

COR3-08

# Face Value

## A One-Round D&D Living Greyhawk<sup>®</sup> Core Adventure by Craig Hier

It seems that every time you head to or from the City of Greyhawk some sort of misadventure befalls you. This time seems to be different. Well, at least some of your traveling companions are. A group of pacifist monks joined your small band a few days back. They seemed quite pleased to have adventurers to travel with. You wonder if they are prepared for the adventure that you know must surely follow. APL 2-12. Part 1 of the Tome of Clarity and Mists series.

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

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

## Preparation

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

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

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

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

Keep in mind that you must have at least three 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. 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.

## Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

## Living Greyhawk

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

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the Living Greyhawk *Gazetteer* and Living Greyhawk Campaign Sourcebook (LGCS).

## Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the

number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

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

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

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

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

### Time Units and Upkeep

This is a standard two-round Core adventure, set in The Duchy of Tenh. Adventurer's Standard Upkeep costs 12

gp per Time Unit. Rich Upkeep costs 50g p per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

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

## Adventure Background

The story starts with the PCs having joined forces with a merchant as they head eastward from the City of Greyhawk. Recently they were also joined by a band of monks who have taken a vow of silence and are completely pacistic.

Disaster strikes in the form of an ill-fated river crossing. Two of the monks (and anybody else of that trip) are swept into the river. They eventually make it to the bank but no sign of the ferrymen can be found. The truth is that the ferrymen were doppelgangers and have traded places with the monks.

Soon after that, the party is ambushed by a group of kobolds hiding in the tall grass. Not too uncommon for the area but these kobolds seemed a little too powerful to be just out raiding. They were sent by the Orcs in the conclusion to defeat the party and steal their goods. At the very least, Glar, the Orc leader hopes they weaken the party enough to make them easy prey when they meet up.

Night soon falls and the band of heroes makes camp at a well used site. Before the night is over, more monks will be replaced with doppelgangers.

The next morning starts off with the doppelgangers shifting the lead monk's alignment to evil (At APLs 4+). They also try and shift a PC if they have enough spells available. Other than that, nothing really happens during the night.

Continuing the journey they so meet a lone Paladin of Rao. He scans the party before approaching and detects the evil now present (or a faint aura from the doppelgangers). He will confront the evil doers and attempt to make them repent.

After passing the Paladin, the group of travelers comes to a fork in the road. Within a few seconds they are set upon by a band of Orcs. If the party has not yet determined there are doppelgangers among them they will find out now as they join the Orcs in attacking the party. After the battle the PCs discover that the merchant was delivering a shipment of gems to buy a map from the Orcs. It is further discovered that the map is an artifact long thought lost belonging to the monks order.

## Adventure Summary Combat Note

The party will be traveling with possible combatants from a very early point. Combat can break out at anytime. Keep a note on where and with whom each battle takes place. PCs will be awarded more experience for uncovering the infiltrators before the final battle. If they do not, the final battle becomes a very nasty thing indeed. With that in mind, if the PCs do not pick up on all of the clues scattered around, the doppelgangers will attack to subdue in the final battle.

## Introduction

*Traveling westward from the City of Greyhawk towards Rel Mord you find yourself in the company of several adventurers, a group of monks and a lone merchant.*

*All of the monks, except for the eldest one who is called Brother Sill, have taken vows of silence. It seems that Brother Sill is more than happy to take up the conversational slack of his companions and you have learned more about his order than you ever wanted to know. They are dedicated to expanding the mind through meditation and mental exercises. It seems that the initiates into the order are required to travel a great distance in pursuit of some form of mental exercise or forgotten bit of lore to help them expand their minds. So far they have been wildly unsuccessful and are returning to their monastery.*

*The merchant, Florrian Allsom, seems somewhat put off by all of his newly acquired company. His ever present scowl hides the fact he is glad to have guards he doesn't have to pay for. Trying to engage*

*him in conversation is almost as hard as getting Brother Sill to be quiet.*

*Other adventurers have also joined the group over the past day or so.*

Have players introduce themselves at this time.

At this time, the players may wish to interact with the NPCs. The following bullet points detail what each one knows.

☛ **Florrian Allsom:** Exp3; hp 12; see Appendix One

Florrian's information:

- He thinks the monks are a menace. The fact they won't defend themselves if attacked makes him and his cargo bigger targets than he would have been alone
- The party's tagging along is tolerable since they seem quite capable of taking care of themselves. He is still worried that the larger group will attract to much unwanted attention.
- He has traveled this road alone before and never been bothered.
- His cargo is none of the party's business. (It appears to be bolts of cloth [Search DC 5] but hidden under all the cloth is a large cache of gold and gems. The exact amount is based on APL (See Treasure summary). [Search DC 35])
- He is from the City of Greyhawk.

☛ **Brother Sill:** Mnk 2; hp 12; see Appendix One

☛ **Other monks (4):** Mnk1; hp 6; see Appendix One

Brother Sill's Information:

- He is so happy to have so many people to talk to. Can you imagine the amount of knowledge a group of adventurer's possess!
- He thinks Florrian is a great listener and is probably one of the best traveling companions he has ever had.
- His order was founded over a thousand years ago. It has no real name. They have found that if they had a name, people would seek them out. This way people simply disregard them and move on.
- It took him several attempts to pass the year of silence. Once he did, his fellow monks rewarded him with the honor of leading the journeys into

Oerth. So far he hasn't found anything worthwhile to his order, even after all these years but the order seems happy with his efforts.

## Interlude 1

*As you begin the days travel, you hear a river in the distance. The forest opens to reveal a rather wide river (80'). On the opposite side is a small shack and ferry. The ferry is a flat boat which is pulled along a rope that stretches across the river. Two men are attending it but have not yet noticed you.*

*Brother Sill takes no time in attempting to grab the men's attention; "HELLO!!" he bellows at the top of his voice, "FINE DAY FOR A RIVER CROSSING!" The men either can't hear or are purposefully ignoring the loud monk. Florrian sighs audibly and goes over to the landing and pulls a small line attached to the larger rope. Instantly the two men look up and acknowledge your presence.*

*The men quickly pull the ferry over to your side and bid you welcome. "Morning, I'm Slar and this is Zellet. One piece of gold per crossing." He adds gruffly.*

From this distance, not too much detail can be made out. The ferry itself is a rather small one. It can hold at most one cart and one passenger or two horses and two men or five men.

The group consists of 10-12 men, one cart and at least one horse (Florrian's). It will take at least three trips.

The ferrymen, Slar and Zellet, are doppelgangers. They replaced the real ferrymen this morning and are waiting in ambush. They have just finished the modifications required to cause the boat to break loose and capsize.

The two will wait until the last load that carries at least two monks is crossing the river. At that time they will trigger the mechanism to release the boat. They will, in the resulting confusion, replace two monks and continue to journey with the party.

At APL2, the single doppelganger has replaced Zellet. Once he triggers the capsizing, he will instantly try to kill off a monk. This will take but a single round. He will then assume the monks form the next round. He will then, as the monk, try and aid in rescuing Slar since he really isn't evil.

The party will notice the fact that Slar and/or Zellet are missing. The doppelgangers have placed their bodies a short distance downstream for the PCs to find. They

have also made an effort to ensure that the monks bodies are washed well downriver.

The shack on the far side contains very little of value. If the PCs are determined to search it, roll a spot check for the ferrymen. If they spot them snooping in their house they will get agitated and Slar will demand they keep there thieving hands out of their stuff.

There are a few ways for the PCs to determine that there are doppelgangers in the area. These include, but are not limited to:

- Finding the bodies of Slar and Zellet before the capsizing. They are currently 300 yards downriver.
- Searching more than a mile downriver after the capsizing will reveal the monks bodies.
- An inspection of the ferry will reveal the sabotage (Spot [DC 25] and at least 4 ranks in some sort of engineering knowledge or profession: sailor)
- Searching the shack will reveal a well used cane but neither man walks with a limp. (It is Zellet's cane)

## Creatures

---

### APL 2 (EL 2)

🐉 Juvenile Doppelganger: hp 17; See Appendix One

### APL 4 (EL 4)

🐉 Juvenile Doppelgangers (2): hp 17, 18; See Appendix One

### APL 6 (EL 6)

🐉 Doppelgangers(2): Sor1; hp 21, 20; See Appendix One

### APL 8 (EL 8)

🐉 Doppelgangers(2): Sor2/Mnk1; hp 41, 42; See Appendix One

### APL10 (EL 10)

🐉 Doppelgangers(2): Sor2/Mnk3; hp 55, 54; See Appendix One

### APL 12 (EL 12)

🐉 Doppelgangers(2): Sor2/Mnk5; hp 69, 71; See Appendix One

## Encounter 1

*Once past the river, the forest thins out and the path starts winding through some gentle hill with tall grasses and short bushes.*

*The day is very warm and pleasant. If not for Brother Sill's constant verbal homage to it, it would be idyllic. Even the birds can't be hear above his constant chatter.*

It really isn't Brother Sill that is causing the lack of bird sounds. It is the kobold ambush waiting for the PCs. Some players will pick up on that and not be surprised. Have the others roll spot checks versus the kobolds hide. Those that make the check are not surprised.

## Creatures

### APL 2 (EL 4)

➤ **Kobold Leader:** Ftr2; hp 18; See Appendix One

➤ **Kobold Troops(4):** War1; hp 9, 8, 9, 10; See Appendix One

### APL 4 (EL 6)

➤ **Kobold Leader:** Ftr3; hp 25; See Appendix One

➤ **Kobold Archers(4):** Rgr1; hp 11, 12, 10, 9; See Appendix One

### APL 6 (EL 8)

➤ **Kobold Leader:** Ftr5; hp 39; See Appendix One

➤ **Kobold Archers(4):** Rgr3; hp 25, 24, 25, 25; See Appendix One

### APL 8 (EL 10)

➤ **Kobold Leader:** Ftr7; hp 53; See Appendix One

➤ **Kobold Archers(4):** Rgr5; hp 39, 38, 39, 40; See Appendix One

### APL 10 (EL 12)

➤ **Kobold Leader:** Ftr7; hp 53; See Appendix One

➤ **Kobold Master Archer:** Rgr7; hp 53; See Appendix One

➤ **Kobold Archers(8):** Rgr5; hp 39, 40, 39, 40, 41, 39, 39, 42; See Appendix One

### APL 12 (EL 14)

➤ **Kobold Leader:** Ftr7; hp 53; See Appendix One

➤ **Kobold Elite Archer:** Ftr5/Rgr7; hp 88; See Appendix One

➤ **Kobold Master Archer:** Rgr7; hp 53; See Appendix One

➤ **Kobold Archers(8):** Rgr5; hp 39, 40, 39, 40, 41, 39, 39, 42; See Appendix One

**Tactics:** The kobold with bows will use the tall grass as cover as they fire upon the party. The other kobolds will

rush the party in an attempt to keep them from going into the grasses to flush out the archers.

Do not forget that the kobolds have a penalty for being in the full sunlight.

## Treasure:

APL 2: L: 72 gp; C: 0 gp; M: M: Potion of Hiding (13 gp per character), Potion of Sneaking (13 gp per character)

APL 4: L: 69 gp; C: 0 gp; M: M: Potion of Hiding (13 gp per character), Potion of Sneaking (13 gp per character), +1 Shortbow (194 gp per character)

APL 6: L: 148 gp; C: 0 gp; M: M: Potion of Hiding (13 gp per character), Potion of Sneaking (13 gp per character), +1 Shortbow (194 gp per character), +1 Chain Shirt (104 gp per character)

APL 8: L: 198 gp; C: 0 gp; M: M: Potion of Hiding (13 gp per character), Potion of Sneaking (13 gp per character), +1 Shortbow (194 gp per character), +1 Chain Shirt (104 gp per character), +1 Arrows [40] (4 gp per character/per arrow)

APL 10: L: 417 gp; C: 0 gp; M: M: Potion of Hiding (13 gp per character), Potion of Sneaking (13 gp per character), +1 Shortbow [9] (194 gp per character), +1 Chain Shirt [2] (104 gp per character/per chain shirt), +1 Arrows [90] (4 gp per character/per arrow)

APL 12: L: 199 gp; C: 0 gp; M: M: Potion of Hiding (13 gp per character), Potion of Sneaking (13 gp per character), +1 Shortbow of Distance (694 gp per character), +1 Shortbow [10] (194 gp per character), +1 Chain Shirt [2] (104 gp per character/per chain shirt), +1 Arrows [140] (4 gp per character/per arrow), +1 Studded Leather (98 gp per character)

## Interlude 2

*As the noon hour approaches so does a small inn. The sign proclaims it as simply, "The Inn". "Oh! How marvelous. I was just about to ask about a midday meal when the fates have provided us this fine tavern. We should stop, grab a bit to eat and talk to the locals" interjects Brother Sill.*

If the party decides to stop for a bite, read the following.

*The inside of the roadside inn is sparsely decorated. A few large tables are scattered about a large central room. Two staircases on either side of the room lead to a small collection of private rooms located above the kitchen.*

The monks all sit at one table while Florrian sits at another. A barmaid collects their orders. The monks look to Brother Sill to order their meals.

The PCs can join whichever group they want or take over yet another table. If they want to search the place they can but it is empty.

After a while the barmaid will return with the food. Roll a d20 each time she delivers some food. Explain that she drops a bowl of stew in the lap of one of the monks who yelps in pain. An observant party will realize that this is dangerously close to breaking his vow of silence but only one (or two at APL 2) of the other monks are alarmed (Spot: [DC 12 + APL]). Brother Sill didn't notice as he was talking to the bar tender.

This is a hint as to the fact that the monks that didn't care are not really monks. If the PCs do not pick up on this just continue on.

### Interlude 3

***The day fades into dusk. Florrian notes that there is a clearing just off the road ahead. It should make an adequate place to camp for the night.***

If the PCs agree and make camp in the clearing, read the following otherwise paraphrase the following when they do make camp.

***The clearing has obviously been used to house travelers before. The fire ring and makeshift horse ties are well tended. Hopefully the night will pass quietly. Brother Sill notwithstanding.***

The night does pass relatively quietly. Every so often a pair of monks will leave the area to relieve themselves. If the PCs keep a careful eye on them they will witness the switch as a doppelganger ambushes them. If the PCs let them go, one of the sets will return as doppelgangers.

***The morning is clam and clear. The monks busy themselves with their morning chants and meditation. Florrian prepares his cart for the days journey. "We should make my destination by the end of the day." He notes as he finished hooking up his horse. "I sure will be thankful to be rid of the lot of you."***

The doppelgangers are casting *Shift Alignment* on Brother Sill (twice) and one of the PCs (The most "non-good" one) as well as their usual spells (if any) in the very early morning. This will appear to be simple meditating and chanting unless a PC succeeds at both a spot (DC APL+10) and Spellcraft (DC APL+15) check. This is enough to move Brother Sill to register as lawful evil which will be rather bad in the following interlude.

This all depends on the Doppelgangers being able to cast spells. This does not happen at APLs 2 and 4.

### Creatures

#### APL 2 (EL 2)

🐉 **Juvenile Doppelganger:** hp 17; See Appendix One

#### APL 4 (EL 4)

🐉 **Juvenile Doppelgangers (2):** hp 17, 18; See Appendix One

#### APL 6 (EL 6)

🐉 **Doppelgangers(2):** Sor1; hp 21, 20; See Appendix One

#### APL 8 (EL 8)

🐉 **Doppelgangers(2):** Sor2/Mnk1; hp 41, 42; See Appendix One

#### APL10 (EL 10)

🐉 **Doppelgangers(2):** Sor2/Mnk3; hp 55, 54; See Appendix One

#### APL 12 (EL 12)

🐉 **Doppelgangers(2):** Sor2/Mnk5; hp 69, 71; See Appendix One

### Interlude 4

If the PCs have not discovered the infiltrators presence at this point, run this encounter. If they have uncovered the doppelgangers skip over this encounter.

***Florrian breaks camp and continues on his journey with the monks and you in tow. An hour into the day's journey you spot a lone figure approaching from the opposite direction.***

***He is riding a rather large horse and wearing very nice (and heavy) looking plate armor. The light shines off its surface making him almost glow in the morning light.***

***He stops 50 feet from you and gives you all a very intense look. "Hold fellow travelers, a word if I may. I am Rillian Brightsword, a paladin of Rao on a quest to mend the ways of those who have fallen to evil."***

At APLs 2 and 4, read the following.

***"Pardon me if I seem out of line, but I could have sworn I sensed a glimmer of Evil about this group. Who are you and what is your mission."***

At all other APLs, read this instead.

***He glances at Brother Sill (and the PC if they now register as evil). "You there, what evil is it that taints***

*your soul? Speak quickly lest you feel the wrath of Rao."*

Rillian Brightsword is not really looking to get into a skirmish today. He noted the evil auras in the advancing group and decided the best course of action was bravado.

The PC and Brother Sill should profess their innocence. If magic is detected on them they will both radiate an alteration magic.

This encounter is a last chance encounter to root out the doppelgangers and save the party a very nasty fight at the end.

## Encounter 2

*Florrian seems to grow more anxious as the day progresses. Approaching a fork in the road he pauses looking down both forks. "This is where I leave you. Have a nice life." He starts to head down the right fork.*

*Before he can get his cart heading down the road a group of orcs springs from the woods at the side of the road.*

*"Glar know you bring muscle. Glar bring muscle too. Attack!!"*

Glar is the leader of the orc band that has found an ancient map. Florrian was hired to exchange the contents of the wagon for the map. Of course, the orcs have other ideas.

### APL 2 (EL 5)

🔥Orc Leader: Ftr1; hp 12; See Appendix One

🔥Orc(4): hp 4, 4, 4, 4, 4; See Monster Manual

### APL 4 (EL 7)

🔥Orc Leader: Ftr4; hp 36; See Appendix One

🔥Orc(6): hp 4, 4, 4, 4, 4, 4; See Monster Manual

### APL 6 (EL 8)

🔥Orc Leader: Ftr6; hp 52; See Appendix One

🔥Orc Soldiers(4): Ftr2; hp 20, 21, 22, 20; See Appendix One

### APL 8 (EL 10)

🔥Orc Leader (2): Ftr6; hp 52, 51; See Appendix One

🔥Orc Soldiers(4): Ftr2; hp 20, 21, 22, 20; See Appendix One

### APL 10 (EL 12)

🔥Orc Elite: Ftr10; hp 84; See Appendix One

🔥Orc Shaman: Clr8; hp 51; See Appendix One

🔥Orc Soldiers(4): Ftr2; hp 20, 21, 22, 20; See Appendix One

### APL 12 (EL 15)

🔥Orc Elite: Ftr10; hp 84; See Appendix One

🔥Orc Soldiers(8): Ftr6; hp 52; See Appendix One

🔥Ogre Mercenaries(4): Bar6; hp 85; See Appendix One

### Tactics:

The Monks/Doppelgangers will transform and start attacking the party unless they are already dead. This will make the orcs concentrate on the party.

If the Monks/Doppelgangers are still alive, they will attack to subdue. This should leave the party alive but unconscious for the conclusion.

The doppelgangers will attack the remaining orcs once the PCs have been defeated and both sides will be wiped out. The Paladin will find the party and heal them.

If the doppelgangers have already been defeated, the PCs should win a hard fought battle and get the goods.

### Treasure:

APL 2: L: 13 gp; C: 0 gp; M: Potion of Cure Light Wounds (4 gp per character)

APL 4: L: 9 gp; C: 0 gp; M: Potion of Cure Light Wounds (4 gp per character), Potion of Cure Moderate Wounds (25 gp per character), +1 Greatsword (196 gp per character)

APL 6: L: 78 gp; C: 0 gp; M: Potion of Cure Light Wounds [5] (4 gp per character/per potion), Potion of Cure Moderate Wounds (25 gp per character), +1 Greatsword (196 gp per character)

APL 8: L: 69 gp; C: 0 gp; M: Potion of Cure Light Wounds [6] (4 gp per character/per potion), Potion of Cure Moderate Wounds [4] (25 gp per character/per potion), +1 Greatsword [2] (196 gp per character/per sword), +1 Chain Shirt (104 gp per character/per Chain Mail)

APL 10: L: 139 gp; C: 0 gp; M: Potion of Cure Light Wounds [2] (4 gp per character/per potion), Potion of Cure Moderate Wounds [4] (25 gp per character/per potion), Potion of Cure Serious Wounds (63 gp per character), +1 Might Cleaving Greatsword (696 gp per character), +2 Chain Shirt (354 gp per character), Brooch of Shielding (125 gp per character)

APL 12: L: 105 gp; C: 0 gp; M: Potion of Cure Light Wounds [9] (4 gp per character/per potion), Potion of



Cure Moderate Wounds [18] (25 gp per character/per potion), Potion of Cure Serious Wounds (63 gp per character), +1 Might Cleaving Greatsword (696 gp per character), +3 Chain Shirt (771 gp per character), +2 heavy pick [8] (692 gp per character/per pick), +2 Breastplate [8] (363 gp per character/per Breastplate)

## Conclusion

**If the PCs have defeated everybody read the following:**

*The dust starts to settle. The remaining monks and Florrian come back from whatever hiding places they had found.*

The orc leader will have, on his person, player handout 1 and the mysterious map. One of the doppelgangers will have player handout 2 if they have not already found it by defeating the doppelgangers earlier.

Florrian knows that the map is very valuable. He will, if not interrupted, search the lead orcs body and take the map and his cart of gems back to Greyhawk.

If the PCs find the map first, Florrian will attempt to buy the map from them. He knows that it will be far better for him to return with the map and no gems than no map and the gems. He will, after some prodding inform the party that he was hired to purchase that map from these orcs. He will not reveal whom hired him as he isn't quite sure himself.

If the PCs make any comment about the map, Brother Sill will come over and take a peek. Of course, Brother Sill will be able to identify some of the markings on the map as belonging to his order. That being the case, he will make a case that the map is the rightful property of his order.

This should, of course, make a very fun time for the PCs. They need to determine where the map goes. Of the three choices, selling it will get them the most gold but giving it to the monks will earn them a favor that will be useful later. Keeping the map is also a legitimate course of action.

**If the PCs were defeated, read the following:**

*You wake to the face of Rillian Brightsword. "Welcome back to the land of the living!" he says cheerfully. "I couldn't shake the feeling of evil about your group so I turned around and followed after. Good thing I did from the looks of it." Looking around you see that orc and doppelganger bodies*

*litter the ground. Florrian and the monks are nowhere to be seen but the cart remains.*

*"It seems that your attackers fell on each other after knocking you around." Rillian adds. "When I got here, they were all dead or dying."*

At this point, the PCs get both the map and the gems from the cart but can not get the favor of the monastic order.

To quell the players' confusion, give them player handouts 1 and 2 (if not already found). These are notes found on the orc leader and doppelganger respectively.

## 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 One

Defeat the Kobolds

APL2	120 xp
APL4	180 xp
APL6	240 xp
APL8	300 xp
APL10	360 xp
APL12	420 xp

### Experience Grid for Final Combat

APL	Orc+4	Orc+2	Orc/4
2	180	210	240
4	240	330	360
6	300	450	480
8	420	570	600
10	420	690	720
12	480	810	840

- **Orc+4:** The last battle consisted of the Orcs and all 4 doppelgangers.
- **Orc+2:** The Last battle was with the Orcs and two doppelgangers
- **Orc/4:** The last battle was with just the Orcs but the doppelgangers were taken as a group of 4.

### Story Award

Uncovered the Doppelgangers before the final fight:

APL2	45 xp
APL4	67 xp
APL6	90 xp
APL8	112 xp
APL10	135 xp
APL12	157 xp

### Discretionary roleplaying award

APL2	45 xp
APL4	68 xp
APL6	90 xp
APL8	113 xp
APL10	135 xp
APL12	158 xp

### Total possible experience:

APL2	450 xp
APL4	675 xp
APL6	900 xp
APL8	1,125 xp
APL10	1,350 xp
APL12	1,575 xp

## Treasure Summary

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

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

### Encounter One:

Defeat and loot the Kobolds

APL 2: L: 72 gp; C: 0 gp; M: M: Potion of Hiding (13 gp per character), Potion of Sneaking (13 gp per character)

APL 4: L: 69 gp; C: 0 gp; M: M: Potion of Hiding (13 gp per character), Potion of Sneaking (13 gp per character), +1 Shortbow (194 gp per character)

APL 6: L: 148 gp; C: 0 gp; M: M: Potion of Hiding (13 gp per character), Potion of Sneaking (13 gp per character), +1 Shortbow (194 gp per character), +1 Chain Shirt (104 gp per character)

APL 8: L: 198 gp; C: 0 gp; M: M: Potion of Hiding (13 gp per character), Potion of Sneaking (13 gp per character), +1 Shortbow (194 gp per character), +1 Chain Shirt (104 gp per character), +1 Arrows [40] (4 gp per character/per arrow)

APL 10: L: 417 gp; C: 0 gp; M: M: Potion of Hiding (13 gp per character), Potion of Sneaking (13 gp per character), +1 Shortbow [9] (194 gp per character), +1 Chain Shirt [2] (104 gp per character/per chain shirt), +1 Arrows [90] (4 gp per character/per arrow)

APL 12: L: 199 gp; C: 0 gp; M: M: Potion of Hiding (13 gp per character), Potion of Sneaking (13 gp per character), +1 Shortbow of Distance (694 gp per character), +1 Shortbow [10] (194 gp per character), +1 Chain Shirt [2] (104 gp per character/per chain shirt), +1 Arrows [140] (4 gp per character/per arrow), +1 Studded Leather (98 gp per character)

### Encounter Two:

Defeat and Loot the Orcs

APL 2: L: 13 gp; C: 0 gp; M: M: Potion of Cure Light Wounds (4 gp per character)

APL 4: L: 9 gp; C: 0 gp; M: M: Potion of Cure Light Wounds (4 gp per character), Potion of Cure Moderate Wounds (25 gp per character), +1 Greatsword (196 gp per character)

APL 6: L: 78 gp; C: 0 gp; M: M: Potion of Cure Light Wounds [5] (4 gp per character/per potion), Potion of Cure Moderate Wounds (25 gp per character), +1 Greatsword (196 gp per character)

APL 8: L: 69 gp; C: 0 gp; M: M: Potion of Cure Light Wounds [6] (4 gp per character/per potion), Potion of Cure Moderate Wounds [4] (25 gp per character/per potion), +1 Greatsword [2] (196 gp per character/per sword), +1 Chain Shirt (104 gp per character/per Chain Mail)

APL 10: L: 139 gp; C: 0 gp; M: M: Potion of Cure Light Wounds [2] (4 gp per character/per potion), Potion of Cure Moderate Wounds [4] (25 gp per character/per potion), Potion of Cure Serious Wounds (63 gp per character), +1 Might Cleaving Greatsword (696 gp per character), +2 Chain Shirt (354 gp per character), Brooch of Shielding (125 gp per character)

APL 12: L: 105 gp; C: 0 gp; M: M: Potion of Cure Light Wounds [9] (4 gp per character/per potion), Potion of Cure Moderate Wounds [18] (25 gp per character/per potion), Potion of Cure Serious Wounds (63 gp per character), +1 Might Cleaving Greatsword (696 gp per character), +3 Chain Shirt (771 gp per character), +2 heavy pick [8] (692 gp per character/per pick), +2 Breastplate [8] (363 gp per character/per Breastplate)

### Conclusion:

APL 2: L: 0 gp; C: 300 gp; M: 0 gp

APL 4: L: 0 gp; C: 300 gp; M: 0 gp

APL 6: L: 0 gp; C: 300 gp; M: 0 gp

APL 8: L: 0 gp; C: 300 gp; M: 0 gp

APL 10: L: 0 gp; C: 300 gp; M: 0 gp

APL 12: L: 0 gp; C: 300 gp; M: 0 gp

### Total Possible Treasure

APL 2:	400 gp
APL 4:	600 gp
APL 6:	800 gp
APL 8:	1,250 gp
APL 10:	2,100 gp
APL 12:	3,000 gp

# Appendix One: NPCs

## Introduction:

☛ **Brother Sill:** Human Mnk2, CR 2: Medium Humanoid; HD 2d8; hp 14; Init +1; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [[Dex +1, Wis +1]]; Atk +1 Melee (d6, unarmed); AL LG; SV Fort+3, Ref +4, Will +4; Str 10, Dex 13, Con 10, Int 12, Wis 12, Cha 11

Skills & Feats: Concentration +2, Tumble +6, Jump +5, Knowledge: Travel +3, Hide +5, Intimidate +2, Diplomacy +1; Dodge, Endurance, Run

☛ **Monks:** Human Mnk1, CR 1: Medium Humanoid; HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [[Dex +1, Wis +1]]; Atk +1 Melee (d6, unarmed); AL LG; SV Fort +2, Ref +3, Will +3; Str 10, Dex 12, Con 10, Int 12, Wis 12, Cha 11

Skills & Feats: Concentration +2, Tumble +5, Jump +4, Knowledge: Travel +2, Hide +4, Intimidate +2; Endurance, Run

☛ **Florrian Allsom:** Male Human Exp3; CR 2: Medium Humanoid; HD 3d6; hp 14; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +3 melee (1d8, longsword) or +3 melee (1d4, dagger); AL NG; SV Fort +1, Ref +1, Will +5; Str 10, Dex 10, Con 10, Int 12, Wis 14, Cha 14.

*Skills & Feats:* Alchemy +7, Appraise +7, Diplomacy +10, Gather Information +8, Innuendo +8, Listen +5, Perform (harp) +8, Profession (Merchant) +10, Spot +5; Martial Weapon Proficiency (longsword), Skill Focus (Diplomacy, Profession: Merchant).

*Possessions:* longsword with jet jewel in the hilt (550 gp)

## Interlude One:

### APL 2 & 4

☛ **Doppelganger, Juvenile:** Medium-Sized Shapechanger; CR 2; HD 3d8+3; hp varies; Init +1; Spd 30 ft.; AC 15 (flat-footed 14, touch 11); Atk +3 melee (2 Slams, 1d6+1); SQ: Alter Self, Detect Thoughts, Immunities; AL N; SV Fort +5, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13

Skills and Feats: Bluff +8\*, Disguise +10\*, Listen +8, Sense Motive +4, Spot +6; Alertness

**Detect Thoughts (Su):** A doppelganger can continuously detect thoughts as the spell cast by an

18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

**Alter Self (Su):** A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

**Immunities (Ex):** Doppelgangers are immune to sleep and charm effects.

Skills: A doppelganger receives a +4 racial bonus to Bluff and Disguise checks.

\*When using alter self, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

### APL 6

☛ **Doppelgangers:** Doppelganger Sor1; CR 4: Medium-Size Shapechanger; HD 4d8+1d4+5; hp varies; Init +1; Spd 30 ft.; AC 15 (touch 15, flat-footed 14) [[Dex +1, Natural +4]]; Atk +3 melee (1d6+1, slam x2); SQ: Alter Self, immunities; AL: N; SV Fort +8, Ref +5, Will +8; Str 12, Dex 13, con 12, Int 13, Wis 14, Cha 13.

Skills & Feats: Bluff +10, Disguise +10, Listen +8, Sense Motive +6, Spot +6, Spellcraft +5; Concentration +5; Alertness, Dodge, Great Fortitude

Possessions: None

*Spells Known* (5/4; Save DC = 11 + spell level): 0—[*Resistance*, *Detect Magic*, *Dancing Lights*, *Ghost sound*]; 1st—[*Shift Alignment*, *Shield*].

**Detect Thoughts (Su):** A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

**Alter Self (Su):** A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

**Immunities (Ex):** Doppelgangers are immune to sleep and charm effects.

Skills: A doppelganger receives a +4 racial bonus to Bluff and Disguise checks.

\*When using alter self, a doppelganger receives an additional +10 circumstance bonus to Disguise checks.

If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

### **APL 8**

☛**Doppelgangers:** Doppelganger Sor2/Mnk1; CR 6: Medium-Size Shapechanger; HD 4d8+2d4+1d8+6; hp 41; Init +1; Spd 30 ft.; AC 17 (touch 17, flat-footed 14) [[Dex +1, Natural +4, Wis +2]]; Atk +4 melee (1d6+1, slam x2); SQ: Alter Self, immunities; AL: N; SV Fort +10, Ref +7, Will +11; Str 12, Dex 13, con 12, Int 13, Wis 14, Cha 13.

Skills & Feats: Bluff +10, Disguise +10, Listen +12, Move Silently +5, Sense Motive +6, Spot +7, Spellcraft +5; Concentration +10, Tumble +5, Climb +2; Alertness, Dodge, Great Fortitude.

Possessions: None

*Spells Known* (6/5; Save DC = 11 + spell level): 0—[*Resistance, Detect Magic, Dancing Lights, Ghost sound, Mage Hand*]; 1st—[*Shift Alignment, Shield*].

**Detect Thoughts (Su):** A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

**Alter Self (Su):** A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

**Immunities (Ex):** Doppelgangers are immune to sleep and charm effects.

Skills: A doppelganger receives a +4 racial bonus to Bluff and Disguise checks.

\*When using alter self, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

### **APL 10**

☛**Doppelgangers:** Doppelganger Sor2/Mnk3; CR 8: Medium-Size Shapechanger; HD 4d8+2d4+3d8+9; hp 55; Init +2; Spd 30 ft.; AC 18 (touch 18, flat-footed 14) [[Dex +2, Natural +4, Wis +2]]; Atk +6/+1 melee (1d6+1, slam x2); SQ: Alter Self, immunities; AL: N; SV Fort +11, Ref +7, Will +12; Str 12, Dex 14, con 12, Int 13, Wis 14, Cha 13.

Skills & Feats: Bluff +10, Disguise +10, Listen +12, Move Silently +5, Sense Motive +6, Spot +7, Spellcraft

+5; Concentration +10, Tumble +5, Climb +2; Alertness, Dodge, Great Fortitude.

Possessions: None

*Spells Known* (6/5; Save DC = 11 + spell level): 0—[*Resistance, Detect Magic, Dancing Lights, Ghost sound, Mage Hand*]; 1st—[*Shift Alignment, Shield*].

**Detect Thoughts (Su):** A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

**Alter Self (Su):** A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

**Immunities (Ex):** Doppelgangers are immune to sleep and charm effects.

Skills: A doppelganger receives a +4 racial bonus to Bluff and Disguise checks.

\*When using alter self, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

### **APL 12**

☛**Doppelgangers(2):** Doppelganger Sor2/Mnk5; CR 10: Medium-Size Shapechanger; HD 4d8+2d4+5d8+9; hp 69; Init +2; Spd 30 ft.; AC 19 (touch 19, flat-footed 14) [[Dex +2, Natural +4, Wis +2, Bonus +1]]; Atk +7/+2 melee (1d6+1, slam x2); SQ: Alter Self, immunities; AL: N; SV Fort +12, Ref +8, Will +13; Str 12, Dex 14, con 12, Int 13, Wis 14, Cha 13.

Skills & Feats: Bluff +10, Disguise +10, Listen +12, Move Silently +5, Sense Motive +6, Spot +7, Spellcraft +5; Concentration +10, Tumble +5, Climb +2; Alertness, Dodge, Great Fortitude.

Possessions: None

*Spells Known* (6/5; Save DC = 11 + spell level): 0—[*Resistance, Detect Magic, Dancing Lights, Ghost sound, Mage Hand*]; 1st—[*Shift Alignment, Shield*].

**Detect Thoughts (Su):** A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

**Alter Self (Su):** A doppelganger can assume the shape of any Small or Medium-size humanoid. This works

like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

**Immunities (Ex):** Doppelgangers are immune to sleep and charm effects.

**Skills:** A doppelganger receives a +4 racial bonus to Bluff and Disguise checks.

\*When using alter self, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

## Encounter One:

### APL 2

🐉 **Kobold Leader:** Kobold Ftr2; CR 2: Small Humanoid (Reptilian); HD 2d10+2; hp 18; Init +4; Spd 30 ft.; AC 20 (touch 14, flat-footed 16) [[+4 Dex, +4 armor, +2 natural]]; Atk +3 melee (1d6, shortsword) or +9 ranged (1d6, Shortbow); SQ: Darkvision, Light Sensitivity; AL LE; SV Fort +4, Ref +4, Will +0; Str 10, Dex 18, Con 12, Int 12, Wis 10, Cha 10.

**Skills & Feats:** Climb +4, Hide +9, Jump +4, Ride +5, Search +3; Point Blank Shot, Precise Shot, Rapid Shot.

**Possessions:** masterwork Shortbow, 40 masterwork arrows, short sword, masterwork chain shirt, *potion of hiding*, *potion of sneaking*.

🐉 **Kobold Troops:** Kobold War1; CR 1/2: Small Humanoid (Reptilian); HD 1d8+1; hp 9; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [[+3 armor, +3 Dex, +2 natural]]; Atk +1 melee (1d6-1, short sword) or +5 ranged (1d6, Shortbow); SQ: Darkvision, Light Sensitivity; AL LE; SV Fort +3, Ref +3, Will +0; Str 8, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

**Skills & Feats:** Climb +2, Hide +8, Jump+2, Search +3; Point Blank Shot.

**Possessions:** Shortbow, studded leather armor, arrows (40), short sword.

### APL 4

🐉 **Kobold Leader:** Kobold Ftr3; CR 3: Small Humanoid (Reptilian); HD 3d10+3; hp 25; Init +4; Spd 30 ft.; AC 20 (touch 14, flat-footed 16) [[+4 Dex, +4 armor, +2 natural]]; Atk +4 melee (1d6, shortsword) or +11 ranged (1d6+1, +1 Shortbow); SQ: Darkvision, Light Sensitivity; AL LE; SV Fort +4, Ref +5, Will +1; Str 10, Dex 18, Con 12, Int 12, Wis 10, Cha 10.

**Skills & Feats:** Climb +5, Hide +10, Jump +4, Ride +5, Search +3; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Shortbow).

**Possessions:** +1 Shortbow, 40 masterwork arrows, short sword, masterwork chain shirt, *potion of hiding*, *potion of sneaking*.

🐉 **Kobold Archers:** Kobold Rgr1; CR 1: Small Humanoid (Reptilian); HD 1d10+1; hp 11; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16) [[+4 armor, +3 Dex, +2 natural]]; Atk +1 melee (1d6-1, short sword) or +5 ranged (1d6, Shortbow); SA: Favored Enemy (human); SQ: Darkvision, Light Sensitivity; AL LE; SV Fort +3, Ref +3, Will +0; Str 8, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

**Skills & Feats:** Climb +1, Heal +4, Hide +9, Jump+1, Search +3, Spot +4; Point Blank Shot, Track.

**Possessions:** Shortbow, chain shirt, arrows (40), short sword.

### APL 6

🐉 **Kobold Leader:** Kobold Ftr5; CR 5: Small Humanoid (Reptilian); HD 5d10+5; hp 39; Init +4; Spd 30 ft.; AC 21 (touch 14, flat-footed 17) [[+4 Dex, +5 armor, +2 natural]]; Atk +6/1 melee (1d6, shortsword) or +12/7 ranged (1d6+3, +1 Shortbow); SQ: Darkvision, Light Sensitivity; AL LE; SV Fort +5, Ref +5, Will +1; Str 10, Dex 19, Con 12, Int 12, Wis 10, Cha 10.

**Skills & Feats:** Climb +7, Hide +12, Jump +4, Ride +5, Search +3; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Shortbow), Weapon Specialization (Shortbow).

**Possessions:** +1 Shortbow, 40 arrows, short sword, +1 chain shirt, *potion of hiding*, *potion of sneaking*.

🐉 **Kobold Archers:** Kobold Rgr3; CR 3: Small Humanoid (Reptilian); HD 3d10+3; hp 25; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16) [[+4 armor, +3 Dex, +2 natural]]; Atk +3 melee (1d6-1, short sword) or +8 ranged (1d6, masterwork Shortbow); SA: Favored Enemy (human); SQ: Darkvision, Light Sensitivity; AL LE; SV Fort +4, Ref +4, Will +1; Str 8, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

**Skills & Feats:** Climb +3, Heal +6, Hide +11, Jump+3, Search +3, Spot +6; Point Blank Shot, Rapid Shot, Track.

**Possessions:** masterwork Shortbow, chain shirt, arrows (40), short sword.

## **APL 8**

🗡️**Kobold Leader:** Kobold Ftr7; CR 7: Small Humanoid (Reptilian); HD 7d10+7; hp 53; Init +4; Spd 30 ft.; AC 21 (touch 14, flat-footed 17) [[+4 Dex, +5 armor, +2 natural]]; Atk +8/3 melee (1d6, shortsword) or +15/10 ranged (1d6+4, +1 *Shortbow*); SQ: Darkvision, Light Sensitivity; AL LE; SV Fort +6, Ref +6, Will +2; Str 10, Dex 19, Con 12, Int 12, Wis 10, Cha 10.

*Skills & Feats:* Climb +9, Hide +14, Jump +4, Ride +5, Search +3; Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Shortbow), Weapon Specialization (Shortbow).

*Possessions:* +1 *Shortbow*, 40 +1 arrows, short sword, +1 *chain shirt*, *potion of hiding*, *potion of sneaking*.

🗡️**Kobold Archers:** Kobold Rgr5; CR 5: Small Humanoid (Reptilian); HD 5d10+5; hp 39; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16) [[+4 armor, +3 Dex, +2 natural]]; Atk +5 melee (1d6-1, short sword) or +10 ranged (1d6, masterwork Shortbow); SA: Favored Enemy (human +2, elf +1); SQ: Darkvision, Light Sensitivity; AL LE; SV Fort +5, Ref +4, Will +1; Str 8, Dex 16, Con 12, Int 12, Wis 11, Cha 10.

*Skills & Feats:* Climb +5, Heal +8, Hide +13, Jump+5, Search +3, Spot +8; Point Blank Shot, Rapid Shot, Track.

*Possessions:* masterwork Shortbow, masterwork chain shirt, arrows (40), short sword.

## **APL 10**

🗡️**Kobold Leader:** Kobold Ftr7; CR 7: Small Humanoid (Reptilian); HD 7d10+7; hp 53; Init +4; Spd 30 ft.; AC 21 (touch 14, flat-footed 17) [[+4 Dex, +5 armor, +2 natural]]; Atk +8/3 melee (1d6, shortsword) or +15/10 ranged (1d6+4, +1 *Shortbow*); SQ: Darkvision, Light Sensitivity; AL LE; SV Fort +6, Ref +6, Will +2; Str 10, Dex 19, Con 12, Int 12, Wis 10, Cha 10.

*Skills & Feats:* Climb +9, Hide +14, Jump +4, Ride +5, Search +3; Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Shortbow), Weapon Specialization (Shortbow).

*Possessions:* +1 *Shortbow*, 50 +1 arrows, short sword, +1 *chain shirt*, *potion of hiding*, *potion of sneaking*.

🗡️**Kobold Master Archer:** Kobold Rgr7; CR 7: Small Humanoid (Reptilian); HD 7d10+7; hp 53; Init +3; Spd 30 ft.; AC 20 (touch 13, flat-footed 16) [[+5 armor, +3 Dex, +2 natural]]; Atk +7/2 melee (1d6-1, short sword) or +13/8 ranged (1d6, masterwork Shortbow); SA: Favored Enemy (human +2, elf +1); SQ: Darkvision,

Light Sensitivity; AL LE; SV Fort +6, Ref +5, Will +2; Str 8, Dex 16, Con 12, Int 12, Wis 11, Cha 10.

*Skills & Feats:* Climb +8, Heal +10, Hide +16, Jump+8, Search +3, Spot +10; Point Blank Shot, Precise Shot, Rapid Shot, Track.

*Possessions:* masterwork Shortbow, +1 *chain shirt*, +1 arrows (40), short sword.

*Spells Prepared* (–/1; Save DC = 10 + spell level): 1st—[*Entangle*].

🗡️**Kobold Archers:** Kobold Rgr5; CR 5: Small Humanoid (Reptilian); HD 5d10+5; hp 39; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16) [[+4 armor, +3 Dex, +2 natural]]; Atk +5 melee (1d6-1, short sword) or +10 ranged (1d6+1, +1 *Shortbow*); SA: Favored Enemy (human +2, elf +1); SQ: Darkvision, Light Sensitivity; AL LE; SV Fort +5, Ref +4, Will +1; Str 8, Dex 16, Con 12, Int 12, Wis 11, Cha 10.

*Skills & Feats:* Climb +5, Heal +8, Hide +13, Jump+5, Search +3, Spot +8; Point Blank Shot, Rapid Shot, Track.

*Possessions:* +1 *Shortbow*, masterwork chain shirt, arrows (40), short sword.

## **APL 12**

🗡️**Kobold Leader:** Kobold Ftr7; CR 7: Small Humanoid (Reptilian); HD 7d10+7; hp 53; Init +4; Spd 30 ft.; AC 21 (touch 14, flat-footed 17) [[+4 Dex, +5 armor, +2 natural]]; Atk +8/3 melee (1d6, shortsword) or +15/10 ranged (1d6+4, range 120 ft., +1 *Shortbow of distance*); SQ: Darkvision, Light Sensitivity; AL LE; SV Fort +6, Ref +6, Will +2; Str 10, Dex 19, Con 12, Int 12, Wis 10, Cha 10.

*Skills & Feats:* Climb +9, Hide +14, Jump +4, Ride +5, Search +3; Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Shortbow), Weapon Specialization (Shortbow).

*Possessions:* +1 *Shortbow of distance*, 40 +1 arrows, short sword, +1 *chain shirt*, *potion of hiding*, *potion of sneaking*.

🗡️**Kobold Master Archer:** Kobold Rgr7; CR 7: Small Humanoid (Reptilian); HD 7d10+7; hp 53; Init +3; Spd 30 ft.; AC 20 (touch 13, flat-footed 16) [[+5 armor, +3 Dex, +2 natural]]; Atk +7/2 melee (1d6-1, short sword) or +13/8 ranged (1d6+1, +1 *Shortbow*); SA: Favored Enemy (human +2, elf +1); SQ: Darkvision, Light Sensitivity; AL LE; SV Fort +6, Ref +5, Will +2; Str 8, Dex 16, Con 12, Int 12, Wis 11, Cha 10.

*Skills & Feats:* Climb +8, Heal +10, Hide +16, Jump+8, Search +3, Spot +10; Point Blank Shot, Precise Shot, Rapid Shot, Track.

*Possessions:* +1 *Shortbow*, +1 *chain shirt*, +1 arrows (40), short sword.

*Spells Prepared*(--/1): 1st—[*Entangle*].

☛**Kobold Archers:** Kobold Rgr5; CR 5: Small Humanoid (Reptilian); HD 5d10+5; hp 39; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16) [[+4 armor, +3 Dex, +2 natural]]; Atk +5 melee (1d6-1, short sword) or +10 ranged (1d6+1, +1 *Shortbow*); SA: Favored Enemy (human +2, elf +1); SQ: Darkvision, Light Sensitivity; AL LE; SV Fort +5, Ref +4, Will +1; Str 8, Dex 16, Con 12, Int 12, Wis 11, Cha 10.

*Skills & Feats:* Climb +5, Heal +8, Hide +13, Jump+5, Search +3, Spot +8; Point Blank Shot, Rapid Shot, Track.

*Possessions:* +1 *Shortbow*, masterwork chain shirt, arrows (40), short sword.

☛**Kobold Elite Archer:** Kobold Ftr5/Rgr7; CR 12: Small Humanoid (Reptilian); HD 12d10+12; hp 88; Init +6; Spd 30 ft.; AC 21 (touch 15, flat-footed 16) [[+4 armor, +5 Dex, +2 natural]]; Atk +13/+8/+3 melee (1d6+1, 19-20/x2, *short sword*) or +20/+15/+10 ranged (1d6+4, 19-20/x3, +1 *Shortbow*); SA: Favored Enemy (human +2, elf +1); SQ: Darkvision, Light Sensitivity; AL LE; SV Fort +10, Ref +9, Will +4; Str 10, Dex 22, Con 12, Int 12, Wis 11, Cha 10.

*Skills & Feats:* Climb +15, Hide +35, Jump+10, Listen +6, Ride +16, Search +3, Spot +11; Dodge, Improved Critical (*Shortbow*), Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Spring Attack, Track, Weapon Focus (*Shortbow*), Weapon Specialization (*Shortbow*).

*Possessions:* +1 *Shortbow*, 50 +1 arrows, +1 studded leather.

*Spells Prepared*(--/1): 1st—[*Entangle*].

## Interlude Three:

### APL 2 & 4

☛**Doppelganger, Juvenile:** Medium-Sized Shapechanger; CR 2; HD 3d8+3; hp varies; Init +1; Spd 30 ft.; AC 15 (flat-footed 14, touch 11); Atk +3 melee (2 Slams, 1d6+1); SQ: Alter Self, Detect Thoughts, Immunities; AL N; SV Fort +5, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13

Skills and Feats: Bluff +8\*, Disguise +10\*, Listen +8, Sense Motive +4, Spot +6; Alertness

**Detect Thoughts (Su):** A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

**Alter Self (Su):** A doppelganger can assume the shape of any Small or Medium-size humanoid. This works

like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

**Immunities (Ex):** Doppelgangers are immune to sleep and charm effects.

Skills: A doppelganger receives a +4 racial bonus to Bluff and Disguise checks.

\*When using alter self, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

### APL 6

☛**Doppelgangers:** Doppelganger Sor1; CR 4: Medium-Size Shapechanger; HD 4d8+1d4+5; hp varies; Init +1; Spd 30 ft.; AC 15 (touch 15, flat-footed 14) [[Dex +1, Natural +4]]; Atk +3 melee (1d6+1, slam x2); SQ: Alter Self, immunities; AL: N; SV Fort +8, Ref +5, Will +8; Str 12, Dex 13, con 12, Int 13, Wis 14, Cha 13.

Skills & Feats: Bluff +10, Disguise +10, Listen +8, Sense Motive +6, Spot +6, Spellcraft +5; Concentration +5; Alertness, Dodge, Great Fortitude

Possessions: None

*Spells Known* (5/4; Save DC = 11 + spell level): 0—[*Resistance*, *Detect Magic*, *Dancing Lights*, *Ghost sound*]; 1st—[*Shift Alignment*, *Shield*].

**Detect Thoughts (Su):** A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

**Alter Self (Su):** A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

**Immunities (Ex):** Doppelgangers are immune to sleep and charm effects.

Skills: A doppelganger receives a +4 racial bonus to Bluff and Disguise checks.

\*When using alter self, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

### APL 8



🐉 **Doppelgangers:** Doppelganger Sor2/Mnk1; CR 6: Medium-Size Shapechanger; HD 4d8+2d4+1d8+6; hp 41; Init +1; Spd 30 ft.; AC 17 (touch 17, flat-footed 14) [[Dex +1, Natural +4, Wis +2]]; Atk +4 melee (1d6+1, slam x2); SQ: Alter Self, immunities; AL: N; SV Fort +10, Ref +7, Will +11; Str 12, Dex 13, con 12, Int 13, Wis 14, Cha 13.

Skills & Feats: Bluff +10, Disguise +10, Listen +12, Move Silently +5, Sense Motive +6, Spot +7, Spellcraft +5; Concentration +10, Tumble +5, Climb +2; Alertness, Dodge, Great Fortitude.

Possessions: None

*Spells Known* (6/5; Save DC = 11 + spell level): 0—[*Resistance*, *Detect Magic*, *Dancing Lights*, *Ghost sound*, *Mage Hand*]; 1st—[*Shift Alignment*, *Shield*].

**Detect Thoughts (Su):** A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

**Alter Self (Su):** A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

**Immunities (Ex):** Doppelgangers are immune to sleep and charm effects.

Skills: A doppelganger receives a +4 racial bonus to Bluff and Disguise checks.

\*When using alter self, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

#### APL 10

🐉 **Doppelgangers:** Doppelganger Sor2/Mnk3; CR 8: Medium-Size Shapechanger; HD 4d8+2d4+3d8+9; hp 55; Init +2; Spd 30 ft.; AC 18 (touch 18, flat-footed 14) [[Dex +2, Natural +4, Wis +2]]; Atk +6/+1 melee (1d6+1, slam x2); SQ: Alter Self, immunities; AL: N; SV Fort +11, Ref +7, Will +12; Str 12, Dex 14, con 12, Int 13, Wis 14, Cha 13.

Skills & Feats: Bluff +10, Disguise +10, Listen +12, Move Silently +5, Sense Motive +6, Spot +7, Spellcraft +5; Concentration +10, Tumble +5, Climb +2; Alertness, Dodge, Great Fortitude.

Possessions: None

*Spells Known* (6/5; Save DC = 11 + spell level): 0—[*Resistance*, *Detect Magic*, *Dancing Lights*, *Ghost sound*, *Mage Hand*]; 1st—[*Shift Alignment*, *Shield*].

**Detect Thoughts (Su):** A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

**Alter Self (Su):** A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

**Immunities (Ex):** Doppelgangers are immune to sleep and charm effects.

Skills: A doppelganger receives a +4 racial bonus to Bluff and Disguise checks.

\*When using alter self, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

#### APL 12

🐉 **Doppelgangers(2):** Doppelganger Sor2/Mnk5; CR 10: Medium-Size Shapechanger; HD 4d8+2d4+5d8+9; hp 69; Init +2; Spd 30 ft.; AC 19 (touch 19, flat-footed 14) [[Dex +2, Natural +4, Wis +2, Bonus +1]]; Atk +7/+2 melee (1d6+1, slam x2); SQ: Alter Self, immunities; AL: N; SV Fort +12, Ref +8, Will +13; Str 12, Dex 14, con 12, Int 13, Wis 14, Cha 13.

Skills & Feats: Bluff +10, Disguise +10, Listen +12, Move Silently +5, Sense Motive +6, Spot +7, Spellcraft +5; Concentration +10, Tumble +5, Climb +2; Alertness, Dodge, Great Fortitude.

Possessions: None

*Spells Known* (6/5; Save DC = 11 + spell level): 0—[*Resistance*, *Detect Magic*, *Dancing Lights*, *Ghost sound*, *Mage Hand*]; 1st—[*Shift Alignment*, *Shield*].

**Detect Thoughts (Su):** A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

**Alter Self (Su):** A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

**Immunities (Ex):** Doppelgangers are immune to sleep and charm effects.

**Skills:** A doppelganger receives a +4 racial bonus to Bluff and Disguise checks.

\*When using alter self, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

## Encounter Two:

### APL 2

**☛Orc Leader:** Orc Ftr1; CR 1: Medium Humanoid; HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [[armor +4, Dex +1]]; Atk +5 melee (2d6+6, greatsword); SQ: Darkvision, Light Sensitivity; AL NE; SV Fort +4, Ref +1, Will +1; Str 18, Dex 12, Con 14, Int 12, Wis 12, Cha 6.

**Skills & Feats:** Climb +6, Jump +6, Swim +8; Cleave, Power Attack.

**Possessions:** greatsword, chain shirt, *potion of cure light wounds*.

### APL 4

**☛Orc Leader:** Orc Ftr4; CR 4: Medium Humanoid; HD 4d10+8; hp 36; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [[armor +4, Dex +1]]; Atk +10 melee (2d6+9, +1 greatsword); SQ: Darkvision, Light Sensitivity; AL NE; SV Fort +6, Ref +2, Will +2; Str 18, Dex 13, Con 14, Int 12, Wis 12, Cha 6.

**Skills & Feats:** Climb +9, Jump +9, Swim +11; Cleave, Dodge, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

**Possessions:** +1 greatsword, chain shirt, *potion of cure light wounds*, *potion of cure moderate wounds*.

### APL 6

**☛Orc Leader:** Orc Ftr6; CR 6: Medium Humanoid; HD 6d10+12; hp 52; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [[armor +4, Dex +1]]; Atk +12/7 melee (2d6+9, +1 greatsword); SQ: Darkvision, Light Sensitivity; AL NE; SV Fort +7, Ref +3, Will +3; Str 18, Dex 13, Con 14, Int 12, Wis 12, Cha 6.

**Skills & Feats:** Climb +11, Jump +11, Swim +13; Cleave, Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

**Possessions:** +1 greatsword, masterwork chain shirt, *potion of cure light wounds*, *potion of cure moderate wounds*.

**☛Orc Soldiers:** Orc Ftr2; CR 2: Medium Humanoid; HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15) [[armor +5, Dex +1]]; Atk +6 melee (1d6+3, heavy pick); SQ: Darkvision, Light Sensitivity; AL NE; SV Fort +5, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 12, Wis 10, Cha 6.

**Skills & Feats:** Climb +3, Jump +3, Swim +7; Cleave, Power Attack, Weapon Focus (heavy pick).

**Possessions:** heavy pick, breastplate, *potion of cure light wounds*.

### APL 8

**☛Orc Leader:** Orc Ftr6; CR 6: Medium Humanoid; HD 6d10+12; hp 52; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [[armor +5, Dex +1]]; Atk +12/7 melee (2d6+9, +1 greatsword); SQ: Darkvision, Light Sensitivity; AL NE; SV Fort +7, Ref +3, Will +3; Str 18, Dex 13, Con 14, Int 12, Wis 12, Cha 6.

**Skills & Feats:** Climb +11, Jump +11, Swim +13; Cleave, Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

**Possessions:** +1 greatsword, +1 chain shirt, *potion of cure light wounds*, *potion of cure moderate wounds* (2).

**☛Orc Soldiers:** Orc Ftr2; CR 2: Medium Humanoid; HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15) [[armor +5, Dex +1]]; Atk +6 melee (1d6+3, heavy pick); SQ: Darkvision, Light Sensitivity; AL NE; SV Fort +5, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 12, Wis 10, Cha 6.

**Skills & Feats:** Climb +3, Jump +3, Swim +7; Cleave, Power Attack, Weapon Focus (heavy pick).

**Possessions:** heavy pick, breastplate, *potion of cure light wounds*.

### APL 10

**☛Orc Elite:** Orc Ftr10; CR 10: Medium Humanoid; HD 10d10+20; hp 84; Init +6; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) [[armor +6, Dex +2]]; Atk +16/11 melee (2d6+9, 18-20/x2, +1 mighty cleaving greatsword); SQ: Darkvision, Light Sensitivity; AL NE; SV Fort +9, Ref +5, Will +4; Str 18, Dex 14, Con 14, Int 12, Wis 12, Cha 6.

*Skills & Feats:* Climb +16, Jump +16, Swim +17; Cleave, Dodge, Great Cleave, Improved Critical (greatsword), Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

*Possessions:* +1 mighty cleaving greatsword, +2 chain shirt, potion of cure light wounds, 2 potions of cure moderate wounds, potion of cure serious wounds.

🔥**Orc Shaman:** Orc Clr8; CR 8: Medium Humanoid; HD 8d8+8; hp 51; Init +5; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) [[armor +8, Dex +1]]; Atk +8/3 melee (1d8+1, Longspear); SQ: Darkvision, Light Sensitivity; AL NE; SV Fort +7, Ref +3, Will +9; Str 12, Dex 12, Con 12, Int 12, Wis 16, Cha 10.

*Skills & Feats:* Concentration +12, Heal +14, Listen +5, Spellcraft +12, Spot +5; Alertness, Combat Casting, Improved Initiative, Martial Weapon Proficiency (Longspear), Weapon Focus (Halfspear, Longspear, Shortspear).

*Possessions:* Longspear, full plate, brooch of shielding, potion of cure light wounds, potion of cure moderate wounds(2).

*Spells Prepared* (6/5/4/4/2; Save DC = 13 + spell level): 0—[Cure Minor Wounds(6)]; 1st—[Bane, Bless, Divine Favor, Doom, Protection from Good\*, Shield of Faith]; 2nd—[Bull's Strength x4, Spiritual Weapon\*]; 3rd—[Cure Serious Wounds(2), Magic Circle against Good\*, Prayer, Searing Light]; 4th—[Divine Power, Spell Immunity, Unholy Blight\*].

\*Domain Spell. Domains [Evil (You cast Evil spells at +1 caster level); War (Gain proficiency and weapon focus in your deity's chosen weapon)].

🔥**Orc Soldiers:** Orc Ftr2; CR 2: Medium Humanoid; HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15) [[armor +5, Dex +1]]; Atk +6 melee (1d6+3, heavy pick); SQ: Darkvision, Light Sensitivity; AL NE; SV Fort +5, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 12, Wis 10, Cha 6.

*Skills & Feats:* Climb +3, Jump +3, Swim +7; Cleave, Power Attack, Weapon Focus (heavy pick).

*Possessions:* heavy pick, breastplate

## **APL 12**

🔥**Orc Elite:** Orc Ftr10; CR 10: Medium Humanoid; HD 10d10+20; hp 84; Init +6; Spd 30 ft.; AC 19 (touch 12, flat-footed 17) [[armor +7, Dex +2]]; Atk +16/11 melee (2d6+9, 18-20/x2, +1 mighty cleaving greatsword); SQ: Darkvision, Light Sensitivity; AL NE; SV Fort +9, Ref +5, Will +4; Str 18, Dex 14, Con 14, Int 12, Wis 12, Cha 6.

*Skills & Feats:* Climb +16, Jump +16, Swim +17; Cleave, Dodge, Great Cleave, Improved Critical (greatsword), Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

*Possessions:* +1 mighty cleaving greatsword, +3 chain shirt, potion of cure light wounds, 2 potions of cure moderate wounds, potion of cure serious wounds.

🔥**Orc Soldiers:** Orc Ftr6; CR 6: Medium Humanoid; HD 6d10+12; hp 52; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [[armor +7, Dex +1]]; Atk +11/6 melee (1d6+7, +2 heavy pick); SQ: Darkvision, Light Sensitivity; AL NE; SV Fort +7, Ref +3, Will +2; Str 15, Dex 12, Con 14, Int 12, Wis 10, Cha 6.

*Skills & Feats:* Climb +8, Jump +8, Swim +11; Cleave, Great Cleave, Improved Initiative, Power Attack, Sunder, Weapon Focus (heavy pick), Weapon Specialization (heavy pick).

*Possessions:* +2 heavy pick, +2 breastplate, potion of cure light wounds, 2 potions of cure moderate wounds.

🔥**Ogre Mercenaries:** Ogre Bar6; CR 8: Large Giant; HD 4d8+6d12+20; hp 85; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 18) [[armor +7, Dex +1]]; Atk +15/10 melee (2d6+9, huge greatclub); SA: Rage (2/day); SQ: Uncanny Dodge (Dex to AC); AL NE; SV Fort +12, Ref +5, Will +5; Str 22, Dex 12, Con 14, Int 9, Wis 12, Cha 6.

*Skills & Feats:* Climb +16, Intuit Direction +6, Jump +10, Listen +8, Spot +4, Swim +10; Cleave, Power Attack, Sunder, Weapon Focus (greatclub).

*Possessions:* greatclub, masterwork hide armor

**Rage (Ex):** hp 105; AC 16 (touch 9, flat-footed 16); Atk +17/12 melee (2d6+12, huge greatclub); Fort +14, Will +7; Str 26, Con 18; Climb +18, Jump +12, Swim +12; Rage lasts 7 rounds and can be used twice per day.

## Appendix Two: New Monsters

### Juvenile Doppelganger

Medium-Size Shapechanger  
Hit Dice: 3d8+3 (17 hp)  
Initiative: +1 (Dex)  
Speed: 30 ft.  
AC: 15 (+1 Dex, +4 natural)  
Attacks: 2 slams +3 melee  
Damage: Slam 1d6+1  
Face/Reach: 5 ft. by 5 ft./5 ft.  
Special Attacks: Detect thoughts  
Special Qualities: Alter self, immunities  
Saves: Fort +5, Ref +5, Will +6  
Abilities: Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13  
Skills: Bluff +8\*, Disguise +10\*, Listen +8, Sense Motive +4, Spot +6  
Feats: Alertness  
Climate/Terrain: Any land and underground  
Organization: Solitary, pair, or gang (3-6)  
Challenge Rating: 2  
Treasure: Double standard  
Alignment: Usually neutral  
Advancement: By character class

#### **Combat**

**Detect Thoughts (Su):** A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

**Alter Self (Su):** A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

**Immunities (Ex):** Doppelgangers are immune to sleep and charm effects.

**Skills:** A doppelganger receives a +4 racial bonus to Bluff and Disguise checks.

\*When using alter self, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

## Appendix Three : New Spells

---

### Shift Alignment

Abjuration

Level: Magic 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Short

Target: One person

Duration: 1 day/level

Saving Throw: Will

Spell Resistance: Yes

This spell allows the character to shift the appearance of a targets alignment one step toward Good or Evil. For example, a lawful good person could be made to appear lawful neutral or a neutral evil person could be made to appear true neutral. This effect stacks with itself.

## Appendix Four: DM Aids

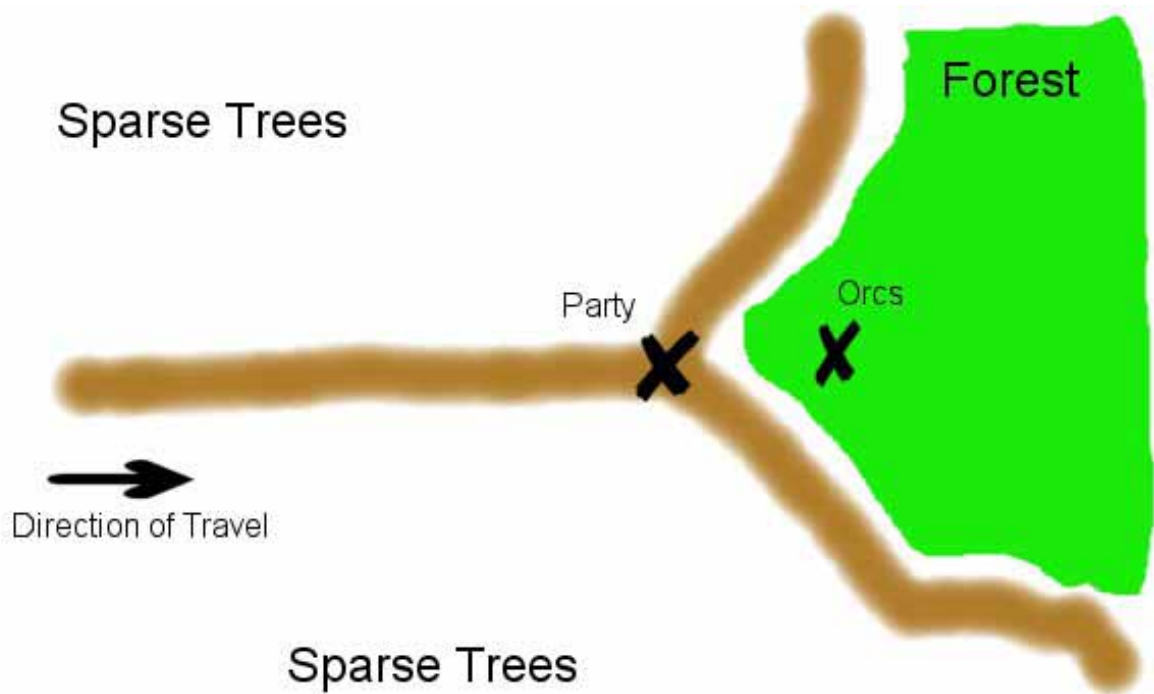
### Encounter 1 Map

---



### Encounter 2 Map

---



Player Handout #1

---

Glar,

I will arrange to have the gold sent to the prearranged location in 5 days. Please be sure to have the map.

-- G

Player Handout #2

---

Svesstian,

Please take the payment to the fork in road one days journey east of "The Inn". Glar will be there to pick up the payment. I will contact you further to collect the map from you.

-- G