

RTK[m]2-04

Supply Lines

A One-Round D&D LIVING GREYHAWK[®]

Ratik “MINI” Regional Adventure

Version 1.0

Round 1

by Matt Lau

Armat Ukakane has left his clan holdings in order to assist in the battle at Kalmar Pass. Through stealth and subterfuge, using small units of Ratik soldiers in strategic strikes, his tactics have begun to take their toll on the giants and goblinoids holding the pass. You now join one of the tactical groups known as “Armat’s Rogues” in a covert strike against the monsters guarding Kalmar Pass. With his help, it seems that the long stalemate with the Bonemarch forces may break. Part one of the Ratikhill Trilogy.

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

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Ratik. Characters native to Ratik pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Note: If any PC is a member of the Ratik army (including Mogotten's Academy) or Bresht militia, then they may use the TU(s) spent on this adventure towards their TU requirements for that organization.

EPL

Add the total levels of the PCs including cohorts and divide by 5 for the Effective Party Level.

Adventure Summary and Background

The players are part of a small unit performing a tactical strike against the Bonemarch forces. In Encounter One, the PC need to overcome a difficult climb and possibly battle some denizens of the Rakers. In Encounter Two, they need to fight past a scout patrol. In Encounter Three, they need to cause an avalanche in order to block a pass that the orcs are using to move supplies.

Introduction

Tell the PCs they are part of a small unit of Ratik soldiers/mercenaries/militia men taking part in a tactical mission near Kalmar pass (give them Player Handout #1 for a brief overview). They need to move quickly and quietly, and be able to traverse possibly dangerous terrain. They should then select spells and equipment accordingly.

Any PC with Bardic Knowledge or Knowledge (nobles) should make a check:

DC 5 Armat Ukakane is the head of security for Clan Ukakane. He cares little for the humans and has been heard in public calling them all dishonorable dogs.

DC 10 Armat was contacted by Hayv the Tactful, a diplomat from Marner, and convinced to lend his skills to the Ratik army.

DC 15 Sir Gatoril, general of the Ratik army, at first refused to lend any soldiers to Armat, questioning his loyalty to the Ratik crown. Eventually, he gave him command of a few soldiers.

DC 20 Actually, Armat took his own initiative and convinced some soldiers to take part in a hit and run strike against a frost giant cave lair. A small group of soldiers killed three giants and suffered no losses. Sir Gatoril was forced to start listening to Armat.

DC 25 Sir Gatoril and Armat hate each other. In fact, some Ratik soldiers have deserted their assigned duties to join up with "Armat's Rogues," and may face a court marshal upon returning to Ratikhill.

Encounter One

The noon sun causes the snow and ice around you to shine with an almost painful glare. The hike here took three days. Most of the trails were badly broken and sometimes you were reduced to crawling over rocks and ice. Because of the need for stealth you have not been able to start fires and all of your meals were cold and miserable. Now you face a sheer rock wall—and according to your map it must be scaled in order for your group to reach their mission site.

The Climb:

With each successful climb check the PC can climb one-half their speed. A failed check results in no progress. A check that fails by 5 or more indicates that the PC falls from their current height. A PC may attempt accelerated climbing by making two checks per round (each at -5).

EPL 2

40-foot wall, Climb DC 15

EPL 4
60-foot wall, Climb DC 20

EPL 6
80-foot wall, Climb DC 20

Ice Mephits (2): hp 14, 15; see *Monster Manual* page 132.

EPL 8
100-foot wall, Climb DC 20
Wyvern: hp 59; see *Monster Manual* page 186.

At EPL 6 and 8, there is a creature lair near the top of the cliff. They attack as soon as anyone is halfway up the wall.

Treasure:
to recover treasure, the PCs must locate the creature lair, requiring a successful Search or Wilderness Lore check (DC 15) for each hour.

EPL 6: 75 gp worth of gear; *wand of enlarge*, 20 charges.

EPL 8: 150 gp worth of gear; *wand of bull's strength*, 10 charges.

Encounter Two

A patrol squad is camped out in the area, and the PCs need to get past them. The scout will be on guard duty, while the rest of the squad is resting in the camp (consider them all prone, except the scout).

The path that the PCs approach by is narrow (5-foot wide) and leads into a wider area roughly 20 feet by 40 feet where the squad is camping. If the PCs are approaching stealthily make opposed Move Silently checks against the Scout's Listen check, once they are within 30 feet (+3 to DC). The rest of the squad can take part in the battle the round following either the first round of combat, or the Scout crying out an alarm.

EPL 2 (EL 4)
Scout, male orc Rog1: CR 1; Medium Humanoid; HD 1d6+2 (Rogue); hp 8; Init +4; Spd 30 ft.; AC 16 (touch 14, flat-footed 12) [+4 Dex, +2 armor]; Atk +5 melee (1d6+4/crit 19-20, short sword); +4 ranged (1d8, light crossbow); SQ Darkvision; AL CE; SV Fort +2, Ref +6, Will +2; Str 18, Dex 18, Con 14, Int 10, Wis 14, Cha 9.

Skills and Feats: Balance +8, Climb +6, Hide +8, Jump +6, Listen +8, Move Silently +8, Search +4, Spot +8, Tumble +8; Alertness.

Possessions: light crossbow, masterwork short sword, leather armor, quiver w/ 20 bolts, pouch w/ 20 gp and some semi-precious stones (75 gp value).

Orcs (3): hp 6, 6, 5; see *Monster Manual* page 146.

EPL 4 (EL 6)
Scout, male orc Rog1/Rgr1: CR 2; Medium Humanoid; HD 1d6+2 + 1d10+2; hp 18; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 13) [+4 Dex, +3 armor]; Atk +6 melee (1d6+4/crit 19-20, short sword); or +4/+4 melee (1d6+4/crit 19-20, short sword, 1d6+2/crit 19-20, short sword) or +5 ranged (1d8, light crossbow); SQ Darkvision; AL CE; SV Fort +4, Ref +6, Will +2; Str 18, Dex 18, Con 14, Int 10, Wis 14, Cha 9.

Skills and Feats: Balance +8, Climb +6, Hide +9, Jump +6, Listen +9, Move Silently +9, Search +4, Spot +9, Tumble +8; Alertness, Track.

Possessions: light crossbow, 2 masterwork short swords, masterwork studded leather, quiver w/ 20 bolts, pouch w/ 20 gp and some semi-precious stones (100 gp value).

Wolf (1): hp 18; see *Monster Manual* page 204.

Orcs (8): hp 7, 6, 6, 6, 5, 5, 5, 4; see *Monster Manual* page 146.

EPL 6 (EL 8)
Scout, male orc Rog3/Rgr1: CR 4; Medium Humanoid; HD 3d6+6 + 1d10+2; hp 32; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14) [+4 Dex, +4 armor]; Atk +9 (1d6+5/crit 19-20, +1 short sword); +7/+7 (1d6+5/crit 19-20, +1 short sword; 1d6+2, MW short sword); +7 (1d8/crit 19-20, light crossbow); SQ Darkvision; AL CE; SV Fort +5, Ref +7, Will +3; Str 18, Dex 18, Con 14, Int 10, Wis 14, Cha 9.

Skills and Feats: Balance +10, Climb +6, Hide +10, Jump +6, Listen +11, Move Silently +10, Search +4, Spot +11, Tumble +10; Alertness, Track, Weapon Focus (short sword).

Possessions: +1 short sword, masterwork short sword, light crossbow, masterwork chain shirt, quiver w/ 20 bolts, pouch w/ 20 gp and some gemstones (150 gp value).

Worgs (2): hp 34, 27; see *Monster Manual* page 184.

Frost Ogres (3): hp 50, 45, 40; see Appendix.

EPL 8 (EL 10)

Scout, male Frost Ogre Rgr3: CR 6; HD 6d8+18 + 3d10+9; hp 84; Init +3; Spd 40 ft.; AC 22 (touch 12, flat-footed 16) [-1 size, +3 Dex, +3 armor, +7 natural]; Atk +18/+13 melee (1d8+11/critx3, +1 battleaxe) or +16/+11/+16 (1d8+11/critx3, +1 battleaxe; 1d8+5 MW battleaxe); SA Rock throwing (Ex); SQ Cold subtype; AL CE; SV Fort +11, Ref +6, Will +5; Str 30, Dex 16, Con 16, Int 15, Wis 15, Cha 15.

Skills and Feats: Climb +18, Jump +14, Listen +16, Spot +16, Wilderness Lore +14; Alertness, Cleave, Power Attack, Track, Weapon Focus (battleaxe).

Possessions: +1 battleaxe, MW battleaxe, studded leather armor.

Winter Wolf (1): hp 45; see *Monster Manual* page 184.

Frost Ogres (4): hp 51, 50, 45, 40; see Appendix.

Encounter Three

Once the PCs fight their way past the patrol, they end their trek on a cliff 80-feet above a long, narrow pass. There is an orc caravan bringing supplies through the pass to their forward camps. The PCs have 20 rounds to trigger a rockslide to block the pass. They need to cause 20 points of structural damage to the rocks and ice at the top of the cliff (see below for ways to do that) to start a large enough avalanche:

1 pt. PCs can push/lever boulders with a successful Strength check (DC 20).

1 pt. For an attack with a bludgeoning weapon (against the ice) that inflicts 10 or more points of damage.

1 pt. For every 5 points of accumulated fire damage to the ice.

5 pts. For each *shatter*, *soften earth and stone*, *stone shape* or similar spell.

20 pts. For an *earthquake* spell.

Once twenty points of structural damage is accumulated a huge section of the cliff will crumble and collapse.

If the collapse occurs within 15 rounds, then the caravan is blocked. If the collapse occurs between 16 and 20 rounds then the collapse will

bury the entire caravan, killing the orcs and destroying most of their goods.

Once the PCs start trying to collapse the cliff, orc guards will begin firing missiles at the PCs. Because of the difficult angle, consider the PCs to have $\frac{3}{4}$ cover (+7 AC).

Creatures:

EPL 2

Orc Guards (12): CR 1/2; Medium Humanoid; HD 1d8; hp 5 ea.; Init +0; Spd 20 ft.; AC 13 (touch 10, flat-footed 13) [+3 armor]; Atk +0 (1d10/crit 19-20, heavy crossbow); AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Possessions: heavy crossbow, hide armor, quiver w/ 30 bolts.

EPL 4

Orc Guards (24): CR 1/2; Medium Humanoid; HD 1d8; hp 5 ea.; Init +0; Spd 20 ft.; AC 13 (touch 10, flat-footed 13) [+3 armor]; Atk +0 (1d10/crit 19-20, heavy crossbow); AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Possessions: heavy crossbow, hide armor, quiver w/ 30 bolts.

Orc Shaman, Clr3: Medium Humanoid; HD 3d8+6; hp 24; Init +6; Spd 20 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 armor]; Atk +6 melee (2d4+4/critx4, scythe); AL CE; SV Fort +5, Ref +5, Will +4; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Concentration +8, Heal +4, Knowledge (religion) +1, Spellcraft +2; Improved Initiative, Lightning Reflexes.

Possessions: masterwork scythe, scale mail.

Spells Prepared (Clr 4/3+1/1+1, base DC = 11+ spell level): 0—*cure minor wounds* x2, *detect magic*, *mending*; 1st—*cause fear**, *command*, ~~*endure elements* (cold)~~, *sanctuary*; 2nd—*invisibility**, *sound burst*.

EPL 6

Orc Guards (24): CR 1/2; Medium Humanoid; HD 1d8; hp 5 ea.; Init +0; Spd 20 ft.; AC 13 (touch 10, flat-footed 13) [+3 armor]; Atk +0 (1d10/crit 19-20, heavy crossbow); AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Possessions: heavy crossbow, hide armor, quiver w/ 30 bolts.

Orc Sorcerer, Sor4: Medium Humanoid; HD 4d4+12; hp 27; Init +1; Spd 30 ft.; AC 13 (touch 12, flat-footed 12) [+1 Dex, +1 armor, +1 deflection]; Atk +3 ranged (1d10/crit 19-20, heavy

crossbow); AL CE; SV Fort +4, Ref +2, Will +5; Str 15, Dex 13, Con 17, Int 6, Wis 12, Cha 16.

Skills and Feats: Concentration +7, Listen +3, Spellcraft +1, Spot +3; Alertness, Combat Casting.

Possessions: heavy crossbow, quiver w/ 20 bolts, padded armor, *ring of protection* +1.

Spells Known (Sor 6/7/4, base DC = 13 + spell level): 0—*dancing lights, daze, ghost sound, mage hand, ray of frost, read magic*; 1st—*mage armor, shield, true strike*; 2nd—*cat's grace*.

EPL 8

Orc Guards (36): CR 1/2; Medium Humanoid; HD 1d8; hp 5 ea.; Init +0; Spd 20 ft.; AC 13 (touch 10, flat-footed 13) [+3 armor]; Atk +0 (1d10/crit 19-20, heavy crossbow); AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Possessions: heavy crossbow, hide armor, quiver w/ 30 bolts.

Orc Sorcerer, Sor8: Medium Humanoid; HD 8d4+24; hp 49; Init +4; Spd 30 ft.; AC 15 (touch 15, flat-footed 11) [+4 Dex, +1 deflection]; Atk +8 ranged (1d8/crit 19-20, light crossbow); AL CE; SV Fort +5, Ref +8, Will +7; Str 16, Dex 18, Con 16, Int 11, Wis 12, Cha 17.

Skills and Feats: Alchemy +2, Climb +13, Concentration +11, Knowledge (arcana) +4, Listen +3, Spellcraft +8, Spot +3; Alertness, Dodge, Lightning Reflexes.

Possessions: light crossbow, quiver w/ 10 bolts, *amulet of health* (+2), *ring of climbing, ring of protection* +1.

Spells Known (Sor 6/7/7/6/3, base DC = 13 + spell level): 0—*arcane mark, daze, disrupt undead, flare, mage hand, ray of frost, read magic, resistance*; 1st—*endure elements (cold), mage armor, magic missile, obscuring mist, summon monster I*; 2nd—*cat's grace, hypnotic pattern, melf's acid arrow*; 3rd—*displacement, slow*; 4th—*summon monster IV*.

Familiar, Hawk: CR 1/3; Tiny Animal; HD 1d8; hp 24; Init +3; Spd 30 ft, 60 ft. Fly, Average; AC 19; Atk +9 (1d4-2, claws); AL N; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 1, Wis 14, Cha 6.

Skills and Feats: Hide +11, Listen +6, Spot +6; Weapon Finesse (claw).

Treasure:

To salvage any treasure from the caravan, a PC will need to climb down the broken cliff face (DC 20 without ropes). If the avalanche actually fell on top of the caravan, then any treasure marked with * was destroyed.

EPL 2: 150 gp worth of gear, 8 vials alchemist's fire*, 4 climber's kit

EPL 4: 150 gp worth of gear, 4 potions of spider climb*, potion of hiding*, potion of sneaking*, 6 climber's kits (32 gp)

EPL 6: 100 gp worth of gear, *ring of protection* +1

EPL 8: 100 gp worth of gear, *amulet of health* (+2), *ring of climbing, ring of protection* +1

Conclusion

The pass has been blocked. It is a time to rejoice, as without supplies, the orcs and giants stationed at the height of Kalmar pass will soon be forced to either retreat or starve. You have struck a great blow against the enemies of Ratik.

The End

Experience Point Summary

Encounter One

Scale The Wall
EPL2 30 xp; EPL4 60 xp; EPL6 180 xp;
EPL8 240 xp;

Encounter Two

Defeat the Patrol
EPL2 120 xp; EPL4 180 xp; EPL6 240 xp;
EPL8 300 xp;

Encounter Three

Kill the guards
EPL2 30 xp; EPL4 60 xp; EPL6 90 xp;
EPL8 120 xp;

Story Award (Encounter Three)

Collapse pass before caravan gets through:
EPL2 15 xp; EPL4 30 xp; EPL6 45 xp;
EPL8 60 xp;
Collapse pass on top of caravan:
EPL2 30 xp; EPL4 60 xp; EPL6 90 xp;
EPL8 120 xp;
Collapse pass after caravan passes:
00 xp

Discretionary roleplaying award

EPL2 15 xp; EPL4 30 xp; EPL6 45 xp;
EPL8 60 xp.

Total possible experience:

EPL2 225 xp; EPL4 335 xp; EPL6 450 xp;
EPL8 560 xp.

Treasure Summary

Encounter One

EPL6: 15 gp, *wand of enlarge*, 20 charges (60 gp)
EPL8: 30 gp, *wand of bull's strength*, 10 charges (180 gp).

Encounter Two

EPL2: 19 gp, masterwork short sword (31 gp)
EPL4: 24 gp, 2 masterwork short swords (62 gp), masterwork studded leather (35 gp)
EPL6: 34 gp, +1 *short sword* (231 gp), masterwork short sword (31 gp), masterwork chain shirt (25 gp)
EPL8: +1 *battleaxe* (231 gp), masterwork battleaxe (31 gp)

Encounter Three

EPL2: 30 gp, 8 vials alchemist's fire* (16 gp), 4 climber's kit (32 gp)
EPL4: 30 gp, 4 potions of spider climb* (20 gp), potion of hiding* (15 gp), potion of sneaking* (15 gp), 6 climber's kits (32 gp)
EPL6: 20 gp, ring of protection +1 (200 gp)
EPL8: 20 gp, *amulet of health* (+2) (400 gp), *ring of climbing* (200 gp), *ring of protection* +1 (200 gp)

Adventure Maximums

EPL2 128 gp; EPL4 233 gp; EPL6 400 gp;
EPL8 625 gp.

Appendix: New Creature

Frost Ogre

Large Giant**Hit Dice:** 6d8+18 (45 hp)**Initiative:** -1 (Dex)**Speed:** 30 ft.**AC:** 20 (-1 Dex, -1 size, +7 natural, +3 hide armor, +2 large shield)**Attacks:** Greataxe +10 melee; or +3 rock ranged**Damage:** Greataxe 1d12+7; or rock 1d6+7**Face/Reach:** 5 ft. by 5 ft./ 10 ft.**Special Attacks:** Rock Throwing**Special Qualities:** Rock Catching, cold subtype**Saves:** Fort +8, Ref +1, Will +2**Abilities:** Str 25, Dex 8, Con 17, Int 8, Wis 10, Cha 9**Skills:** Climb+7, Listen+2, Spot+2**Feats:** Cleave, Power Attack**Climate/Terrain:** Any cold land**Organization:** Solitary, gang (2-5), band (6-9)**Challenge Rating:** 6**Treasure:** Standard**Alignment:** Usually Chaotic Evil**Advancement:** By character class

Frost giants are the offspring of frost giants and ogres. They are larger and tougher than their ogre cousins, and will sometimes command bands of them. While living amongst giants, however, they are often mistreated as half breeds. They look like large, primitive humans with off-white skin and pale blue hair and eyes.

An adult male stands 10-12 feet tall and weighs from 600 to 800 pounds.

All Frost Ogres speak giant. Those with Intelligence scores of at least 10 also speak Common.

Rock Throwing (Ex): Frost ogres are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks.

Rock Catching (Ex): Once per round, a frost ogre that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Player Handout #1

This mission profile was given to you by Sergeant Oskin of the Ratic army. It is handwritten by Armat Ukakane and includes a map of a portion of the Rakers.

Operation Supply Line

Small squad of 4 to 6 soldiers needed. Stealth and mobility are vital. No horses or pack animals.

There is a single main pass that the enemy is using to provide supplies for the bulk of their forward troops. Blocking it is of vital importance. Small squad should be able to circumvent most of the major enemy presence and reach point "A." Point A is located nearly one hundred feet above the pass. The squad must then find some way to block that pass before any more enemy supplies are moved through it. This mission is priority level 7.

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