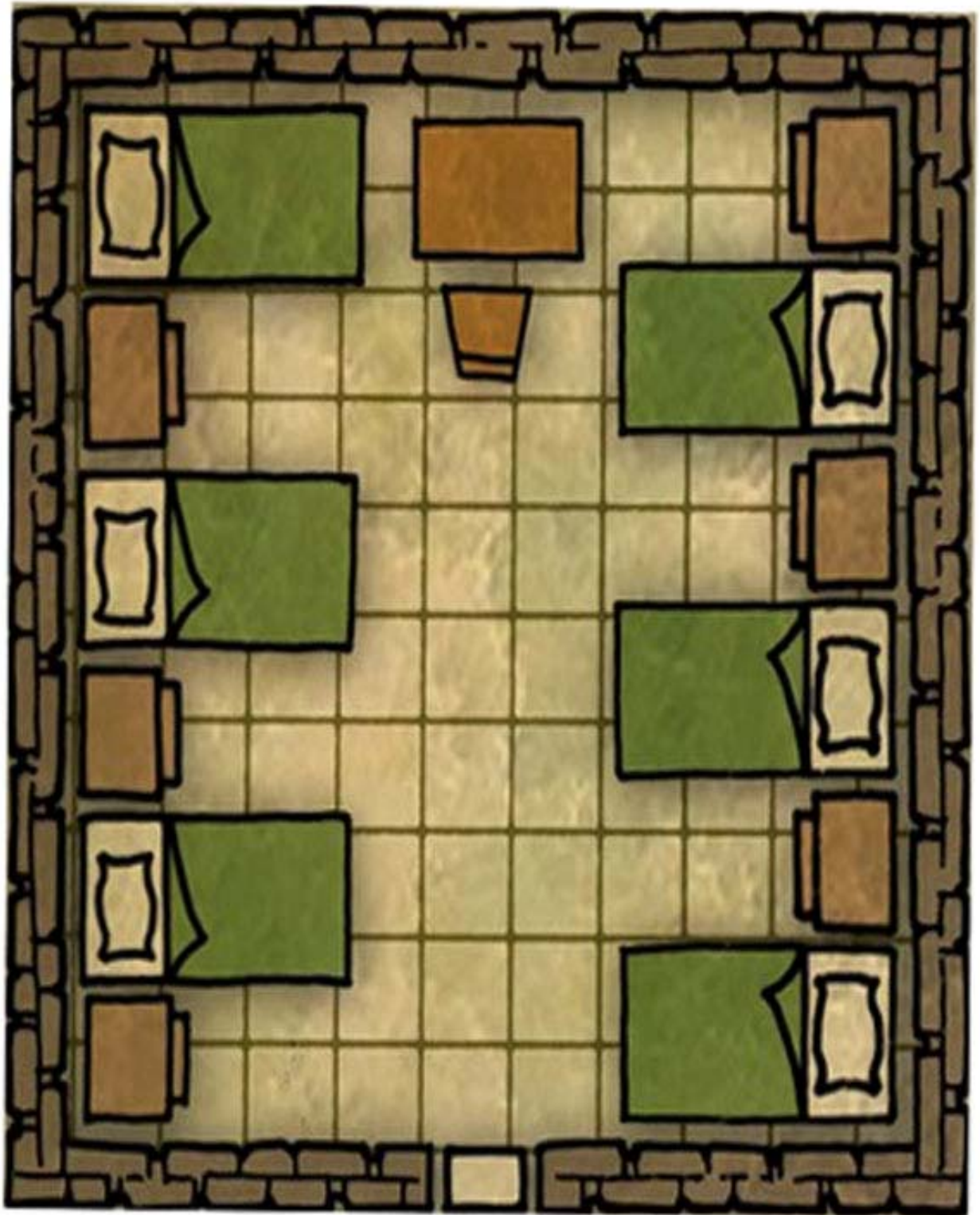
Player's Handout 2: The Cadaver Cavern



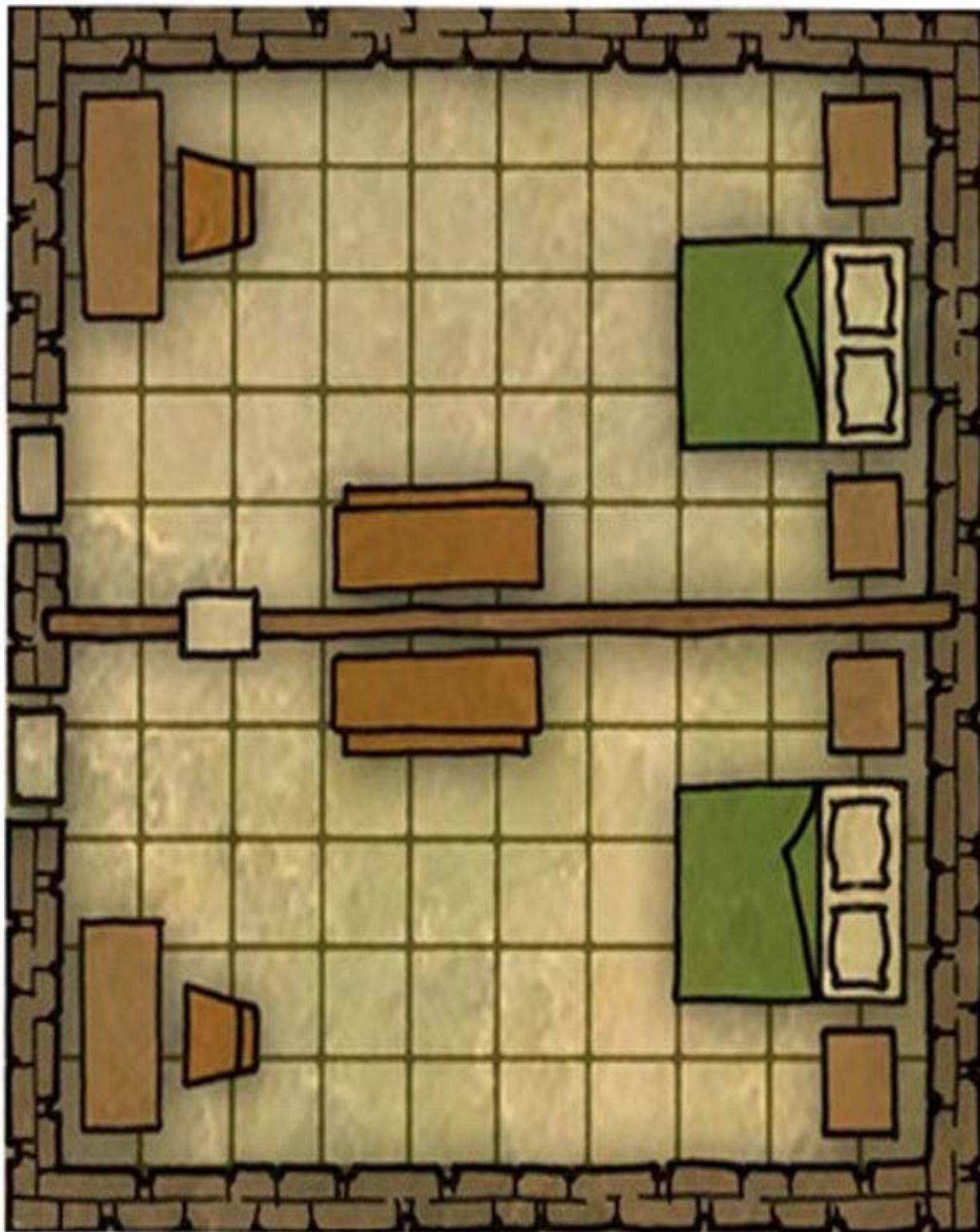
Player's Handout 3:
The Orcish Camp



Player's Handout 4:
The Sergeants' Barracks



Player's Handout 5:
The Ogre Barracks



Player's Handout 6:
The Commanders' Quarters

