

ULP1-12

ONLY THE BEGINNING

A Two-Round D&D LIVING GREYHAWK®
Principality of Ulek Regional Adventure

Version 1

by Christopher Reed

Humanoid activity in the Disputed Territory has been on an increase and you are asked to help aid in numerous ways. A highly combat intensive adventure intended for characters level 3-8.

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

Preparation

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

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

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

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

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

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

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

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

Scoring

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

No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.

Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

DETERMINING AVERAGE PARTY LEVEL (APL)

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

Determine the character level for each PC participating in the adventure.

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

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.

If you are running a table of six PCs, add one to that average.

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

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

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

Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these

characters to join them on this adventure. The DM controls that NPC.

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

IS IT A FULL MOON?

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

LIFESTYLE

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

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

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

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

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

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

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

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

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

ADVENTURE BACKGROUND

This is the twelfth scenario for the Principality of Ulek in the RPGA LIVING GREYHAWK Campaign. Some of the general background information includes:

While a dwarf rules the Principality of Ulek, and all of the nobles are dwarves, it consists of more humans than any other race.

The Pomarj is a humanoid state, composed mainly of orcs, goblins and the like.

Relatively few elves are native to the Principality of Ulek, and due to Queen Yolande of Celene's refusal to send succor to the Prince during the Greyhawk Wars a small amount of anti-elf sentiment exists in the nation.

Half-orcs are, at best, treated as second-class citizens, and, in many instances, treated much worse. They are openly treated with disdain.

Gnomes, humans, and halflings are native to the Principality of Ulek, and are treated well.

The PCs begin the adventure in Havenhill, a city on the eastern portion of the Lortmil Hills. It lies near the edge of the Disputed Territory. This is the same city that *Find My Son* (ULP1-01), and *Downward* (ULP1-04) both started in and parts of *Two Heads are Better than One* (ULP1-11) took place in.

One of the warlords in the Disputed Territory has decided to try and gain Turrosh Mak's favor by upsetting those in the Principality of Ulek by doing raids on nearby villages and towns and ambushing local merchants among other things. The warlord has informed his minions to cause as much destruction and mischief as possible to try and get Prince Olinstaad Corond's attention to head an attack into the Disputed Territory and then defeat him demoralizing the citizens of the Principality of Ulek.

To further bait the prince, the warlord has attempted to capture any dwarven patrols that have been sent out. Before the adventure starts, one xuart band has come across a merchant who luckily manages to escape them but loses his wagon and supplies in the process. Meanwhile, another band of goblins has hunted down a dwarven patrol. The goblins were instructed to take one of the dwarven bodies that was captured from the forces of the Principality of Ulek and put it in a cart led by a horse, with a nasty note calling for Prince Olinstaad Corond to rise up and battle the warlord if he still had the courage to do so. The horse was then scarred so that it would run back to the city of Havenhill.

The reasons for the warlord taking this action are that he either wishes for the citizens of the Principality of Ulek to see that their prince is afraid to fight or gain a

victory in combat with the prince, with either result leading to a greater level of despair throughout all of the Principality of Ulek.

ADVENTURE SUMMARY

The PCs start the adventure in Havenhill in the middle of the afternoon. They are currently feasting on lunch at a local tavern.

While enjoying their nourishing lunch, a merchant comes into the tavern telling the bartender that he needs a strong drink. He starts to relay a story of how he barely escaped a small band of strange blue creatures (xvarts) while traveling with his two mules and wagon from the village of Dreki to Havenhill. He mentions that he lost his entire supply of goods but is happy that he even survived. Inquiring PCs are told of the entire episode from the merchant himself. In closing, the merchant asks the PCs if they will find and return what they can to him.

On their way to leaving the city, the PCs encounter a young half-orc boy playing with a young elven boy. This is merely a role-playing encounter that allows the PCs to see that not everyone has racial discrimination and perhaps stir up some debate on the subject.

After leaving the city, the PCs encounter a dwarven patrol that has just hours before, spotted a xuart scout team. Information about the increase in humanoid activity in the Disputed Territory is relayed to the PCs.

The PCs find the location of where the merchant was ambushed by the xvarts. Clues as to where the xvarts headed are available with the proper skill checks.

Those PCs that follow the trail left behind by the xvarts eventually find them and the merchant's wagon. A conflict ensues between the xvarts and the PCs unless the PCs are willing to pay homage to various things including the xuart's god, Raxivort, as well as the Warlord.

While returning to Havenhill, the PCs see a horse pulling a cart running full-speed towards Havenhill. Located in the cart is the dead body of a dwarf that has been grossly abused plus several dwarven skulls. Further investigation reveals that the dwarf was a member of a dwarven patrol unit. A crudely written note penned in blood has been placed in the dwarf's hand. It has been placed there as a challenge to Prince Olinstaad Corond.

Upon returning to Havenhill, the PCs are stopped at the city walls and asked about any unusual things they may have seen. When mention of the dead dwarven body in the cart was found, the guards ask the PCs to accompany them for further questions on this matter. In talking with several of the higher ranking city guards, the PCs are asked to deliver this note and any information they have seen to the guards in Gryrax so they may deliver the information to Prince Olinstaad Corond.

After talking with the city guards in Havenhill, the PCs are now able to return to the merchant who originally started them on their journey and report back with any news they have or with the wagon and goods that were recoverable.

The PCs travel to Gryrax without incident. Informing the guards at the city walls as instructed, they were asked to wait while the message is delivered. After several hours, they are asked to return in the morning, as their aid will be needed. Food and lodging are provided for the PCs for the evening.

In the morning, chaos reigns through the streets of Gryrax. Folks are calling for the prince to stand up and fight the Warlord. An announcement is then delivered stating that an increase in military activity will start with more patrols being sent out to search for the Warlord. The PCs are then asked to be one of these patrols. Upon leaving the city, the PCs have to deal with some of the chaotic nature of the city.

Leaving Gryrax, the PCs head back to Havenhill. As the PCs near Havenhill they see a group of kobolds attacking a merchant. After rescuing the merchant, they are able to make their way to Havenhill where they can rest for the evening.

While traveling from Havenhill to Thunderstrike the PCs have the chance to find clues that there has been humanoid activity in the area. Following the tracks will lead to a small skirmish with a small goblin scout team.

Nearing the city of Thunderstrike, the PCs encounter a group of norkers lead by a militant hobgoblin leader who are scouting about the area.

The PCs have an opportunity to gather more supplies while in Thunderstrike, rest up for an evening and perhaps even learn of some rumors while in the city.

After leaving the city of Thunderstrike and continuing their patrol of the area as requested by the Principality of Ulek government, the PCs encounter a band of worg-riding goblins just after sunrise.

Continuing onward, the PCs are ambushed by two well-hidden ogres with unusual weapons for their kind. This combat occurs on the same day as the combat with the worg-riding goblins. If the PCs decide to rest up after the worg-riding goblin combat, the ogres will instead come scouting during the evening.

On the following day, the PCs see, from quite a long distance away, a large-scale battle encountering between a considerable number of humanoids and the forces of the Principality of Ulek, consisting mainly of dwarfs, human and some halflings. Prince Olinstaad Corond is leading the forces of the Principality of Ulek. Before the PCs can go to aid, they are attacked by a group of goblin troops. During the battle, the PCs hear several loud roars and might, provided they make a successful Spot check, see a large humanoid creature way off in the distance. This is in fact the warlord who seeks to fight and kill the prince himself. After a short time, an even greater roar can be heard and a moment of silence will break the battlefield as the warlord strikes the prince down. The prince is not dead but is dying (in negatives) as he is pulled out of the combat with the warlord by those fighting along side him. Attempts by the PCs to even come near the prince will be met with opposition by those close to him. This is merely to let the PCs see firsthand what has happened to the prince without getting directly involved.

PLAYERS' INTRODUCTION

The recent weeks in the Principality of Ulek have been busy. The humanoid activity in the Disputed Territory is on a rise and many of you have seen this with your very own eyes.

Taking a break from all the excitement, you find yourself in the city of Havenhill on the eastern portion of the Lortmil Hills. Havenhill has been through a great deal in the past year including the realization that spies from the Pomarj were within the city walls.

However, at the moment, a fine lunch has been set before you and it is now time to eat.

Havenhill is where Find My Son (ULP1-01), and Downward (ULP1-04) both started in and parts of Two Heads are Better than One (ULP1-11) took place in.

The PCs are all currently seated together in a tavern called the Stuck Pig. It seems to be a nice place with a mild bit of chaos. Several serving wenches quickly move about the tavern taking care of everyone's needs.

Rugdenner and his wife run the tavern. Rugdenner is a dwarf who served many years in the military before his graying beard and aging knees finally caught up to him. He is still able to run the tavern, barking at the serving wenches and cooks to keep them moving at all times.

Allow the players to describe their PCs and do any other initial role-playing they might wish to do. Proceed with Encounter One as appropriate.

ENCOUNTER 1: A MERCHANT'S LUCK

As you feast upon the mouth-watering meal, you see a few patrons stroll in the tavern. One man, a human merchant, lurches into the tavern. Dust covers his slightly torn robes and sweat covers his brow. He moves to the bar and orders a drink from the bartender.

Maydo, the human merchant starts to tell the bartender his tale of how he was just recently attacked by a small band of strange blue creatures (xvarts) while traveling from the village of Dreki to Havenhill. Dreki is where the Principality of Ulek version of What Lies Beneath took place and is located to the southeast of Havenhill. Maydo luckily got away but lost his two mules, wagon and entire supply of goods. He is quite happy that he even survived but is quite shaken by this entire ordeal.

If the PCs inquire about what has happened, Maydo gladly informs them of his tribulation. Seeing that they are heroes and adventurers, he asks the PCs if they will and try and retrieve any of his goods as almost everything he owned was on that wagon. If the PCs ask for payment, he promises to give what he can when they return; meanwhile the bartender states that they should do it for Ulek.

If the PCs accept the task, Maydo gladly gives the PCs the location where he was attacked by the strange

blue creatures. He informs the PCs that he will wait near the tavern until they return. He then bids them good luck.

ENCOUNTER 2: ODD FRIENDS

When the PCs have finished lunch and have departed on their task, continue with the following:

You leave the Stuck Pig, with a good meal now in your stomach. The few coins you paid for the meal were well spent.

On your way out of the city, you see two children joyfully playing ball with each other. You notice that one of them is a half-orc boy and the other an elven boy. A third boy, a slightly older dwarven girl is pointing at them yelling at them. "Hey, don't you know that pig noses and pointy ears aren't supposed to like each other."

The two boys hardly pay the girl any attention but do look up as you come closer.

This is merely a role-playing encounter that allows the PCs to react if they so desire. The PCs may simply take notice and continue onward without another thought, but if they wish to stop and discuss the situation at hand with any of the children or each other, please allow them to do so.

ENCOUNTER 3: DWARVEN PATROL

After the PCs have left the city of Havenhill, continue with the following:

Having left the city of Havenhill behind you, you travel through the Lortmil Hills for a short time before you start to venture into the plains east of the hills.

Several more hours pass before you see several humanoids off in the distance. They appear to be short and stocky and searching the surrounding area.

The humanoids are a dwarven patrol unit. They are currently scouting out the area for possible humanoid activity, which has been on a tremendous increase recently. They stress this fact and if the PCs look weak or unprepared, mention that perhaps the PCs may want to head back to Havenhill.

If asked what types of humanoids they have seen lately, the mention that just earlier today, they saw a small xuart scout team that managed to escape them. In the past month, they have seen predominately goblins and orcs with a small number of other various humanoids. They have not however seen the Warlord or any clues that would lead them to believe he is in the area. When the PCs move onward, the dwarven patrol unit bid them farewell and good luck.

ENCOUNTER 4: XUART TRACKS

After the PCs have left the dwarven patrol force to continue their task, proceed with the following:

Carrying on your task, you proceed in a southeasterly direction towards the location that Maydo informed you where he was attacked by a band of strange blue creatures.

Those PCs with the Track feat that are actively searching can make a Wilderness Lore check (DC 16) to find the tracks of Maydo heading towards Havenhill.

Soon after the first visible tracks, the PCs find the location of where Maydo was ambushed by the xvarts. Anything of value has been taken via the wagon. A successful Wilderness Lore check (DC 15) with the Track feat reveals that there are at least a total of twelve xvarts.

The xuart tracks along with wagon tracks (Wilderness Lore or Search (DC 5)) head off to the east.

ENCOUNTER 5: XVARTS

If the PCs followed the xuart tracks to the east, resume with the following:

Having found some tracks, you follow them as they head off to the east. As you follow, you see off in the distance, a group of nearly twenty strange blue creatures dancing around a shabby wagon.

The xvarts are celebrating their recent victory; the acquiring of the wagon. They are armed with only short swords, daggers and wooden shields. However, they would rather not have to use their weapons today. In fact, if the PCs boldly demand that they return the wagon and goods, Stravx, the leader of these xvarts, offers the wagon to them. If this isn't good enough for the PCs, he offers them half the goods in the cart.

If asked why they are raiding merchants in this area, they gladly announce that the Warlord wanted them to.

However, it is possible that the PCs will enter straight into combat in which case the xvarts do everything they can to defeat the PCs.

See DM Aid #3 for a map of this combat.

APL 4 (EL 6)

👉 **Xvarts** (12): hp 8 each; See DM Aid #1.

👉 **Stravx**: male xuart Ftr1/Clr3; Small Humanoid (4 ft. tall); HD 1d8+1d10+3d8+7; hp 40; Init +2 (Dex); Spd 20 ft.; AC 18 (Touch 13, Flat-footed 15); Atks +4 melee (1d6/19-20, shortsword), +6 ranged (1d4/19-20, dagger); SQ Darkvision 60 ft., speak with animals; AL CE; SV Fort +6, Ref +5, Will +6; Str 10, Dex 14, Con 12, Int 11, Wis 13, Cha 9.

Skills and Feats: Hide +7, Listen +10, Move Silently +5, Spot +6; Alertness, Combat Casting, Iron Will, Toughness.

Possessions: chain shirt, small wooden shield, short sword, dagger, 43 sp.

Spells Prepared (4/3+1/1+1; base DC = 11 + spell level):
0-lvl—create water, detect magic, guidance, purify food and drink; 1st-lvl—bane, calm animals*, cause fear, doom; 2nd-lvl—bull's strength, invisibility*.

*Domain spell. Domains: Animal (Cast animal friendship once per day. Knowledge (nature) is a class skill); Trickery (Bluff, Disguise and Hide are class skills).

APL 6 (EL 8)

✚ **Xvarts** (14): hp 8 each; See DM Aid #1.

✚ **Stravx**: male xuart Ftr1/Clr4; Small Humanoid (4 ft. tall); HD 1d8+1d10+4d8+7; hp 45; Init +2 (Dex); Spd 20 ft.; AC 18 (Touch 13, Flat-footed 15); Atks +5 melee (1d6/19-20, shortsword), +7 ranged (1d4/19-20, dagger); SQ Darkvision 60 ft., speak with animals; AL CE; SV Fort +7, Ref +5, Will +7; Str 10, Dex 14, Con 12, Int 11, Wis 13, Cha 9.

Skills and Feats: Hide +9, Listen +10, Move Silently +5, Spot +6; Alertness, Combat Casting, Iron Will, Toughness.

Possessions: chain shirt, small wooden shield, short sword, dagger, 43 sp.

Spells Prepared (5/4+1/2+1; base DC = 11 + spell level):
0-lvl—create water, detect magic, guidance, purify food and drink, resistance; 1st-lvl—bane, bless, calm animals*, cause fear, doom; 2nd-lvl—bull's strength, death knell, invisibility*.

*Domain spell. Domains: Animal (You cast animal friendship once per day. Knowledge (nature) is a class skill); Trickery (Bluff, Disguise and Hide are class skills).

APL 8 (EL 9)

✚ **Xvarts** (16): hp 8 each; See DM Aid #1.

✚ **Stravx**: male xuart Ftr1/Clr5; Small Humanoid (4 ft. tall); HD 1d8+1d10+5d8+7; hp 50; Init +2 (Dex); Spd 20 ft.; AC 18 (Touch 13, Flat-footed 15); Atks +5 melee (1d6/19-20, shortsword), +7 ranged (1d4/19-20, dagger); SQ Darkvision 60 ft., speak with animals; AL CE; SV Fort +7, Ref +5, Will +7; Str 10, Dex 14, Con 12, Int 11, Wis 13, Cha 9.

Skills and Feats: Hide +9, Listen +10, Move Silently +5, Spot +7; Alertness, Combat Casting, Dodge, Iron Will, Toughness.

Possessions: chain shirt, small wooden shield, short sword, dagger, 43 sp.

Spells Prepared (5/4+1/2+1; base DC = 11 + spell level):
0-lvl—create water, detect magic, guidance, purify food and drink, resistance; 1st-lvl—bane, bless, calm animals*, cause fear, doom; 2nd-lvl—bull's strength, death knell, invisibility*; 3rd-lvl—nondetection*, prayer.

*Domain spell. Domains: Animal (You cast animal friendship once per day. Knowledge (nature) is a class skill); Trickery (Bluff, Disguise and Hide are class skills).

ENCOUNTER 6: GRUESOME SIGHT

After the PCs have dealt with the xvarts and started back to Havenhill, proceed with the following:

Having resolved the matter with the xvarts. You take what you have found and return back to Havenhill. Looking into the sky, you notice that the sun is quickly moving towards the horizon and the night sky will be upon you in several hours. Only a quick trek back to Havenhill will get you back before it gets to dark and the vial humanoids from the Pomarj start to move amongst the land.

After an hour or so, you see a horse rapidly moving back towards Havenhill. It has no rider but it is pulling a cart behind it.

Located in the cart is the dead body of a dwarf that has been hideously mutilated. Additionally, several dwarven skulls are been placed around the dead dwarf in a neat, orderly manner.

For younger folks (or weak of heart) at the table, you may just want to mention that the dwarf is dead and not go into the details provided below.

Have each PC who investigates the body make a Fortitude save (DC 15) to avoid becoming nauseous from the site in the cart.

When the PCs investigate the body, they found that the ends of the dwarf's fingers have been cut off and are quite bloody. The dwarf is missing his left ear, cut off by a bladed weapon of some type. Its beard has been cut off and it is quite obvious little care was taken as numerous cuts line the body's face. It is also apparent that leeches were applied to the body thus causing a horrendous amount of blood loss. Additionally, the heart has been removed from the body and seemingly by a clawed hand. Also, body is dressed in the garb of a member of a dwarven patrol unit. The intent of this description is to get the fact to the players that the most vial and heinous act has been commented upon this dwarf. Hopefully, this leads to the players reacting way in which they hope to seek revenge upon those who might have done such an atrocious act.

In the hand of the body is a crudely written note penned in blood. The note is addressed to Prince Olinstaad Corond. Please give the players Player's Handout #1.

ENCOUNTER 7: BACK TO HAVENHILL

When the PCs head back to Havenhill, continue with the following:

Upon returning to the Havenhill, you are stopped at the gates by the guards of the city. You are asked what brings you to

Havenhill and if you have seen anything unusual recently while on your trip.

If the PCs mention the cart with the dwarven body and skulls pulled by the horse, the guards ask the PCs to go into further detail. After a bit more discussion, they ask each of the PCs to accompany them for further questions on this matter. If the PCs resist, the guards kindly state that this is important information that their superiors should hear directly from the source (the PCs).

After being led to a small building for questioning on the cart containing the dwarf body and the skulls, several higher ranking city watch folks enter the room and ask the PCs for details repeating many of the questions the guards at the gates asked. Upon hearing all the details on this matter, the PCs are asked to head to Gryrax and inform the guards at the gates there about their discovery so that it may then be forwarded to Prince Olinstaad Corond himself.

If the PCs do not inform the guards of what they have seen, continue with the next encounter that may allow them another chance for the PCs to talk with the guards and thus be asked to go to Gryrax.

ENCOUNTER 8: MAYDO

When the PCs return to the merchant, Maydo, continue with the following:

After talking with the city guards in Havenhill, you quickly make your way to the merchant, Maydo. He is waiting for you at the Stuck Pig as promised. You spot a hint of relief upon his face.

Maydo inquires about how well the PCs did in locating the xvarts plus what items they were able to retrieve for him. If the PC returned with they found on the wagon after dealing with the xvarts, he gives each PC 10 gp and thanks them repetitively for their help.

He also asks if they encountered anything else of note. If the PCs did not inform the guards of the cart with the dwarven body and the skulls, use this to bring them back on course so they can have a chance to complete the scenario. Thus, if they have not been sent to Gryrax yet but tell Maydo about the contents of the cart, he pleads for the PCs to go to the city watch and inform them of whatever they might now. Use the previous encounter as needed.

As it is now nearly night, Maydo also pays for several rooms of the PCs to rest for the evening so they can head out in the morning to Gryrax well rested.

ENCOUNTER 9: TREK TO GRYRAX

When the PCs head to Gryrax, continue with the following:

Having found Maydo's goods and a few other surprises along the way, you head off to bed. After getting a good sleep, you make way to Gryrax.

While the trip takes you several days, you encounter nothing of interest along the way.

Soon, you see the walls of the great city of Gryrax. Even from your vantage point, you can tell the city is bustling with activity.

As you approach the gates of the city, the guards halt you asking you to state your business.

The guards question the PCs much the same way the guards did in Havenhill about their business in Gryrax and the like. If (or when) the PCs inform the guards about the news they were asked to deliver, the guards kindly request the PCs come to a more comfortable setting while the message is delivered. In the meantime, the PCs are given food and drink to help tide them over. After nearly an hour, several guards return to speak with the PCs. The guards thank the PCs for their help in delivering the message and inform them that their aid will be needed in tomorrow morning. Food and lodging for the evening has been provided for them.

If the PCs wish to gather some information while visiting the taverns or inns around the city, they may be able to pick up recent rumors. Any PC who goes to a tavern or inn can use the Gather Information skill (DC 10) to learn of some gossip. For every three ranks a PC has, allow them an extra roll of a successful check (re-roll any duplicates):

- Several adventurers found a most disturbing sight just recently. (True)
- Humanoid activity has been on the rise especially in the Disputed Territory.
- The mysterious man named Spyder is in league with the Lordship of Isles. (False)
- Several Earth Dragon cultists have been seen walking the land. (True)
- The Warlord in the Disputed Territory is nothing but myth. (False)
- Several doppelgangers have been found in the Principality of Ulek and were in league with the Pomarj. (True)
- Agents from the Pomarj still lurk within the cities of the Principality of Ulek. (True)
- The prince is considering rejoining the Keoland Empire. (False)
- An important message was received by the prince from the city of Greyhawk. (True)
- The prince is getting sicker with each passing day. (False)

After the PCs have had time to do whatever they wish during the evening hours, continue with the following encounter.

ENCOUNTER 10: CHAOS REIGNS

You wake to the shouts and cries of the city. Looking outside, you see that there is mass chaos throughout out the streets of Gryrax. Folks are running around in a panic, while others are chanting for the prince to take a stand against the humanoids to the east especially the creature known as the Warlord.

This chaos continues for another hour. Allow the PCs to try and calm any of the folks in the streets down or take any other similar action they prefer.

After the PCs take any action, they wish to do continue with the following:

Another an hour, you start to hear several horns being blowing. As this happens much of the crowds in the street start to settle down and move towards the center of town.

If the PCs follow the crowd, continue with the following:

One of the prince's aids appears on the balcony of buildings and starts to give a speech.

"Last evening, we learned of some terrible news. I will not go into details but the time for the citizens of the Principality of Ulek to stand tall against the latest Pomarj activity is now. The government of the Principality of Ulek is currently seeking interested persons for military activity especially in the areas of patrols."

The advisor continues his speech but the a familiar face, one of the guards that you had spoke to yesterday approaches and asks that your group come with him.

The PCs are led into a small military building. They are asked to take the duty of a patrol force in the Prinzfeld province, which is located in the northeastern portion of the Principality of Ulek.

Payment will be that anything they find they may keep plus 12 gp per person.

If the PCs accept the mission, they are informed that they should first travel to the city of Havenhill. From there they should travel northward to the city of Thunderstrike. From Thunderstrike, they should travel in an easterly direction avoiding the forest that lies to the east of the city. The PCs may have already been to this forest (in ULPI-10 Hoch Jebline). Any evil (Pomarj) humanoids they encounter should either be killed or captured and taken to the nearest city.

If they encounter anything of extreme importance they should immediately return back to Gryrax. This should include a large battle, a sighting of the warlord, etc.

After the PCs have had a chance to ask questions, they are asked to quickly start their patrol duty heading to Havenhill first.

As the PCs leave the city, they notice that some chaos and confusion now resides within the city of Gryrax, as folks are afraid that the Pomarj forces are on the move and may try to claim the Lortmil Hills in this next

advance. If time allows, you could have an older lady accidentally run into one of the PCs crying that they are going to be attacked soon. This is only to increase the panic the PCs may be currently feeling.

When the PCs depart Gryrax, continue with the next encounter.

ENCOUNTER 11: KOBOLD ATTACK

Leaving Gryrax as requested, you head back to Havenhill with hopes to make it to Thunderstrike and then into the Disputed Territory.

You travel for three days, when you finally start to near Havenhill. As you do so, you see on the side of the road a large number of small reptilian humanoids attacking a wagon. A lone merchant appears to be attempting to defend himself from all of the little creatures. It is now just about dusk and the sun has just about disappeared from the sky.

Up ahead are a band of kobolds; you are now sadistically playing with a merchant, Murfy. They intend to steal his wagon and the goods inside. The wagon contains some alchemical items, such as smokesticks, tanglefoot bags and tindertwigs.

If half the kobolds are killed or their leader, Kob, is killed the rest of the kobolds run away attempting to save themselves from death.

If any of them are captured they gladly talk (in Draconic), informing the PCs that the warlord sent them get anything they could from any merchants on the roads near Havenhill. They do not know of the location of the warlord or the exact position of any other troops in the area but do know that a variety of humanoids have been dispatched to wreck havoc on the prince's lands.

See DM Aid #4 for a map of this combat.

APL 4 (EL7)

🐉 **Kobolds** (12): hp 3 each; halfspears only; See *Monster Manual* page 123.

🐉 **Kob:** male kobold Sor5; Small Humanoid; HD 5d4; hp 16; Init +2 (Dex); Spd 30 ft.; AC 14 (Touch 13, Flat-footed 12); Atks +0 melee (1d4-2, dagger) or +4 ranged (1d8/19-20, light crossbow); Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +3, Will +8; Str 6, Dex 14, Con 11, Int 10, Wis 10, Cha 14.

Skills and Feats: Concentration +8, Craft (trapmaking +2), Hide +8, Listen +2, Move Silently +4, Search +2, Spellcraft +8, Spot +2; Alertness, Dodge, Iron Will.

Spells Known (6/7/5; base DC = 12 + spell level): 0-lvl—arcane mark, flare, detect magic, detect poison, read magic, resistance; 1st-lvl—expeditious retreat, magic missile, shield, tenser's floating disk; 2nd-lvl— flaming sphere, shatter.

Possessions: dagger, light crossbow and 10 bolts, rat familiar.

APL 6 (EL 9)

☛ **Kobolds** (12): hp 3 each; halvespears only; See *Monster Manual* page 123.

☛ **Kob:** male kobold Sor7; Small Humanoid; HD 7d4; hp 22; Init +2 (Dex); Spd 30 ft.; AC 14 (Touch 13, Flat-footed 12); Atks +1 melee (1d4-2, dagger) or +5 ranged (1d8/19-20, light crossbow); Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +6, Will +9; Str 6, Dex 14, Con 11, Int 10, Wis 10, Cha 14.

Skills and Feats: Concentration +10, Craft (trapmaking +2), Hide +8, Listen +2, Move Silently +4, Search +2, Spellcraft +10, Spot +2; Alertness, Dodge, Iron Will, Lightning Reflexes.

Spells Known (6/7/7/4; base DC = 12 + spell level): 0-lvl—arcane mark, daze, flare, detect magic, detect poison, read magic, resistance; 1st-lvl—burning hands, expeditious retreat, magic missile, shield, tenser's floating disk; 2nd-lvl—flaming sphere, shatter; 3rd-lvl—fireball, leomund's tiny hut.

Possessions: dagger, light crossbow and 10 bolts, rat familiar.

APL 8 (EL 10)

☛ **Kobolds** (16): hp 3 each; halvespears only; See *Monster Manual* page 123.

☛ **Kob:** male kobold Sor7; Small Humanoid; HD 7d4; hp 22; Init +2 (Dex); Spd 30 ft.; AC 14 (Touch 13, Flat-footed 12); Atks +1 melee (1d4-2, dagger) or +5 ranged (1d8/19-20, light crossbow); Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +6, Will +9; Str 6, Dex 14, Con 11, Int 10, Wis 10, Cha 14.

Skills and Feats: Concentration +10, Craft (trapmaking +2), Hide +8, Listen +2, Move Silently +4, Search +2, Spellcraft +10, Spot +2; Alertness, Dodge, Iron Will, Lightning Reflexes.

Spells Known (6/7/7/4; base DC = 12 + spell level): 0-lvl—arcane mark, daze, flare, detect magic, detect poison, read magic, resistance; 1st-lvl—burning hands, expeditious retreat, magic missile, shield, tenser's floating disk; 2nd-lvl—flaming sphere, shatter; 3rd-lvl—fireball, leomund's tiny hut.

Possessions: dagger, light crossbow and 10 bolts, rat familiar.

After the combat with the kobolds, the merchant Murphy will thank them repeatedly. He informs the PCs that he trades in alchemy goods, which are often used by the Principality of Ulek army.

As gratitude for saving his life, he gives each PC one smokestick and one tindertwig. Additionally, he gives the party a single tanglefoot bag.

ENCOUNTER 12: GOBLIN SCOUT TEAM

You make way from Havenhill to Thunderstrike. A full day passes by without any interruption.

Have the PCs each make a Spot Check (DC 20) to notice a small amount of blood off to the side of them. If they are searching for tracks, have them make a Search check (DC 15). Those PCs that are successful are able to notice several tracks made by small humanoid-type creatures. The PCs are able to follow the tracks with a successful Wilderness Lore check (DC 15) if they possess the Track Feat.

If the PCs decide to follow the tracks, they travel for about an hour before a small goblin scout team ambushes them. Have each PC make a Spot (DC 24) and Listen check (DC 24). Those PCs that make either of these checks may react in the surprise round. See DM Aid #5 for a map of this encounter.

The have just recently killed several travelers and pulled their bodies back to this point so they could further maim them for their own personal delight. The warlord had asked them to cause as much havoc as possible which they have been more than happy to do so.

APL 4 (EL 7)

☛ **Goblins** (4): hp 7 each; See *Monster Manual* page 107.

☛ **Hob, Gob and Lob:** male goblin Rog3 (3); Small humanoid (goblinoid); HD 3d6; hp 14 (each); Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (Touch 14, Flat-footed 14); Atks +2 melee (1d8, morning star) or +5 ranged (1d8/19-20, light crossbow); SA sneak attack +2d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC), Darkvision 60 ft.; AL NE; SV Fort +1, Ref +6, Will +1; Str 10, Dex 16, Con 11, Int 11, Wis 11, Cha 9.

Skills and Feats: Escape Artist +9, Hide +9, Intuit Direction +6, Listen +8, Move Silently +9, Search +6, Spot +8, Tumble +9; Alertness, Improved Initiative, Point Blank Shot.

Possessions: studded leather armor, light crossbow and 10 bolts, morning star.

APL 6 (EL9)

☛ **Goblins** (4): hp 7 each; See *Monster Manual* page 107.

☛ **Hob, Gob and Lob:** male goblin Rog5 (3); Small humanoid (goblinoid); HD 5d6; hp 22 (each); Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (Touch 14, Flat-footed 14); Atks +3 melee (1d8, morning star) or +6 ranged (1d8/19-20, light crossbow); SA sneak attack +3d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC), Darkvision 60 ft.; AL NE; SV Fort +1, Ref +7, Will +1; Str 10, Dex 17, Con 11, Int 11, Wis 11, Cha 9.

Skills and Feats: Escape Artist +11, Hide +9, Intuit Direction +6, Jump +8, Listen +10, Move Silently +9, Search +6, Spot +10, Tumble +11; Alertness, Improved Initiative, Point Blank Shot.

Possessions: studded leather armor, light crossbow and 10 bolts, morning star.

APL 8 (EL12)

👉 **Goblins** (4): hp 7 each; See *Monster Manual* page 107.

👉 **Hob, Gob and Lob**: male goblin Rog8 (3); Small humanoid (goblinoid); HD 8d6; hp 34 (each); Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (Touch 14, Flat-footed 14); Atks +6/+1 melee (1d8, morning star) or +9/+4 ranged (1d8/19-20, light crossbow); SA sneak attack +4d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC & can't be flanked), Darkvision 60 ft.; AL NE; SV Fort +2, Ref +9, Will +4; Str 11, Dex 17, Con 11, Int 11, Wis 11, Cha 9.

Skills and Feats: Climb +5, Escape Artist +14, Hide +10, Intuit Direction +6, Jump +10, Listen +13, Move Silently +10, Search +9, Spot +13, Tumble +14; Alertness, Improved Initiative, Iron Will, Point Blank Shot.

Possessions: studded leather armor, light crossbow and 10 bolts, morning star.

ENCOUNTER 13: NORKERS

Traveling onward, you can now see the city of Thunderstrike off in the far distance. The city is now the home to many refugees who have made their way from the Disputed Territory to this place.

Suddenly from the bushes on the side of the road . . .

Have each of the PCs make both a Spot and/or Listen check (DC 15) to avoid being surprised by norkers and their hobgoblin leader, Rekron.

The hobgoblin has been sent here by the warlord along with the norkers to cause havoc to anyone traveling from the southern portion of the Principality of Ulek (Gyrax, Eastpass, etc.) to Thunderstrike. They gladly give their lives in an attempt to give any travelers that they may encounter.

When combat starts, the norkers and Rekron are forty-five feet away from the PCs. In the surprise round, they move five feet forward and throw their javelins in ranged combat. The next round, they charge into battle with the norkers using both their club and bite while Rekron uses his longsword.

If any of them are captured they do not talk instead choosing to be killed in battle. They do not know of the location of the warlord or the exact position of any other troops in the area.

APL 4 (EL6)

👉 **Norkers** (9): hp 7 each; See DM Aid #2.

👉 **Rekron**: male hobgoblin Ftr4; Medium Humanoid (6 ft. 9 in. tall); HD 4d10+8; hp 36; Init +1 (Dex); Spd 20 ft.; AC 18 (Touch 11, Flat-footed 15); Atks +7 melee (1d8+4/19-20, longsword), +5 ranged (1d6+2, javelin); SQ Darkvision

60 ft.; AL LE; SV Fort +6, Ref +2, Will +1; Str 14, Dex 13, Con 15, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +7, Jump +7, Wilderness Lore +1; Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: breastplate armor, large steel shield, longsword, javelin, 107 sp.

APL 6 (EL8)

👉 **Norkers** (9): hp 7 each; See DM Aid #2.

👉 **Rekron**: male hobgoblin Ftr6; Medium Humanoid (6 ft. 9 in. tall); HD 6d10+12; hp 52; Init +1 (Dex); Spd 20 ft.; AC 18 (Touch 11, Flat-footed 15); Atks +9/+4 melee (1d8+4/19-20, longsword), +7 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +5, Will +4; Str 14, Dex 13, Con 15, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +9, Jump +9, Wilderness Lore +1; Alertness, Cleave, Great Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: breastplate armor, large steel shield, longsword, javelin, 107 sp.

APL 8 (EL11)

👉 **Norkers** (9): hp 7 each; See DM Aid #2.

👉 **Rekron**: male hobgoblin Ftr9; Medium Humanoid (6 ft. 9 in. tall); HD 9d10+18; hp 76; Init +1 (Dex); Spd 20 ft.; AC 18 (Touch 11, Flat-footed 15); Atks +12/+7 melee (1d8+4/17-20, longsword), +10 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +10, Ref +6, Will +5; Str 14, Dex 13, Con 15, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +9, Jump +9, Wilderness Lore +4; Alertness, Cleave, Great Cleave, Great Fortitude, Improved Critical, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: breastplate armor, large steel shield, longsword, javelin, 107 sp.

ENCOUNTER 14: THUNDERSTRIKE

You finally reach the city of Thunderstrike. As you near the gates to the city, you are asked to state your business and thoroughly searched. After the guards feel safe about letting you inside the city, you now have the opportunity to roam the city.

The PCs may roam the city, but resting for the evening should be their prime objective. If the wish to go to a tavern or inn, they may be able to pick up recent rumors. Any PC who goes to a tavern or inn can use the Gather Information skill (DC 10) to learn of some gossip. For every three ranks a PC has, allow them an extra roll for a successful check (re-roll any duplicates):

- Humanoid activity in the Disputed Territory is on an increasing rise. (True)
- Agents from the Pomarj still lurk within the cities of the Principality of Ulek. (True)
- The humanoid forces in the Pomarj seem to be taking an increased interest in the city of Greyhawk. (True)
- There is a temple to a long forgotten deity in the Suss Forest. (Unconfirmed)
- The followers of the Earth Dragon are secretly planning to assassinate the Prince. (False)
- One goblin ear is now worth one gold piece. (False)
- Two legendary holy symbols that grant additional turning powers have just recently been located and are now in the hands of several heroes. (True)
- An important message was received by the prince from the City of Greyhawk. (True)
- The prince is getting sicker with each passing day. (False)
- Some folks believe the prince should step down from his position and allow his son to run the Principality of Ulek. (True)

After the PCs roam the city for a while and rest for the evening, continue with the next encounter.

ENCOUNTER 15: WORG-RIDING GOBLINS

Having left Thunderstrike in the morning, you continue onward patrolling the area you have been requested to search. After an hour or so, you come to the top of a small hill. Looking around the general area, you see a little over two hundred feet away, several small humanoids with small lances riding on some large and nasty wolves. They are riding quickly towards you with the cries of battle on their breath.

The goblins are mounted on the worgs. They charge into battle using their light lances hoping to inflict more damage this way. Additionally, they attempt to make use of the Mounted Combat feat as best they can to avoid damage to their faithful mounts.

If any of the goblins are captured, they inform the PCs (in goblin) that the warlord has sent them to kill anyone from the Principality of Ulek or anyone who is aiding them. They laugh believing the PCs will be killed in the coming days and are gleeful that they might have aided in their death.

They do not know of the location of the warlord or the exact position of any other troops in the area.

APL 4 (EL 6)

Goblins Ftr2 (3): Small Humanoid; HD 2d10+2; hp 20; Init +2 (Dex); Spd 30 ft.; AC 17 (Touch 13, Flat-footed 14); Atks +3 melee (1d6+1/x3, light lance); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +2, Will +0; Str 12, Dex 17, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Handle Animal +5, Ride +12; Alertness, Mounted Combat, Skill Focus (Ride).

Possessions: chain shirt, light lance.

Worg (3): hp 30 each; See *Monster Manual*. Page 184.

APL 6 (EL 9)

Goblins Ftr2 (5): Small Humanoid; HD 2d10+2; hp 20; Init +2 (Dex); Spd 30 ft.; AC 17 (Touch 13, Flat-footed 14); Atks +3 melee (1d6+1/x3, light lance); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +2, Will +0; Str 12, Dex 17, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Handle Animal +5, Ride +12; Alertness, Mounted Combat, Skill Focus (Ride).

Possessions: chain shirt, light lance.

Worg (5): hp 30 each; See *Monster Manual*. Page 184.

APL 8 (EL 10)

Goblins Ftr2 (6): Small Humanoid; HD 2d10+2; hp 20; Init +2 (Dex); Spd 30 ft.; AC 17 (Touch 13, Flat-footed 14); Atks +3 melee (1d6+1/x3, light lance); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +2, Will +0; Str 12, Dex 17, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Handle Animal +5, Ride +12; Alertness, Mounted Combat, Skill Focus (Ride).

Possessions: chain shirt, light lance.

Worg (6): hp 30 each; See *Monster Manual*. Page 184.

ENCOUNTER 16: SKILLED OGRES

After fighting the worg-riding goblins, you press onward. For hours, you encounter nothing except for small wild life creatures. Meanwhile, you continue to travel in an easterly direction wandering further into the Disputed Territory.

It is now several hours before dusk. Bushes, shrubs and small trees surround you as you proceed onward.

Have each of the PCs make both a Spot and/or Listen check (DC 22) to avoid being surprised by the two barbarian ogres.

The two ogres have also been sent here by the warlord, as many of the other humanoids the PCs have encountered have been. Hopefully, the PCs are now, if they haven't before, realizing that there is a great amount of humanoid activity going on in the Disputed Territory and something big might be happening shortly.

These two ogres have been trained in the use of two usually weapons. They gladly give their lives to wreak

havoc upon anyone not under the following of the warlord or the Pomarj.

Please see DM Aid #6 for a map of this combat.

Both ogres charge into battle using reach to their advantage. Og has reach of 10 feet, while Re has reach of 15 feet. After the possible surprise round, they both rage (barbarian ability), only increasing their power in combat and danger level.

If any of them are captured they do not talk instead choosing to be killed. They do not know of the location of the warlord or the exact position of any other troops in the area.

APL 4 (EL 6)

☛**Og:** male ogre Bbn2; Large Humanoid; HD 4d8+2d12+12; hp 54; Init +1 (Dex); Spd 30 ft.; AC 18 (Touch 11, Flat-footed 17); Atks +10 melee (2d6+7/x4, mercurial greatsword) or +10 melee (2d6+7, huge great club); SQ Rage, fast movement, Uncanny Dodge; AL CE; SV Fort +9, Ref +1, Will +1; Str 21, Dex 12, Con 15, Int 8, Wis 10, Cha 7.

Skills and Feats: Climb +5, Hide +2, Listen +4, Move Silently +2, Spot +4; Exotic Weapon Proficiency (mercurial greatsword), Weapon Focus (great club).

SA – Rage (Ex): 1/day – hp 66; AC 16 (Touch 9, Flat-footed 15); Atk +12 melee (2d6+10 [crti x4], mercurial greatsword) or +12 melee (2d6+10, huge great club).

Possessions: hide armor, *masterwork mercurial greatsword*, greatclub.

☛**Re:** male ogre Bbn2; Large Humanoid; HD 4d8+2d12+12; hp 54; Init +1 (Dex); Spd 30 ft.; AC 18 (Touch 11, Flat-footed 17); Atks +10 melee (2d4+7, spiked chain) or +10 melee (2d6+7, huge great club); SQ Rage, fast movement, Uncanny Dodge; AL CE; SV Fort +9, Ref +1, Will +1; Str 21, Dex 12, Con 15, Int 8, Wis 10, Cha 7.

Skills and Feats: Climb +5, Hide +2, Listen +4, Move Silently +2, Spot +4; Exotic Weapon Proficiency (spiked chain), Weapon Focus (great club).

SA – Rage (Ex): 1/day – hp 66; AC 16 (Touch 9, Flat-footed 15); Atk +12 melee (2d6+10, spiked chain) or +12 melee (2d6+10, huge great club).

Possessions: hide armor, *masterwork spiked chain*, great club.

APL 6 (EL 8)

☛**Og:** male ogre Bbn2/Ftr2; Large Humanoid; HD 4d8+2d12+2d10+16; hp 70; Init +1 (Dex); Spd 30 ft.; AC 18 (Touch 11, Flat-footed 17); Atks +13 melee (2d6+7/x4, mercurial greatsword) or +12 melee (2d6+7, huge great club); SQ Rage, fast movement, Uncanny Dodge; AL CE; SV Fort +12, Ref +1, Will +1; Str 21, Dex 12, Con 15, Int 8, Wis 10, Cha 7.

Skills and Feats: Climb +5, Hide +2, Jump +2, Listen +4, Move Silently +2, Spot +4; Combat Reflexes, Exotic Weapon Proficiency (mercurial greatsword), Power Attack, Weapon Focus (great club), Weapon Focus (mercurial greatsword).

SA – Rage (Ex): 1/day – hp 86; AC 16 (Touch 9, Flat-footed 15); Atk +15 melee (2d6+10 [crti x4], mercurial greatsword) or +14 melee (2d6+10, huge great club).

Possessions: hide armor, *masterwork mercurial greatsword*, great club.

☛**Re:** male ogre Bbn2/Ftr2; Large Humanoid; HD 4d8+2d12+2d10+16; hp 70; Init +1 (Dex); Spd 30 ft.; AC 18 (Touch 11, Flat-footed 17); Atks +13 melee (2d4+7, spiked chain) or +12 melee (2d6+7, huge great club); SQ Rage, fast movement, Uncanny Dodge; AL CE; SV Fort +12, Ref +1, Will +1; Str 21, Dex 12, Con 15, Int 8, Wis 10, Cha 7.

Skills and Feats: Climb +5, Hide +2, Jump +2, Listen +4, Move Silently +2, Spot +4; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Power Attack, Weapon Focus (great club), Weapon Focus (spiked chain).

SA – Rage (Ex): 1/day – hp 86; AC 16 (Touch 9, Flat-footed 15); Atk +15 melee (2d4+10, spiked chain) or +14 melee (2d6+10, huge great club).

Possessions: hide armor, *masterwork spiked chain*, great club.

APL 8 (EL 10)

☛**Og:** male ogre Bbn2/Ftr4; Large Humanoid; HD 4d8+2d12+4d10+20; hp 96; Init +1 (Dex); Spd 30 ft.; AC 18 (Touch 11, Flat-footed 17); Atks +15/+10 melee (2d6+9/x4, mercurial greatsword) or +14/+9 melee (2d6+7, huge great club); SQ Rage, fast movement, Uncanny Dodge; AL CE; SV Fort +13, Ref +2, Will +2; Str 21, Dex 12, Con 15, Int 8, Wis 10, Cha 7.

Skills and Feats: Climb +5, Hide +2, Jump +4, Listen +4, Move Silently +2, Spot +4; Cleave, Combat Reflexes, Exotic Weapon Proficiency (mercurial greatsword), Power Attack, Weapon Focus (great club), Weapon Focus (mercurial greatsword), Weapon Specialization (mercurial greatsword).

SA – Rage (Ex): 1/day – hp 116; AC 16 (Touch 9, Flat-footed 15); Atk +17/+12 melee (2d6+12 [crti x4], mercurial greatsword) or +16/+11 melee (2d6+10, huge great club).

Possessions: hide armor, *masterwork mercurial greatsword*, great club.

☛**Re:** male ogre Brb2/Ftr4; Large Humanoid; HD 4d8+2d12+4d10+20; hp 96; Init +1 (Dex); Spd 30 ft.; AC 18 (Touch 11, Flat-footed 17); Atks +15/+10 melee (2d4+9, spiked chain) or +14/+9 melee (2d6+7, huge great club); SQ Rage, fast movement, Uncanny Dodge; AL CE; SV Fort +13, Ref +2, Will +2; Str 21, Dex 12, Con 15, Int 8, Wis 10, Cha 7.

Skills and Feats: Climb +5, Hide +2, Jump +4, Listen +4, Move Silently +2, Spot +4; Cleave, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Power Attack, Weapon Focus (great club), Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

SA – Rage (Ex): 1/day – hp 116; AC 16 (Touch 9, Flat-footed 15); Atk +17/+12 melee (2d6+12, spiked chain) or +16/+11 melee (2d6+10, huge great club).

Possessions: hide armor, masterwork spiked chain, great club.

ENCOUNTER 17: THE END?

Having defeated numerous vial humanoids including, kobolds, goblins, norkers, and even two ogres, you advance further into the Disputed Territory haven't yet seen anything of extreme importance that would lead you to return back to Gryrax for a report. No large battles or sightings of the warlord yet, just the increased presence of the Pomarj humanoids in the Disputed Territory.

It is now morning, you defeated the two ogres just the night before but it is time to press forward.

After several hours of travel, you see way off in the distance at least a half-mile away, two extremely large groups of humanoids. They seem to be facing either other but are currently at least two hundred yards away from either other. As you gaze upon the situation, you notice that one of them seems to be made of mostly dwarfs and humans while the other group is a mismatch of various humanoids of all sizes.

Suddenly, both groups race towards each other with the cries of battle filling the air. Before you can even react to this, you notice a band of goblins has popped up from the bushes pointed in your direction is now advancing towards you.

The two groups are Prince Olinstaad and the Principality of Ulek army and the warlord and his minions. The prince heard of the location of the warlord and decided to make a stand in which he would make an appearance at.

The PCs should not be able to interfere in this combat, as they have their own trouble to attend too, that of these well-trained and nicely equipped goblins.

The goblins are not attempting to surprise the PCs and thus no surprise round occurs. See DM Aid #7 for a layout of the combat. Brayton charges into combat but not until Dirrel shoots his light crossbow with the screaming bolt. Dyrrel uses his spells to damage PCs that have already taken damage.

As the combat with the goblins, proceeds the PCs hear several loud roars that nearly shake the earth itself. If they make a successful Spot check (DC 10), they see a large creature with greenish skin clawing through the Principality of Ulek troops. This creature is in fact the warlord. As the battle continues, the warlord makes his way to the prince. Once again he roars and seriously wounds Prince Olinstaad Corond causing the prince to fall to the ground (in negative hit points). The prince is then pulled out of combat as many of the other combatants on the Principality of Ulek side fill his spot in the ranks. Shortly after this occurs, the warlord pulls his troops back having accomplished more then he could have dreamed of this day.

Do not let the PCs interfere with battle or the prince. This is merely to let them see firsthand what has happened. If the PCs approach and attempt to aid, they are roughly asked to stand back as the prince is put onto a wagon, which is then quickly taken from the battlefield.

APL 4 (EL 6)

➤ **Goblins** (4): hp 7 each; See *Monster Manual* page 107.

➤ **Brayton**: male goblin Ftr2; Small humanoid (goblinoid); HD 2d10+5; hp 25; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 18 (Touch 13, Flat-footed 16); Atks +2 melee (1d8, morning star), +4 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +2, Will +0; Str 10, Dex 14, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +3, Jump +3, Listen +3, Spot +3; Alertness, Improved Initiative, Toughness.

Possessions: breastplate armor, masterwork small steel shield, 2 javelins, morning star.

➤ **Dirrel**: male goblin Rog2; Small humanoid (goblinoid); HD 2d6; hp 12; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (Touch 14, Flat-footed 14); Atks +1 melee (1d8, morning star), +6 ranged (1d8, [crit 19-20] light crossbow); SA sneak attack +1d6; SQ Evasion, Darkvision 60 ft.; AL NE; SV Fort +0, Ref +6, Will +0; Str 10, Dex 16, Con 11, Int 11, Wis 11, Cha 9.

Skills and Feats: Escape Artist +8, Hide +8, Intuit Direction +5, Listen +7, Move Silently +8, Search +5, Spot +7, Tumble +8; Alertness, Improved Initiative.

Possessions: studded leather armor, masterwork light crossbow and 10 masterwork bolts, screaming bolt, morning star, potion of vision.

➤ **Dyrrel**: male goblin Sor3; Small humanoid (goblinoid); HD 3d4; hp 10; Init +2 (Dex); Spd 30 ft.; AC 14 (Touch 13, Flat-footed 11); Atks +0 melee (1d4-1, dagger) or +3 ranged (1d8, [crit 19-20], light crossbow); Darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +4, Will +5; Str 8, Dex 14, Con 11, Int 10, Wis 11, Cha 14.

Skills and Feats: Concentration +6, Hide +6, Listen +3, Move Silently +4, Spellcraft +6, Spot +3; Alertness, Dodge, Iron Will.

Spells Known (6/6; base DC = 12 + spell level): 0-lvl—daze, detect magic, flare, read magic, resistance; 1st-lvl—expeditious retreat, magic missile, shield.

Possessions: dagger, light crossbow and 10 bolts, wand of daze, rat familiar.

APL 6 (EL 8)

➤ **Goblins** (8): hp 7 each; See *Monster Manual* page 107.

➤ **Brayton**: male goblin Ftr3; Small humanoid (goblinoid); HD 3d10+9; hp 39; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 18 (Touch 13, Flat-footed 16); Atks +3 melee (1d8, morning star), +5 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +3, Will +1; Str 10, Dex 14, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +4, Jump +4, Listen +3, Spot +3; Alertness, Improved Initiative, Toughness (x2).

Possessions: breastplate armor, masterwork small steel shield, 2 javelins, morning star.

➤ **Dirrel**: male goblin Rog3; Small humanoid (goblinoid); HD 3d6; hp 18; Init +7 (Dex, Improved Initiative); Spd 30

ft.; AC 17 (Touch 14, Flat-footed 14); Atks +2 melee (1d8, morning star), +7 ranged (1d8, [crit 19-20] light crossbow); SA sneak attack +2d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC), Darkvision 60 ft.; AL NE; SV Fort +1, Ref +6, Will +1; Str 10, Dex 16, Con 11, Int 11, Wis 11, Cha 9.

Skills and Feats: Climb +2, Escape Artist +8, Hide +8, Intuit Direction +5, Jump +6, Listen +7, Move Silently +8, Search +5, Spot +7, Tumble +8; Alertness, Improved Initiative, Point Blank Shot.

Possessions: studded leather armor, *masterwork light crossbow* and *10 masterwork bolts*, *screaming bolt*, morning star, *potion of vision*.

➤ **Dyrrel:** male goblin Sor4; Small humanoid (goblinoid); HD 4d4; hp 13; Init +2 (Dex); Spd 30 ft.; AC 14 (Touch 13, Flat-footed 11); Atks +1 melee (1d4-1, dagger) or +4 ranged (1d8, [crit 19-20], light crossbow); Darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +4, Will +6; Str 8, Dex 14, Con 11, Int 10, Wis 11, Cha 14.

Skills and Feats: Concentration +7, Hide +6, Listen +3, Move Silently +4, Spellcraft +7, Spot +3; Alertness, Dodge, Iron Will.

Spells Known (6/7/4; base DC = 12 + spell level): 0-lvl—*daze*, *detect magic*, *flare*, *ray of frost*, *read magic*, *resistance*; 1st-lvl—*expeditious retreat*, *magic missile*, *shield*; 2nd-lvl—*flaming sphere*.

Possessions: dagger, light crossbow and 10 bolts, *wand of daze*, rat familiar.

APL 8 (EL 10)

➤ **Goblins** (12): hp 7 each; see *Monster Manual* page 107.

➤ **Brayton:** male goblin Ftr4; Small humanoid (goblinoid); HD 4d10+13; hp 53; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 18 (Touch 13, Flat-footed 16); Atks +4 melee (1d8, morning star), +6 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +3, Will +1; Str 10, Dex 14, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +5, Jump +5, Listen +3, Spot +3; Alertness, Improved Initiative, Toughness (x3).

Possessions: breastplate armor, *masterwork small steel shield*, 2 javelins, morning star.

➤ **Dirrel:** male goblin Rog4; Small humanoid (goblinoid); HD 4d6; hp 24; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (Touch 14, Flat-footed 14); Atks +3 melee (1d8, morning star), +8 ranged (1d8, [crit 19-20] light crossbow); SA sneak attack +2d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC), Darkvision 60 ft.; AL NE; SV Fort +1, Ref +7, Will +1; Str 10, Dex 16, Con 11, Int 11, Wis 11, Cha 9.

Skills and Feats: Climb +7, Escape Artist +8, Hide +8, Intuit Direction +6, Jump +7, Listen +7, Move Silently +8, Search +5, Spot +7, Tumble +9; Alertness, Improved Initiative, Point Blank Shot.

Possessions: studded leather armor, *masterwork light crossbow* and *10 masterwork bolts*, *screaming bolt*, morning star, *potion of vision*.

➤ **Dyrrel:** male goblin Sor6; Small humanoid (goblinoid); HD 6d4; hp 19; Init +2 (Dex); Spd 30 ft.; AC 14 (Touch 13, Flat-footed 11); Atks +2 melee (1d4-1, dagger) or +5 ranged (1d8, [crit 19-20], light crossbow); Darkvision 60 ft., light sensitivity; AL LE; SV Fort +6, Ref +7, Will +7; Str 8, Dex 14, Con 11, Int 10, Wis 11, Cha 14.

Skills and Feats: Concentration +9, Hide +6, Listen +3, Move Silently +4, Spellcraft +9, Spot +3; Alertness, Dodge, Iron Will, Lightning Reflexes.

Spells Known (6/7/6/3; base DC = 12 + spell level): 0-lvl—*daze*, *detect magic*, *detect poison*, *flare*, *ray of frost*, *read magic*, *resistance*; 1st-lvl—*expeditious retreat*, *mage armor*, *magic missile*, *shield*; 2nd-lvl—*flaming sphere*, *melf's acid arrow*, 3rd-lvl—*flame arrow*.

Possessions: dagger, light crossbow and 10 bolts, *wand of daze*, rat familiar.

CONCLUSION

Having found something worthy of reporting back to Gryrax, you quickly return back to the city. Your travel is uneventful but the sights you have seen in the past few weeks have been quite saddening.

What has happened to Prince Olinstaad Corond is unknown, perhaps you find out in the coming weeks. One can only hope that he has not left this world.

The PCs are asked of a full report. After hearing the news the PCs deliver, only stern and saddened faces greet them. They are thanked for their help and given 12 gp as promised.

They are released from duty but informed that their services might soon be needed in the war with the Pomarj.

The End

EXPERIENCE POINT SUMMARY

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

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

Encounter 5

Defeating the xvarts 125 xp

OR

Negotiating with xvarts 50 xp

Encounter 11

Defeating kobolds 125 xp

Encounter 12	
Defeating goblins	125 xp
Encounter 13	
Defeating norkers and hobgoblin leader	125 xp
Encounter 15	
Defeating worg-riding goblins	200 xp
Encounter 16	
Defeating ogres	250 xp
Encounter 17	
Defeating goblins	250 xp
In Conclusion	
Successfully Completed the Mission	200 xp
Total experience for objectives	1,400 xp
Discretionary role-playing award	0-100 xp
Total possible experience	1,500 xp

TREASURE SUMMARY

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

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

within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter 5

- 43 sp

Encounter 11

- *Smokestick* (Tiny, 1/2 lbs., Wood, 20 gp, Common) – 1 per PC
- *Tanglefoot bag* (Small, 4 lbs., -, 50 gp, Common)
- *Tindertwig* (Tiny, 1/2 lbs., -, 1 gp, Common) – 1 per PC

Encounter 16

- 107 sp

Encounter 16

- *Masterwork mercurial greatsword* (Large, 17 lbs., steel, 900 gp, Uncommon): [Exotic Weapon] Damage 2d6; Critical x4; Type Bludgeoning; This huge blade hides a secret reservoir of quicksilver (also called mercury by alchemists) that runs along the interior of the blade in a slender channel. When the blade is vertical, the mercury swiftly fills an interior bulb in the shaft, but when swung, the heavy liquid flows out into the blade, making it heavier. In nonproficient hands, this shifting mass penalizes the wielder by an additional –3 penalty to attack rolls, beyond the normal nonproficiency penalty for using an exotic weapon untrained; Source *Sword and Fist: A Guidebook to Fighters and Monks* page 70 and 73.
- *Masterwork spiked chain* (Large, 15 lbs., steel, 325 gp, Common)

Encounter 17

- *Masterwork small steel shield* (Small, 6 lbs., Steel, 159 gp, Common): This finely crafted small shield bears the coat of arms of the Pomarj – the red face of a medusa. The coat of arms can be sanded off without reducing the shield's usefulness.
- *Masterwork light crossbow* (Small, 6 lbs., wood, 335 gp, Common)
- *Screaming Bolt* (Small, 1/10 lbs., steel and wood, 257 gp, Common)
- *Masterwork bolts* [5] (Small, 1 lbs., steel and wood, 35 gp, Common)
- *Masterwork bolts* [5] (Small, 1 lbs., steel and wood, 35 gp, Common)

1. *Potion of vision* (Tiny, 1/2 lbs., glass, 150 gp, Common)
- *Wand of daze* (50 charges; cast at 1st level) (Tiny, -, wood, 375 gp, Common)

Conclusion

- 12 gp (per PC if successful)

DM AID #1 (XVARTS)

Small Humanoid

Hit Dice: 1d8+3 (7 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 14 (+1 size, +1 Dex, +1 shield)

Attacks: Short sword +0 melee; or dagger +2 ranged; or net +2 ranged

Damage: Short sword 1d6-1; dagger 1d4-1; net entangle

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft., speak with animals

Saves: Fort +0, Ref +3, Will +0

Abilities: Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8

Skills: Hide +6, Move Silently +4, Spot +2

Feats: Toughness

Climate/Terrain: Any forest and underground.

Organization: Gang (4-9), band (10-100, plus 1 leader of 4th to 6th level and 1 3rd-level net-using sergeant per 20 adults), or tribe (40-400, plus 1 leader of 6th to 8th level, 1-3 lieutenants of 4th to 5th level, 1-4 clerics of 1st to 5th level, 1 3rd-level net-using sergeant per 20 adults, and 3-30 giant rat guards).

Challenge Rating: ¼

Treasure: Standard

Alignment: Usually chaotic evil.

Advancement: By character class

Xvarts are small humanoids living primarily in the Bandit Kingdoms, former lands of the Horned Society, the Bone March, the Pomarj, near Verbobonc, and the Vesve. Although xvarts have a primitive society compared to humans, it serves them well and allows them to support large tribes on limited resources. As a whole they are not a threat to civilization, as they fear humans and prefer to occasionally take out their aggressions on kobolds. Goblins often use xvarts as spies for warbands, and xvarts often act as intermediaries between goblins and kobolds.

Xvarts have bright blue skin and vivid orange eyes. Tolerant of most weather extremes, they dress in little more than loose cloth doublets. Xvarts of both sexes are mostly bald, having only a fringe of wiry black hair on the back and sides of the head that connects with their eyebrows. Their ears are large. Xvart claws look impressive but are insufficient for combat, and their teeth are no larger than those of a human child.

Xvarts speak Goblin; those with Intelligence scores of 12 or above also speak Draconic.

Combat

Xvarts prefer to ambush and overwhelm their opponents, resorting to superior numbers instead of fairness. Although they fear humans and only attack them if they have a tremendous edge in numbers, xvarts hate halflings and almost always attack them, even if their numbers are equal.

Xvart officers sometimes have better armor (preferring a chain shirt to anything more cumbersome). Sergeants are trained in the use of the net, and other officers learn the net or Two-Weapon Fighting with a dagger or another short sword. Hunting parties use scouts to drive prey toward a readied net, and ambushes usually involve at least one net and enough xvarts to pile upon every person in a group.

Speak with Animals (Sp): Once per day a xvart can speak with animals as a 1st level druid to communicate with rats or bats including dire varieties.

Skills: Xvarts gain a +2 racial bonus to Move Silently checks and a +4 size bonus to Hide checks.

Xvart Characters

Xvarts' favored multiclass is fighter; xvart leaders tend to be fighters or fighter/clerics. Xvart clerics choose two of the following domains: Animal, Evil, and Trickery. Xvart clerics prefer spells that summon rats and bats, or spells that create fire.

Xvart Society

Xvarts are tribal. Their leaders are generally the strongest and most clever creatures in the tribe. They live in a communal existence, with hunting parties leaving the lair daily to bring back food for the entire tribe. If hunting is poor, they sometimes resort to stealing livestock or crops from farms. They war with enemy humanoids for territory, but never with their own kind, preferring to move or eliminate common foes when the population grows too high. Xvarts rarely raid unless a powerful leader has driven them to a cause, such as avenging many deaths by adventurers or the

encroachment of humans. When they take prisoners, it is only for torture and ransom, as the xvarts have little need for laborers.

These creatures live in caves underground or in deep and remote portions of forests. Their camps are well patrolled by xvarts, bats, and rats, and are kept reasonably clean, particularly when compared to goblins. Often a tribe is allied with one or more wererats, with the tribe providing shelter in emergencies and the wererats ferrying ransom notes. Xvarts with lycanthropy are greatly respected by their peers. Other tribes form close alliances with goblins, although these pairings never involve worg mounts, as the canines tend to eat the rat guardians.

Xvarts worship the god Raxivort, who teaches that xvarts will eventually come to dominate and rule all of the small creature of the world, aided by rat and bat allies and using the tools of fire and sword as their means to this goal.

Source: *LIVING GREYHAWK Journal* #1, page 24-25.

DM AID #2 (NORKERS)

Small Humanoid (goblinoid)

Hit Dice: 1d8+2 (6 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 19 (+1 size, +1 Dex, +7 natural)

Attacks: Club +2 melee, and bite -3 melee; or javelin +3 ranged

Damage: Club 1d6, bite 1d4; or javelin 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.

Saves: Fort +4, Ref +1, Will -1

Abilities: Str 10, Dex 13, Con 14, Int 9, Wis 9, Cha 8

Skills: Listen +3, Move Silently +5, Spot +3

Feats: Alertness

Climate/Terrain: Temperate and warm land and underground.

Organization: Gang (4-9), or band (10-40 plus 50% noncombatants plus 1 3rd-level boss per 20 adults and one leader of 4th-6th level).

Challenge Rating: 1/2.

Treasure: Standard

Alignment: Usually chaotic evil.

Advancement: By character class.

Norkers are related to goblins and hobgoblins. They forsake armor because their hide is incredibly tough. They are unreliable troops and tend to quarrel with each other, which keeps their numbers low compared to goblins.

Norkers resemble goblins, except that they have three-inch long canine teeth and no hair. Their skin ranges from reddish brown to dark gray. A norker usually wears only a loincloth and belt, tying its favorite possessions and trophies to its belt.

Norkers speak Goblin. Those with Intelligence scores of 12 or above also speak Orc.

Most norkers encountered outside their homes are warriors; the information in the static block is for one of 1st level. (See page 39 in the *DUNGEON MASTER's Guide* for more about the warrior class).

Combat

Norkers enjoy swarming tactics. Their weapons are simple and crudely made, but they are not averse to taking better weapons from their fallen foes. When bullied into submission by hobgoblins, they can use basic military tactics, but they lapse into their old ways when not supervised.

Skills: Norkers have a +4 racial bonus to Move Silently checks.

Norker Society

Norkers are tribal, although the leader's influence only extends about as far as his reach. This means their tribes are much smaller than a typical goblin tribe. They raid and steal from other humanoids, as they are too lazy to do their own hunting.

Their lairs are usually caves, old ruins, or villages taken by conquest. They can't cooperate well enough to build anything more than a fence around their lair, perhaps with a gate and a narrow walkway. A lair has on-and-a-half times as many females as males and twice as many young as males.

Different tribes of norkers rarely meet, but when they do the conflict often becomes bloody, with the victors taking the fangs of the losers as trophies. These conflicts rarely result in the complete loss of males on one side, as they occur to establish who is the dominant leader.

When powerful groups of hobgoblins command norkers, they often equip their lesser cousins with scale mail and shields. In these situations, the norkers are used as shock troops, absorbing the brunt of enemy attacks while the hobgoblins use their superior intelligence, tactics, and equipment to break up the enemy forces.

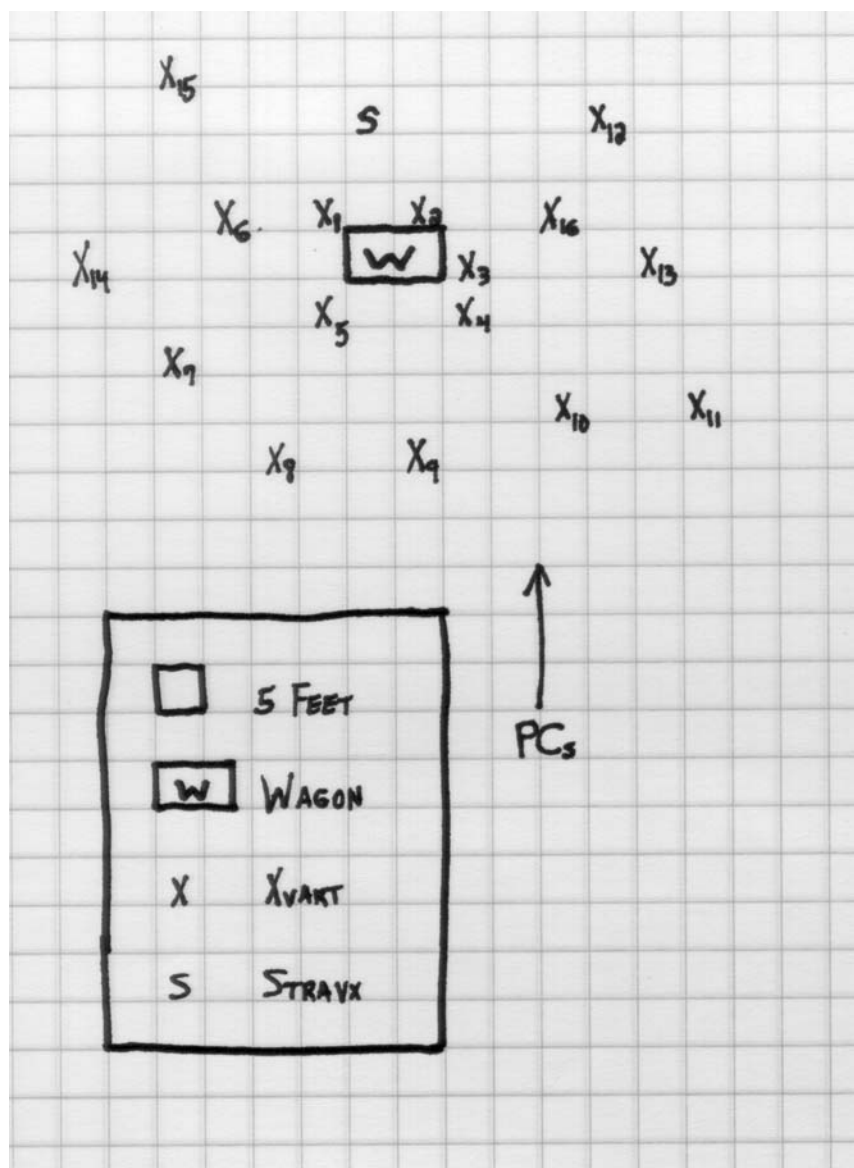
Norkers worship Maglubiyet, the god of goblins and hobgoblins.

Norker Characters

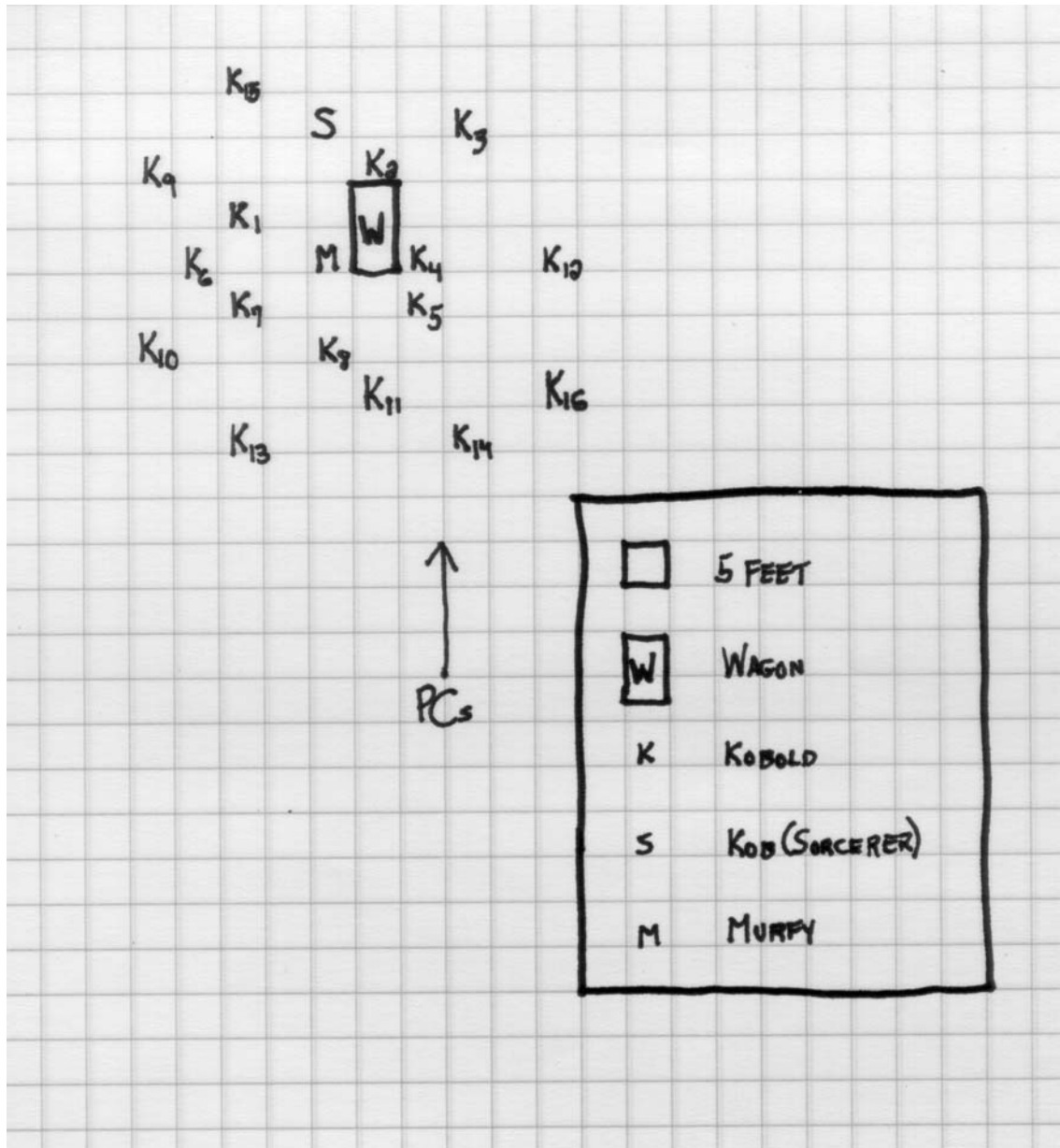
A norker's favored class is rogue, but norker leaders tend to be fighters. Norker clerics worship Maglubiyet and can choose two of the following domains: Chaos, Evil, and Trickery.

Source: *LIVING GREYHAWK Journal* #3, page 24

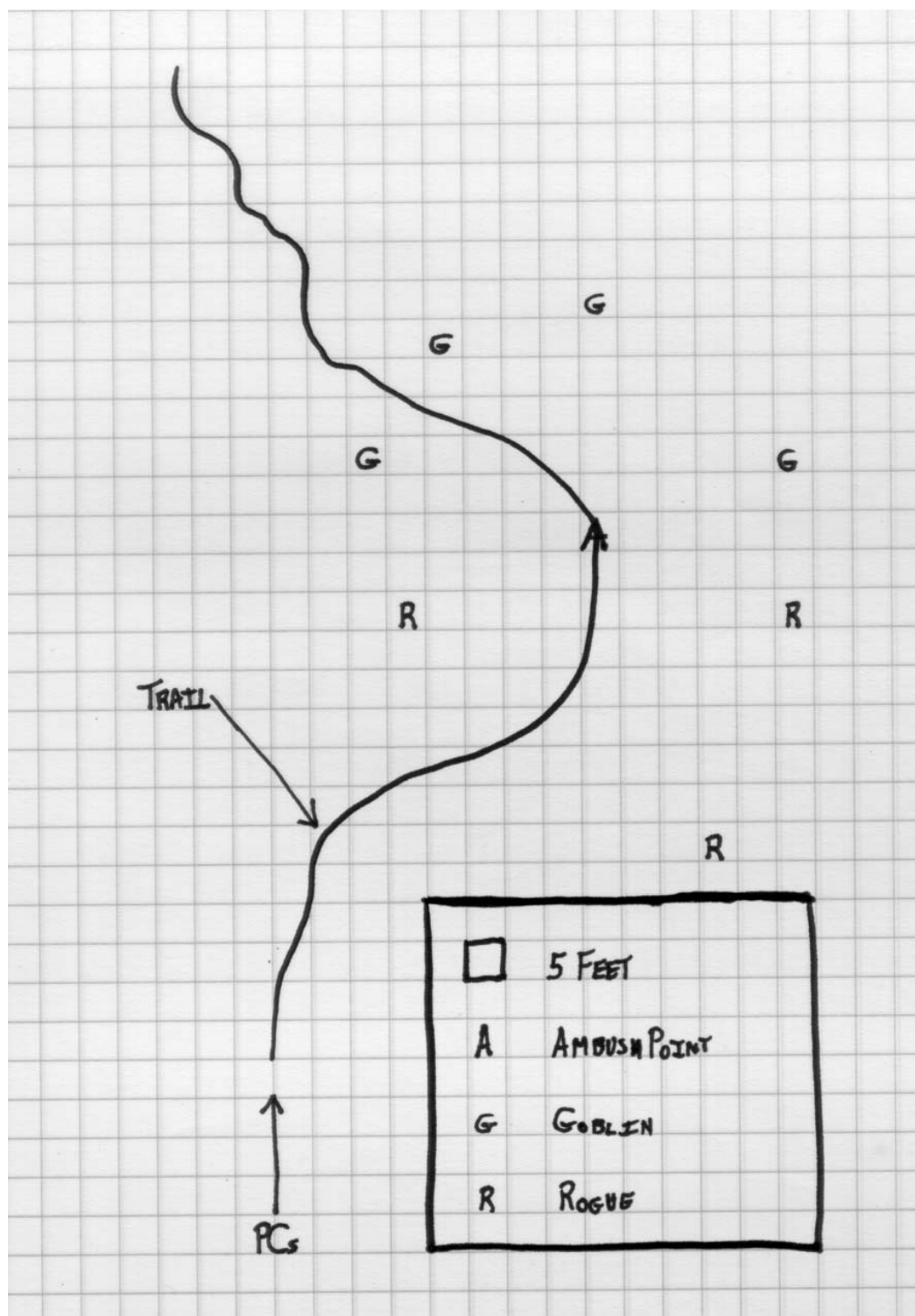
DM AID #3 (LAYOUT OF ENCOUNTER 5)



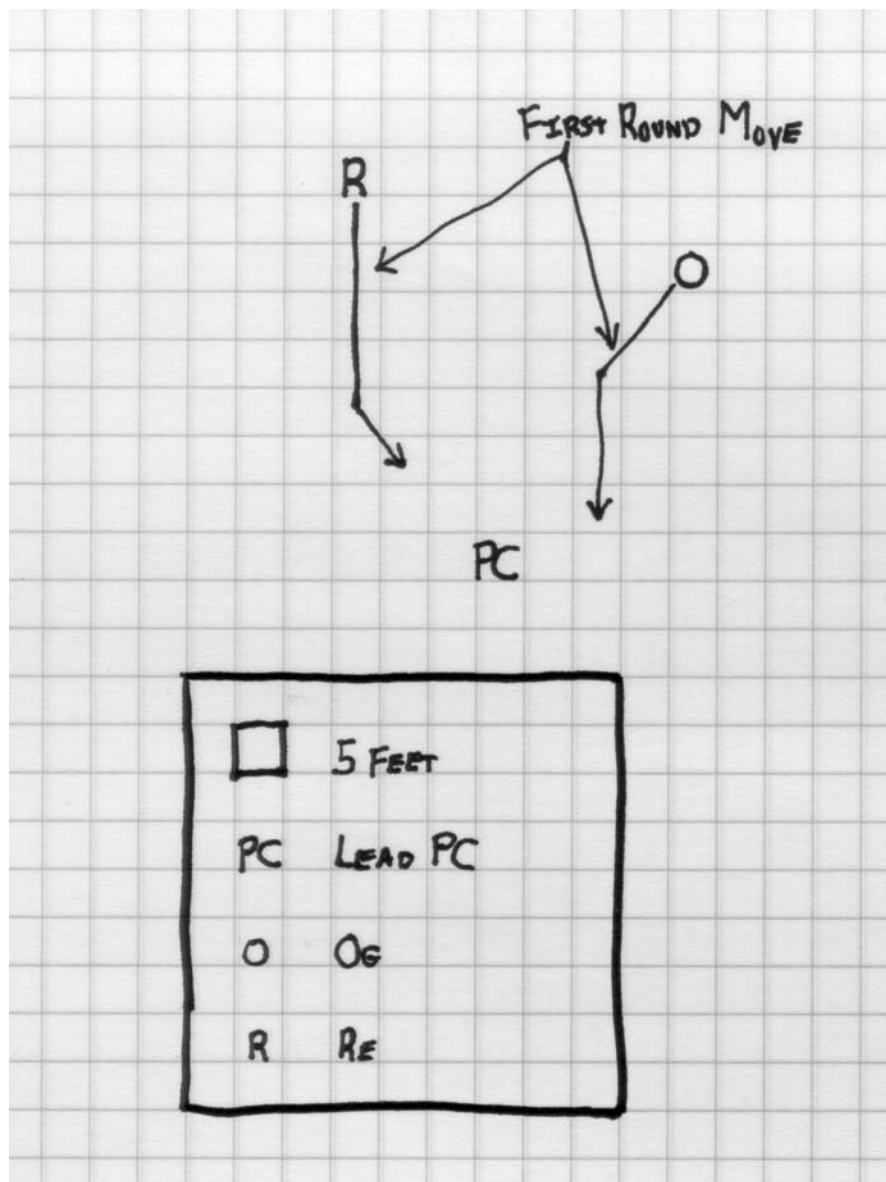
DM AID #4 (LAYOUT OF ENCOUNTER 11)



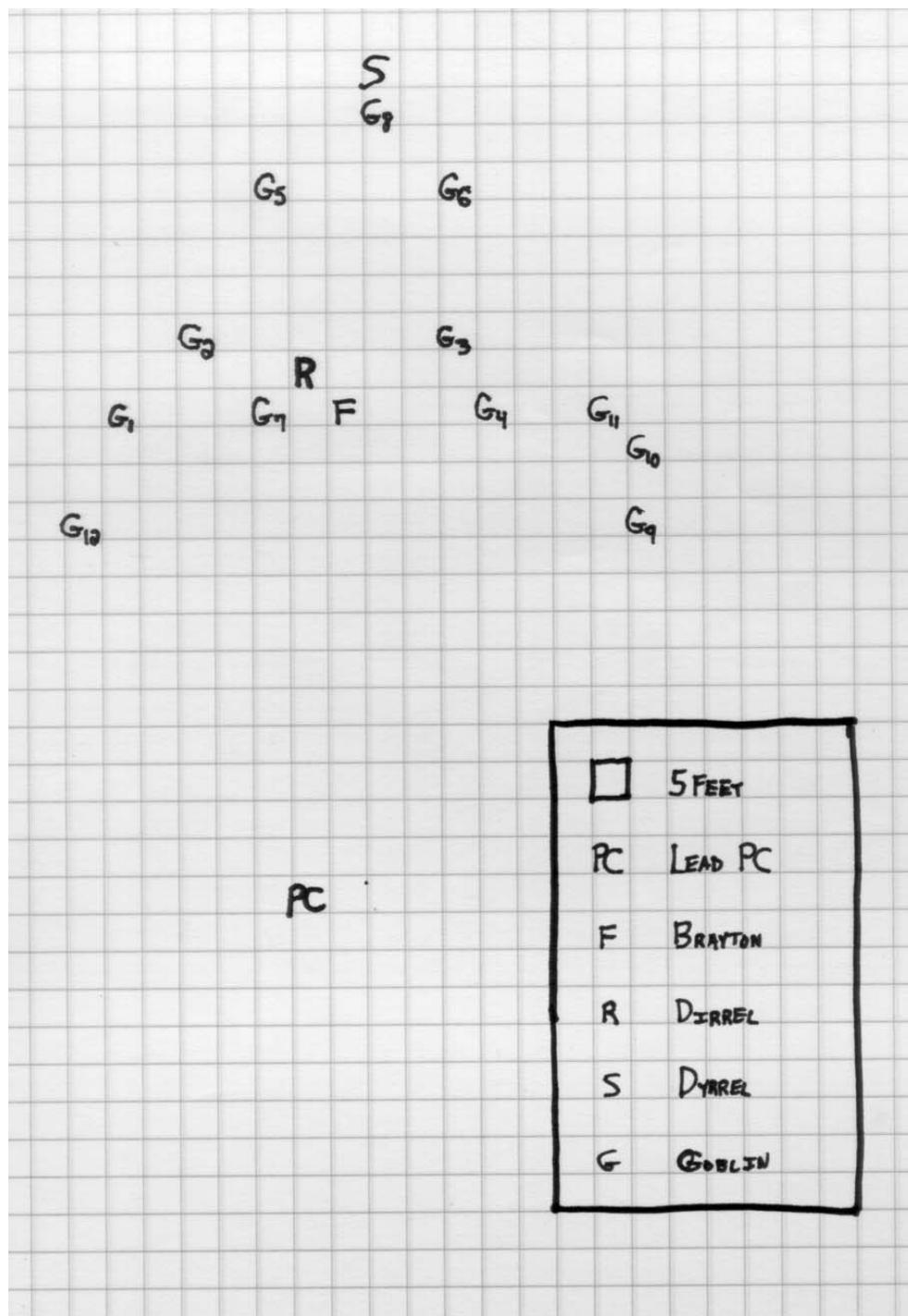
DM AID #5 (LAYOUT OF ENCOUNTER 12)



DM AID #6 (LAYOUT OF ENCOUNTER 16)



DM AID #7 (LAYOUT OF ENCOUNTER 17)



PLAYER'S HANDOUT #1 (NOTE FOUND ON DWARVEN BODY)

Deer Prince Olinstaad Corond,

I give thee this body as a gifph to you along with the skulls of severel of yoos finest men. I hope that yoos blood now boils witph angry and hatred toward me. You are nothing but a coward, sick and dying. If yoos still have any beard upon yoos face bring yoos men and fight me with courige and honor. I hope too see you upon the field of battle one day so I may strike you down and take that tin crown from you balding head.

W

STORY SUMMARY FOR USE AT FLORIDA FALL FANTASY.

Please fill out the following and return to Christopher Reed at 6245 Westgate Drive; Apartment #1905; Orlando, FL 32835.

Did the PCs kill the xvarts? YES NO

Did the PCs return Maydo's goods to him? YES NO

Did the PCs find the dwarven body in the cart? YES NO

Did the PCs inform the city guards of the dwarven body? YES NO

How far did the PCs go before they returned back to Gryrax?

Which PC received the *masterwork small steel shield*?

Real Name: PC Name: RPGA #:

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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