

Raiders of the Chaos Fields

A One-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 1

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Turrosh Mak, despot of the Orcish Empire of the Pomarj, wants peace. Is this some new stratagem on the wily half-orc's part or is his offer genuine? A period of relative peace along Greyhawk's buffer zone has many worried. Have the orcs really stopped raiding or are they preparing a new, devastating invasion? A one-round Core adventure set in the Domain of Greyhawk for characters level 1-11 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Dungeon Master's Guide II* [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, Robin D. Laws], *Living Greyhawk Gazetteer* [Gary Holian, Erik Mona, Sean K Reynolds, Frederick Weining], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], "See the Pomarj and Die" Dragon 167 [Joseph Bloch], *Slavers* [Sean K Reynolds and Chris Pramas], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure set in the Domain of Greyhawk. All characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per time unit. Rich Upkeep costs 50 gp per time unit. Luxury Upkeep costs 100 gp per time unit. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Before play begins, review the goblin and orc listings in the *Monster Manual*. Additionally, it is possible for PCs during this adventure to interact (relatively) peacefully with the goblins of the Bloody Eye. Thus, the DM should thoroughly review Bluff, Diplomacy, Intimidate, and Sense Motive skills presented in the *Player's Handbook*.

ORCS OF THE BLACK SKULL

The orcs of the Black Skull are bloodthirsty and sadistic even by the standards of their own depraved kin. They suffered heavy casualties during Turrosh Mak's abortive attempt to take Celene during the Greyhawk Wars. Now, a new generation of warrior has stepped forward to carry the Black Skull to glory.

These orcs believe that Turrosh Mak is too timid in his prosecution of the war against Greyhawk. Whipped into a frenzy by Keth One-Eye, a devout follower of Gruumsh they have decided to take matters into their own hands. They plan to cross the buffer zone, find some humans, and bring them back to torture at their leisure.

GOBLINS OF THE BLOODY EYE

Loyal to Turrosh Mak, but dismissed as little more than a rabble by their larger and more powerful brethren, the goblins of the Bloody Eye have been given the unenviable task of tracking down and killing the orcs of the Black Skull. Their leader, Grunok, sees the PCs as a

potential way to achieve their mission without losing too many of his kin.

NEW RULE ITEMS

Core adventures often utilize new rules items—including new classes, prestige classes, races, feats, spells, and equipment (including magic items)—that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

HANDOUTS

Print out seven copies of Player Handout 1; six are for the players, one for the DM.

ADVENTURE BACKGROUND

For much of its long history the Pomarj has been relatively inconsequential in the affairs of the Flanaess.

Prior to the Twin Cataclysms and the subsequent Great Migrations, much of the Pomarj was a desolate place, inhabited only by primitive Flan tribes that worshipped the spirits of earth and sky. The region's poor soil and fell reputations caused all but the most desperate of folk to give the region a wide berth.

Eventually, migrating Suel fleeing the destruction of their ancient empire settled here founding many small communities.

In the late third century CY, Keoland, allied with the dwarves of Ulek, conquered the region believing that much mineral wealth lay below the Drachensgrab Hills. By 463 CY, though, the Pomarj was again independent after Ulek's were garrisons peacefully expelled.

THE HATEFUL WARS

In 498 CY, the genocidal battles of the Hateful Wars fought amid (and below) the lofty peaks of the Lortmil Mountains began. The purpose of the war was simple. The three Ulek states and Celene, aided by Veluna and the gnomes of the Kron Hills attacked the hordes of orc and goblins dwelling in the Lortmils with the goal of exterminating them and ending their menace forever.

Vicious fighting raged for 12 years with both sides committing unspeakable atrocities in the pursuit of victory. Eventually, however, it became evident to the wisest of the orc chieftains that victory was impossible. Some attempted the perilous crossing to the Yatils Mountains by way of the Lorridges. While the first few groups to dare this passage reached the comparative safety of the Yatils the combined forces of Bissel and Veluna stemmed the tide.

Other, more cunningly led, tribes escaped to the southeast. Taking secret and hidden paths, they crept out of the Lortmils and found sanctuary under the oppressive boughs of the Suss. Three years later, they swept eastwards, overwhelming the fractured fiefdoms of the Pomarj. For almost 70 years chaos reigned in the Pomarj as tribes fought over the region's natural resources and sought to settle old (and imagined) scores.

THE RISE OF TURROSH MAK

In the early 580s a powerful half-orc - Turrosh Mak - emerged to unite the Pomarj's disparate tribes under his banner. During the Greyhawk Wars, he inspired the orcs to reclaim their "birthright" in the Lortmils. War swiftly followed as the orcs overran much of the Wild Coast and the eastern portion of the Principality of Ulek.

For the remnant of the Wild Coast, the next five years were relatively peaceful (although in the Principality of Ulek war raged unchecked). Greyhawk established a buffer zone just south of Safeton and heavily patrolled it. The orcs made no serious attempts to breach this defensive line although minor raids and skirmishes were commonplace.

In 596 CY Mak launched a surprise attack. Bypassing the twin towers of Eyebite, the orcs razed Narwell and several surrounding villages. While the Domain's army reacted quickly to stabilize the situation and cut off the marauders' line of retreat, vicious fighting raged for months. Their road home barred, the orcs fought their way northwards, joining their brethren at Blackthorn under the ancient boughs of the Gnarley Forest.

Since the campaigns of 596, the buffer zone has been comparatively quiet. Even the sporadic raiding so beloved by the orcs and their allies has tailed off. (Mak has ordered a cessation of attacks on Greyhawk for the moment. Matters in the Principality draw his attention westwards and he cannot, now, afford a war on two fronts.)

PEACE?

Turrosh Mak stunned the Domain in mid 597 by sending an emissary to the free city. Under the protection of Ambassador Ghrigiel (of the Scarlet Brotherhood) the ambassador called for the free city (and all the nations of the Flanaess) to recognize the Orcish Empire of the Pomarj as a legitimate nation-state. In return, he offered Greyhawk peace and the beginnings of mutually lucrative trade with any nation recognizing Turrosh Mak's authority over the Pomarj.

The Directing Oligarchy, however, fear this tactic is the prelude to some new orgy of violence. Consequently, they have retained many coinswords and adventurers to patrol the buffer zone. If Turrosh Mak is plotting some new attack, the Directing Oligarchy wants to know of it.

ADVENTURE SUMMARY

The Free City has hired the PCs (and many other similar groups) to patrol the buffer zone in the southern region of the Domain of Greyhawk. To the south lie the shattered cities of the Wild Coast, the Chaos Fields, and untold numbers of evil humanoids.

Introduction: The PCs patrol the shattered lands of the buffer zone.

Encounter 1: The PCs come across the scene of a recent battle. The bodies of three goblins and an orc lie intertwined in death. From their placement, it is evident that they died fighting each other. The PCs discover two sets of tracks heading northwards.

Encounter 2: Following the tracks, the PCs come across a small farmstead surrounded by goblins of the Bloody Eye tribe. While combat will undoubtedly break out, these goblins are more interested in talking than fighting. If given the chance, they explain that they are here to kill a group of renegade orcs. The orcs have disregarded Turrosh Mak's orders and come north looking for loot. As proof of this, Grunk shows the PCs a proclamation (written in Orc and Goblin) that orders the orcs to stop their raids. The PCs have to decide to work with, or fight, the goblins.

Encounter 3: The PCs can try to negotiate with the orcs. Their leader, Keth One-Eye, demands a ransom and guarantees of safe passage back to the Pomarj. If the PCs agree to this, and the orcs emerge from the farmhouse, the goblins attack.

Encounter 4: The PCs assault the barn. During the fighting, the defending orcs set it on fire.

Encounter 5: The PCs storm the farmhouse and rescue the captives. Keth One-Eye, tries to kill the hostages if the PCs successfully break in.

Encounter 6: This encounter occurs if the PCs wait for the orcs to fight their way out of the farmhouse.

Conclusion: The PCs continue their patrol and, when they return to Safeton, report what they have seen.

INTRODUCTION

The adventure opens with the PCs patrolling the recently re-established buffer zone. It is the 4th of Planting (the first month of low summer). Read:

You are in the buffer zone – a broad strip of land separating the Domain of Greyhawk from the Orcish Empire of the Pomarj. Engaged by agents acting for Greyhawk you have been patrolling this razed and desolate landscape for over a week. Barely a building remains standing and almost no one lives here, now.

The recent lull in the constant raiding is cause for concern in Greyhawk. What new scheme or stratagem are the orcs of the Pomarj planning?

It is morning and the PCs are just preparing to break camp after a cold, wet night (it drizzled sporadically overnight). They are camped in the shattered ruins of a farmhouse.

At this point, allow the PCs to introduce themselves to each other. When they are finished, provide each with a copy of Player Handout 1.

WHAT THE PCS KNOW

The PCs know a fair amount about their situation. Player Handout 1 summarizes this information, much of which is replicated in the Adventure Background.

ON PATROL

Once the players have read Player Handout 1 and have asked any initial questions continue with (at APL 2, only) The Wandering Dead, below. For APL 4 and 6 tables, proceed to encounter 1.

THE WANDERING DEAD

Although the buffer zone is quiet now, occasionally small groups of the restless dead stagger northward until intercepted and dispatched by militia patrols. At APL 2, as the PCs break camp, they encounter one such group. (At APLs 4-6, the PCs encounter nothing)

If one of the PCs is keeping watch have him attempt a DC 0 Spot check (modified by -1 for each 10 ft. of distance between him and the zombies) when they are 6d6x40 feet away. Otherwise, the zombies get much closer - 2d6x40 feet – before the PCs can notice them. At APL 2, read:

Staggering towards the ruins come four humans. Their flesh is gray and they wear only rags. A low hungry moan escapes from their throats.

A DC 12 Knowledge (religion) check identifies the creatures as zombies.

APL 2 (EL 2)

 **Human Commoner Zombies (4):** hp 16 each; MM 266.

Tactics: The zombies stumble towards the PCs. Once they reach them, the zombies flail away mindlessly until destroyed. Turned zombies stagger back into the buffer zone.

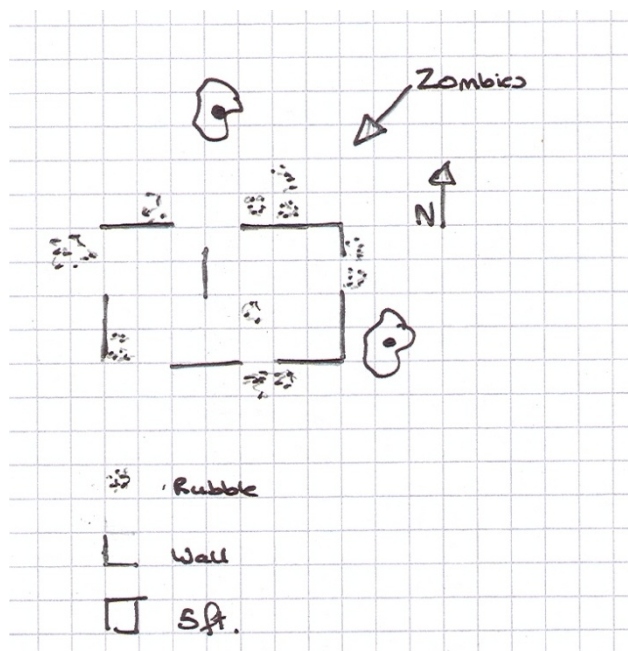
AREA FEATURES

The ruined farmhouse has the following features:

Rubble: Squares with rubble count as hampered terrain. Additionally, rubble adds 2 to the DC of Balance and Tumble checks.

Collapsed Walls: The scorched walls of the farmhouse have collapsed in many places. The remaining low portions of wall provide cover (+4 to AC, +2 on Reflex saves) to creatures within 30 ft., but the attacker can ignore these penalties if he is closer to the wall.

Slender Trees: A character in the same square as a slender tree (hardness 5, hp 150 DC 15 Climb check) gains a +2 bonus to AC and a +1 Bonus on Reflex saves. Creatures in a tree gain a +1 bonus on melee attack rolls against targets below.



DEVELOPMENT

Once the PCs have destroyed the zombies, or if they do not fight them, ask them to determine which way they continue their patrol. Refer to the section overleaf – Random Encounters – to give the PCs a flavor of what they discover while on patrol. Then, proceed to encounter 1.

Treasure: The zombies have no treasure. They are the remains of simple farm folk animated during last year's battles.

RANDOM ENCOUNTERS

Use the encounters listed below to give the players a sense of the flavor of the Buffer Zone. Run as many of these encounters as you deem appropriate taking into consideration the proclivities of the players and the amount of time available for the session.

If time remains, these encounters can also be used to round out play after the PCs have defeated Keth and his minions.

The PCs do not find anything of value at any of the encounter sites below and in no cases should their interactions lead to combat.

Ruined Farmhouse

The blackened, tumbled remains of a farmhouse stand at one end of an abandoned set of weed-choked fields. If the PCs explore this area, use the description of the farmhouse in encounter five to describe their exploration.

Nothing of worth remains in the ruins, but clever PCs may remember the internal layout of the farm and gain some small tactical advantage when they fight Keth and his minions.

The Fallen

Until Turrosh Mak ordered his forces to stop raiding through the Buffer Zone small skirmishes in this area were a weekly occurrence. The PCs come across the scene of one such battle. Bleached and weathered bones jut from suits of rusted or sodden armor half overgrown by weeds and undergrowth.

A DC 15 Heal check reveals that the battle took place well over a year ago. All the participants (both human and orc) died a violent death. Near the bones of one of the orcs lies a shield daubed with a crudely painted black skull. A DC 16 Knowledge (local: core) identifies the sigil as that of the Black Skull tribe. For more information about the Black Skull tribe, refer to encounter one.

Old Tracks

At this point, the PCs come across a set of old tracks in a muddy field. A DC 20 Survival check by someone with the Track feat reveals that at least a score of Medium creatures passed this way but that the tracks are pretty old (at least six months). The tracks head north.

Fallow Fields

When the orcs stormed north to raze Narwell, the few folk still dwelling in the Buffer Zone either fled or were killed. Their fields and buildings fell into disrepair or were destroyed in an orgy of violence. The fields that once supported them were also abandoned and now lie untilled and choked with weeds.

The PCs come across an area of such fields, probably nearby to one or more abandoned farmhouses. The skeletons of a few hacked up, mutilated livestock are also to be found nearby.

Old Funeral Pyre

The battles and skirmishes fought in the Buffer Zone inevitably lead to casualties on both sides. The Militia gather these bodies together and burn them so that Turrosh Mak's priests cannot animate them to swell his legions.

The PCs come across a great pyre – now long since extinguished. Amid the ash and charred wood, the PCs find a great number of bones and other remains. No equipment remains here – the survivors carrying such back to the Free City to use in the ongoing struggle.

Mad Survivor

A few mad, lost souls still haunt the Buffer Zone. Some seek clues as to the fate of their loved ones while others have been driven mad by their experiences at the hands of successive waves of invading orcs.

☛ **Mad Survivor:** male human commoner 1; hp 4.

This single rag-clad survivor staggers through the ruins of his former life, pathetically searching for his lost loved ones. The PCs first become aware of him when they hear his deranged ramblings. Covered in mud, disheveled, and with the look of the mad about him, it is obvious that his experiences have caused his mind to snap. He is insane. While he bears the party no malice, he is terrified of them and tries to flee as soon as he sees them. PCs showing him some kindness (perhaps by offering him some food) can make him friendly (DC 25 Diplomacy check) towards them. Even then, however, his speech is intelligible and he can impart nothing of real value. He warns of the “night demons” (he means orcs) and continues his hopeless search at the first opportunity.

Domain Patrol

The PCs come across a small patrol of militia men searching the Buffer Zone for signs of Turrosh Mak's true plan. The patrol comprises ten ordinary men-at-arms led by Heraf Araldson.

☛ **Man-At-Arms (10):** male human warrior 2; hp 11.

☛ **Heraf Araldson:** male human fighter 2/ranger 2; hp 31.

Heraf is a strong, quiet man who weighs his words and actions carefully. Tall, clad in fine studded leather armor and carrying a heavy black-hued longbow he is an imposing sight.

Heraf has not real news of import to share. He has been patrolling the area for a week and found no signs of any new orc warbands slipping north. He has found plenty of signs of old ones, though. If the PCs explain their mission – in that they are following the tracks of a new warband – he declines to join them believing that there must be more such groups. He urgently counsels them, though, to hunt down and kill the orcs before they can bring more suffering and misery to the folk of the Domain.

1: ON THE FIELD OF BATTLE

In this encounter, the PCs discover the aftermath of a recent battle between the orcs of the Black Skull and the goblins of the Bloody Eye.

Describe how the party spends much of the day patrolling the buffer zone. Then read:

Ahead of you, a sparse stand of trees covering a small hillock breaks the otherwise monotonous devastation of the buffer zone.

When the PCs are 3d6x10 feet away from the trees have them make a DC 5 Spot check (modified by -1 for each 10 ft of distance between them and the orc body). Success indicates that the PC has noticed the body of an orc propped up against a tree, several javelins in its chest. Have them continue to make Spot checks until someone notices the body. When they notice the body, read:

The body of a gray-skinned humanoid with a pig-like face is slumped against a tree at the edge of the small stand of trees. Three small javelins sprout from its chest. It wears studded leather armor daubed with the crude painting of a black skull. Nearby, a falchion lies partially hidden under a bush.

A DC 11 Knowledge (local) identifies the creature as an orc. Refer to the Dead of the Black Skull section for more information. PCs searching the area automatically find three more goblin bodies. Read:

The bodies of three more creatures wearing leather armor are scattered among the trees. Smaller than the first, these little humanoids have flat faces, a broad nose, pointed ears, and a wide mouth full of small, sharp fangs. Near each lies a kukri and a small wooden shield decorated with a bleeding eye sigil.

A DC 11 Knowledge (local) identifies the creatures as goblins. Refer to the Dead of the Bloody Eye section for more details.

DEAD OF THE BLACK SKULL

A DC 16 Knowledge (local: core) identifies the dead orc as a member of the Black Skull tribe. PCs surpassing this check by five or more know more about the tribe. This check also imparts all information revealed by a lesser result.

- **DC 21:** The Black Skull tribe is renowned as particularly vicious and bloodthirsty (even among orcs.) Many of its members go berserk in combat.
- **DC 26:** The Black Skull tribe suffered particularly heavy losses in the recent fighting around Narwell. They normally dwell in the northern Drachensgrabs.

DEAD OF THE BLOODY EYE

A DC 16 Knowledge (local: core) identifies the dead goblins as members of the Bloody Eye tribe. PCs surpassing this check by five or more know more about the tribe. This check also imparts all information revealed by a lesser result.

- **DC 21:** The Bloody Eye tribe is a minor tribe of the Pomarj.
- **DC 26:** They claim a swath of territory under the forbidding boughs of the Suss.

Additionally, one of the goblins is slightly better armed and armored than the rest. He wears masterwork studded leather armor, carried a masterwork kukri and has a battered scroll case (Player Handout 2) tucked into his belt. The scroll inside is written in both Orc and Goblin.

TRACKS

The signs of battle are everywhere. Broken arrows, blood splattered grass, and so on. A PC making a DC 8 Survival check discovers some tracks leading away from the battle. The tracks head northwards out of the buffer zone and into the Domain.

An additional DC 10 Survival check by someone with the Track feat also identifies tracks heading into the trees from the south. (The orcs and the following goblins made the tracks as both groups headed out of the Pomarj).

DEVELOPMENT

When the PCs indicate that they plan to follow the northwards tracks, proceed to encounter 2. If the PCs follow the tracks leading toward the Pomarj they find nothing of interest except the devastation of the buffer zone.

If the PCs fail to find any tracks by happy chance, they head in the same direction.

Treasure: Refer to the Treasure Summary, to determine what the PCs recover from the bodies. Note, that some of the armor is damaged beyond repair.

2: THE BLOODY EYE

In this encounter, the PCs discover the surviving goblins of the Bloody Eye war party. The goblins are laying siege to a small farmhouse, which the Black Skull orcs are holding against them. The goblins lack the strength to break in, while the orcs do not know exactly how many goblins lurk outside. Thus, for the moment the two tribes are at a stalemate.

When the PCs are 3d6x10 feet away from the hiding goblins have them make a Spot check (modified by -1 for each 10 ft. of distance between them and the goblin) opposed by the goblin's Hide check. Success indicates that the PC has noticed the goblin skulking in the bushes (which give him a 20 % miss chance). If the PCs get within 50 ft., without spotting him, the goblin steps into the open. Read:

A small humanoid with a flat face, broad nose, pointed ears, and a wide mouth full of small, sharp fangs steps out of a hedge. He waves his hands in the air and shouts something in a harsh tongue.

This is one of Grunok's warriors. A DC 11 Knowledge (local) it as a goblin. PCs who speak Goblin understand his speech. Read:

Stop! Me no want to fight. Me take you to big chief. He want to talk. Big orc trouble, we make deal?

Alternatively, if the PCs spot the goblin first and attack he shouts out as above as a free action. If he is slain, the rest of the goblins assume the PCs are hostile and act accordingly.

APL 2 (EL 2)

☛ **Bloody Eye Goblin** (4): male goblin warrior 1; hp 5; MM 133.

☛ **Grunok of the Bloody Eye**: male goblin adept 2; hp 13; Appendix 1.

APL 4 (EL 4)

☛ **Bloody Eye Goblin** (4): male goblin warrior 2; hp 9; Appendix 1.

☛ **Grunok of the Bloody Eye**: male goblin adept 3; hp 16; Appendix 1.

APL 6 (EL 6)

☛ **Bloody Eye Goblin** (4): male goblin warrior 3; hp 13; Appendix 1.

☛ **Grunok of the Bloody Eye**: male goblin adept 4; hp 20; Appendix 1.

APL 8 (EL 8)

☛ **Bloody Eye Goblin** (4): male goblin warrior 5; hp 27; Appendix 1.

☛ **Grunok of the Bloody Eye**: male goblin adept 6; hp 27; Appendix 1.

Tactics: The goblins do not initiate combat, but if a fight starts, they do their utmost to slay these new foes.

The goblin warriors lurk in the thicket (20% miss chance) and hurl their javelins, concentrating on archers or obvious arcane spellcasters. Once they have run out of javelins, they stay in the thicket (unless targeted by accurate missile fire) and wait for the PCs to come to them. They fight to their death; their cause is hopeless and they know it.

Grunok uses his spells from the thicket to support the warriors, resorting to his light crossbow once he has expended them all. If his warriors are slain, or he is below half hit points, Grunok tries to surrender. If the PCs accept his surrender, use the notes under Negotiation to run the remainder of the encounter (but note that he has nothing to really offer in these negotiations).

Treasure: If the PCs kill the goblins, refer to the Treasure Summary for details of what they can loot from the bodies.

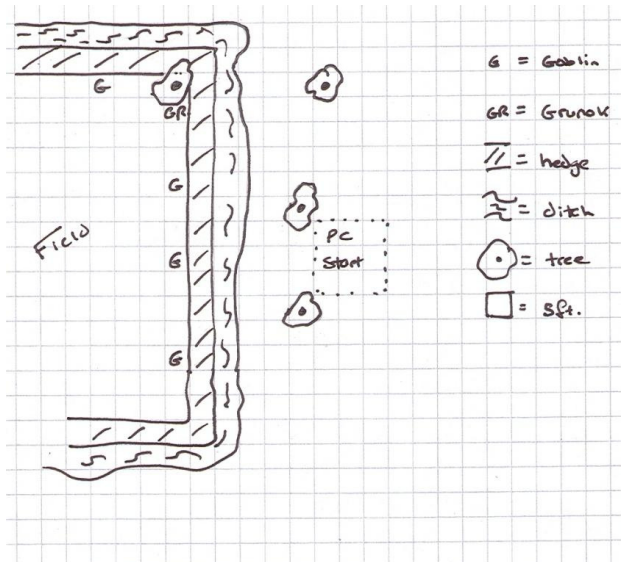
AREA FEATURES

This area has the following features:

Hedgerow: It costs 15 ft. of movement to get through a hedge. The hedge provides cover (+4 to AC, +2 on Reflex saves) to creatures within 30 ft. but attackers can ignore these penalties if they are closer to the hedge than their target.

Slender Trees: A character in the same square as a slender tree (hardness 5, hp 150 DC 15 Climb check) gains a +2 bonus to AC and a +1 Bonus on Reflex saves. Creatures in a tree gain a +1 bonus on melee attack rolls against opponents below.

Drainage Ditch: The trench is 5 ft. deep. It costs 2 squares of movement to get out of a drainage ditch, but it costs nothing extra to enter it. Creatures outside the trench gain a +1 bonus on melee attack rolls against creatures in the trench.



NEGOTIATIONS

If the PCs make peaceful contact with the goblin watcher, he leads them to Grunok. Grunok is the only goblin who speaks Common and is the leader of this little warband. The actual leader of the group – a minor sub-chief named Lergany died fighting the orcs earlier (his is one of the bodies found in encounter 1).

Grunok is physically weak and lacking in the raw courage necessary to aggressively lead a warband. He wants to go home, but is terrified of what will happen if he returns without completing the mission. The arrival of the PCs gives the wily goblin an idea. In return for the PCs killing the orcs, he promises to return peacefully to the Pomarj. In fact, he even orders his warriors to help the PCs in battle (this help will be ineffectual, though).

If the PCs ask about the goblins' motivation, or why they are here, Grunok explains that Turrosh Mak ordered his chief to send a party to catch and destroy some renegade orcs of the Black Skull tribe. The tribe is notoriously bloodthirsty and difficult to control and has ignored a recent order from Turrosh Mak to cease raiding through the buffer zone. Grunok does not know why Turrosh Mak has ordered the raids to stop – many of the tribes view it as an enjoyable pastime (even a rite of passage for young warriors) and there is much resentment. Thus, Mak is cracking down hard on those ignoring his orders.

Fight Together: If the PCs ask for the goblins' help in assaulting the barn, they grudgingly give it. They act very cautiously and try to avoid engaging the orcs in melee. They certainly do not risk themselves to help or rescue a PC.

WHAT GRUNOK KNOWS

If the PCs strike a deal with Grunok they likely have questions for him regarding the composition of the orc force and so on. Grunok estimates that there could be as many as a dozen orcs in the farm and barn. (He knows that orcs are in both buildings). He can also describe their armor and armaments to the PCs and can relate all the information in the Dead of the Black Skull section in encounter 1. He has seen Keth in battle but does not know anything about his abilities.

DEVELOPMENT

If the PCs dispatch the goblins (or do a deal with them), they can then move against the orcs. If they seem disinclined to investigate the farmhouse, indicate to the PCs that they have spotted several bodies in the farmyard (see encounter 3, Farm Features).

First Look at the Farmstead: Encounter 3 has general details of the farmstead. Refer to that encounter when the PCs first see or approach it.

The PCs have several tactical options:

Negotiate: If the PCs try to negotiate with the orcs, run encounter 3. If these negotiations succeed, the goblins get very nervous. Turrosh Mak ordered them to kill Keth and his band; Keth is unlikely to grant them safe passage to the Pomarj. Thus, as soon as the orcs emerge, the goblins attack, hurling their javelins from cover. Initially, they target Keth hoping that this death will break the remaining orcs' morale. If half of the goblins are slain, the rest flee. Eventually, they head westward, making for the Gnarley Forest. They don't make it.

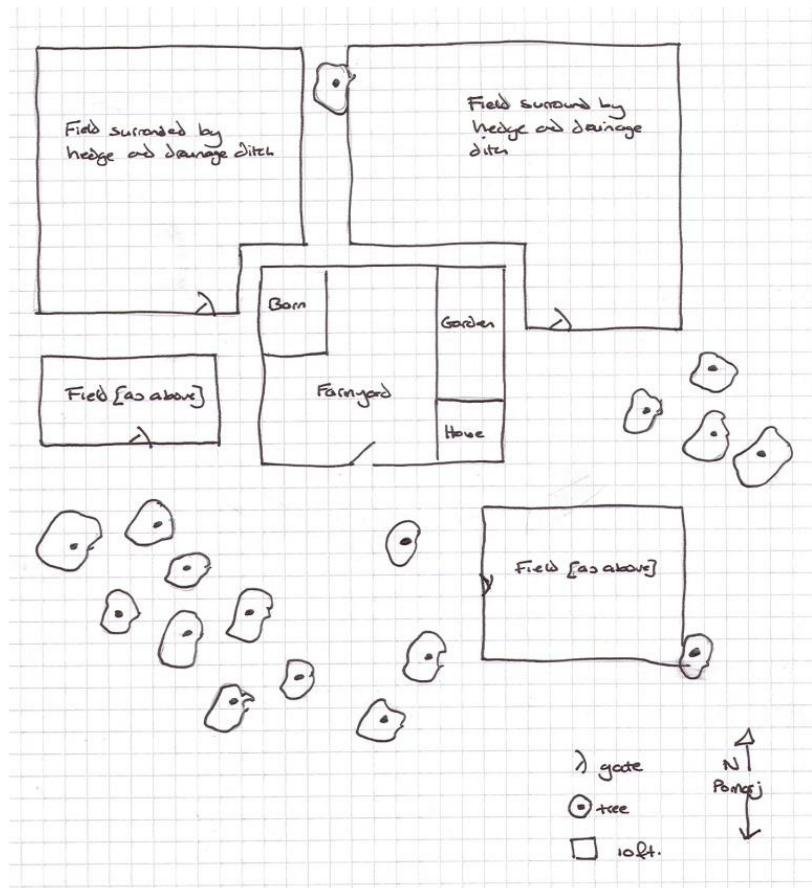
Attack the Barn: If the PCs assault the barn, proceed to encounter 4.

Attack the Farmhouse: If the PCs decide to attack the farmhouse, proceed to encounter 5.

Siege: If the PCs decide to wait the orcs out, the rest of the day passes uneventfully. Proceed to encounter 6.

PLAYER MAP

Hand the players Player Map 1.



3: BLACK SKULLS AT BAY

In this encounter, the PCs reach the farm in which the Black Skull orcs stand at bay. They can either attack the place or negotiate with the orcs.

Surrounded by hedged fields, a small one storey farmhouse and barn stand about a muddy farmyard. A low, wooden fence surrounds the farmyard. In one corner of the farmyard stands a small well while scattered about lie the bodies of seven Small and three larger humanoids.

Most of the farmhouse's windows are shuttered. Its door, along with that of the barn, is closed.

NEGOTIATING WITH THE BLACK SKULL

If the PCs negotiate, Keth emerges from the farmhouse. He has two hostages with him, which he uses for cover (+4 to AC, +2 on Reflex saves). He stays close to the farm door. Within, an orc with javelin readied stands ready to cover his retreat if the negotiations are a ruse.

Initially, he is surprised when the PCs appear. He was expecting goblins. Keth, is a dominant, belligerent individual utterly confident in his abilities and the power given him by his god. He seeks to intimidate and bully the PCs into letting him and his men go. He also wants to take his hostages with him. After all, he did not come all this way for nothing and several of his men have died. Alternatively, the PCs could pay a ransom to the orcs. Keth accepts 20 gp per hostage but only releases them once he has safely crossed the buffer zone.

He makes it very clear, that if the PCs storm the farmhouse he will execute the hostages.

FARM FEATURES

The farm has the following features:

Barn: Encounter 4 details the barn and its occupants.

Farmhouse: Encounter 5 describes the farmhouse and its occupants. The orcs keep watch from the farmhouse and may spot any approaching intruders.

Fences: Low slated wooden fences (hardness 5, hp 5; Break DC 10) ring the farmyard. It costs an extra 1 square of movement to cross these fences.

Fields: Several fields surround the farmstead. The fields themselves are fallow and ready for planting. A narrow hedge surrounds each. It costs 15 ft. of movement to get through a narrow

hedge. The hedge provides cover (+4 to AC, +2 on Reflex saves) to creatures within 30 ft. but the attacker can ignore these penalties if he is closer to the hedge.

Farmyard: The farmyard is muddy and although this does not hamper movement there is no cover here. The bodies of seven goblins and three orcs lie scattered about.

Fallen Orcs: Each of the orcs wore studded leather armor and wielded a falchion. None of the orcs' javelins are in evidence (those inside scavenged them).

Fallen Goblins: Each of the goblins wore leather armor and carried a kukri and light shield with the bleeding eye device. Each has one Small javelin.

Well: A low wall surrounds the small well, providing cover (+4 to AC, +2 on Reflex saves) to creatures within 30 ft. but the attacker can ignore these penalties if he is closer to the wall. The well itself is 30 ft. deep and has a radius of 5 ft. A bucket and length of rope lie nearby.

Herb Garden: The northwestern corner of the courtyard is used to grow herbs and other vegetables.

Treasure: The PCs can loot the bodies of the fallen. Refer to the Treasure Summary for details.

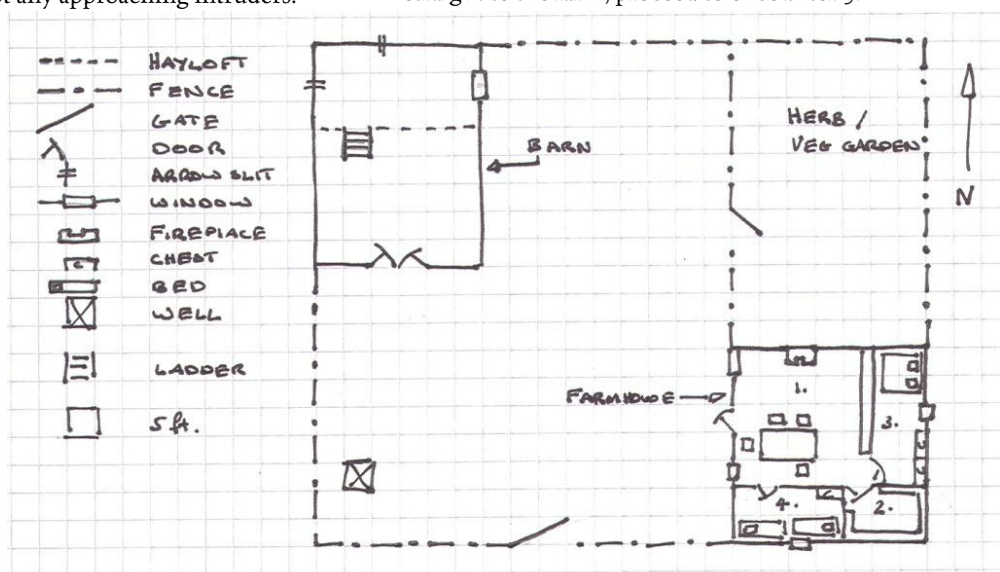
THE PASSAGE OF TIME

The orcs do not break out of the farm during daylight hours. Keth know that he is in a position of strength and knows the goblins dare not assault the place again. He does not know, however, how few goblins remain. (If he did, he would have sallied forth and crushed them).

Weather: A DC 15 Survival check reveals that rain is on the way. Around mid afternoon, a light rain begins (reducing visibility ranges by half and giving a -4 penalty on Spot and Search checks). It lasts until dusk. Otherwise, the weather is warm with few clouds in the sky. Treat the light outside as bright daylight.

DEVELOPMENT

If the PCs do not assault the farm, proceed to encounter 6. If they attack the barn, run encounter 4. If they go straight to the farm, proceed to encounter 5.



4: FLAMING DEATH

In this encounter, the PCs assault the barn. Improvise the orcs' response to the PCs' attack, taking into account the Tactics section, below.

All the orcs lurk in the hayloft while if present the troll lurks in the main part of the barn. One orc is looking out of the window while others use their improvised arrow slits. Have the orcs make Spot checks to notice the approaching PCs.

APL 2 (EL 2)

👉 **Black Skull Warrior** (4): male orc warrior 1; hp 5; MM 203

APL 4 (EL 4)

👉 **Black Skull Warrior** (4): male orc warrior 2; hp 11; Appendix 1

APL 6 (EL 6)

👉 **Black Skull Warrior** (4): male orc warrior 3; hp 16; Appendix 1

APL 8 (EL 8)

👉 **Black Skull Warrior** (4): male orc warrior 3; hp 16; Appendix 1

👉 **Troll** (1): hp 63; MM 247

Tactics: As soon as the orcs see enemies approaching, the orc watching the barn doors kicks the ladder away (he's not bright enough to pull it up) while the others hurl javelins at any available targets.

Once the PCs have broken in, the orcs hurl their remaining javelins. If the PCs are still on the ground floor, the orcs hurl small hay bales down at them. Treat the bales as improvised weapons (-4 penalty on attack rolls) with a 10 ft. range increment that deal 1d6 points of nonlethal damage. At APL 8, the troll tears into any available targets.

BARN FEATURES

The barn has the following features:

Wooden Walls: The barn's walls (hardness 5, hp 60, Break DC 20, Climb DC 21) are of thick, heavy planks.

Double Door: A large bar on the barn's exterior normally secures the barn's doors (hardness 5, hp 20; Break DC 23, each). The doors open inward and have been barricaded with several large hay bales (hp 10). It costs an additional 5 ft. of movement to cross a hay bale and they provide cover (+4 to AC, +2 on reflex saves).

Windows: The barn has no windows on the ground floor. On the upper level, a single window pierces the north wall. Normally, the window is shut but the orcs are using it as a vantage point. They have piled several hay bales in front of it. This provides cover (+4 to AC, +2 on Reflex saves) for the watching orc. The orcs have also already secured a knotted rope near the window (see Tactics, above).

Improvised Arrow Slits: The orcs have pried some boards away from the walls on the upper level so that they can maintain a better vigil. These small view ports give the orcs excellent cover (+8 to AC, +4 on Reflex saves) but they cannot hurl javelins through them.

Illumination: Orcs inside the barn are not affected by their light sensitivity weakness.

Hay: Animal pens and a hay storage area split the lower level. The orcs have already doused the hay with lamp oil. Once lit, anyone standing in a burning square takes 1d3 points of damage a round.

Ladder: A wooden ladder gives access to the upper level. If the PCs break into the barn, the orcs kick away the ladder. Picking it up and putting it in place requires two move actions. Characters can scale the ladder with a DC 5 Climb check. An orc on the upper level gets a +1 bonus on melee attacks against PCs climbing the ladder. Characters climbing the ladder lose their Dexterity bonus to AC and cannot use a shield. Characters injured while climbing the ladder must make a DC 5 Climb check or fall (taking 1d6 points of nonlethal damage).

Fire and Smoke: Once lit, the hay in the barn catches fire quickly, progressing outwards from its point of ignition by 5 ft. every round (for the purposes of combat, give the fire its own initiative score).

For the first six rounds, the smoke does not affect character's vision. However, subsequently it gives concealment (20% miss chance) to those in the barn. Characters in the smoke must make a DC 15, (+1 per previous check) Fort save each round or spend the round choking and coughing. A character choking for two consecutive rounds takes 1d6 points of nonlethal damage.

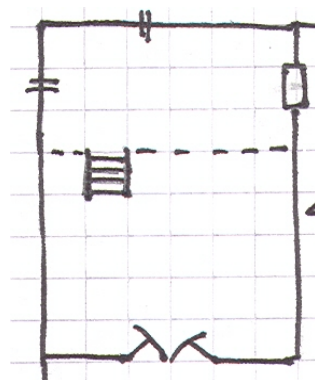
After five minutes of burning, the hayloft collapses. Characters on the hayloft at this time must make a DC 15 Reflex save or fall into the flames below. Such characters take 1d6 points of damage from the fall and 2d6 points of fire damage from the flaming debris and are buried. A buried character takes 1d6 points of nonlethal damage and 2d6 points of fire damage every round. A DC 20 Strength checks indicates that the trapped character has struggled free. Characters underneath the hayloft must make a DC 15 Reflex save to avoid taking 2d6 points of damage from falling debris and being buried.

Farm Animals: A heavy horse (MM 273) is stabled here. If they negotiate their way out of here, the orcs plan to take it with them.

Treasure: Refer to the Treasure Summary.

DEVELOPMENT

If after they attack the barn, the PCs retreat and do not assault the farm, proceed to encounter 6. If they attack the farm, proceed to encounter 5. If they have already cleared the farmhouse, proceed to the Conclusion.



5: DEATH ON THE FARM

In this encounter, the PCs assault the farmhouse, fighting Keth One-Eye and his remaining comrades. Improvise a description of the farmhouse depending on how and where the PCs attempt to gain access.

Keth One-Eye stays in the adults' bedroom with the four hostages. They cower in one corner, awaiting rescue. The other four orcs are scattered throughout the building, each keeping watch out of a different window. Have the orcs make Spot checks when the PCs approach.

All APLs

♣ **Adarc, Cet, and Niall:** male commoner 1; hp 3; Appendix 1.

♣ **Ida:** female commoner 1; hp 3; Appendix 1.

APL 2 (EL 4)

♣ **Black Skull Warrior (4):** male orc warrior 1; hp 5; MM 203.

♣ **Keth One-Eye:** male orc bard 1/cleric 1; hp 12; Appendix 1.

APL 4 (EL 6)

♣ **Black Skull Warrior (4):** male orc warrior 2; hp 11; Appendix 1.

♣ **Keth One-Eye:** male orc bard 2/cleric 2; hp 22; Appendix 1.

APL 6 (EL 8)

♣ **Black Skull Warrior (4):** male orc barbarian 1/fighter 1; hp 25; Appendix 1

♣ **Keth One-Eye:** male orc bard 2/cleric 4; hp 33; Appendix 1.

APL 8 (EL 10)

♣ **Black Skull Warrior (4):** male orc barbarian 1/fighter 3; hp 44; Appendix 1

♣ **Keth One-Eye:** male orc bard 2/cleric 6; hp 44; Appendix 1.

Tactics: The orcs are alert and ready for trouble. If the PCs take more than one round to break in, the warriors have gathered in the relevant room and ready actions to hurl their javelins at the first intruder they see.

When the PCs attack, Keth casts relevant protective and augmentation spells on himself before using his inspire courage ability (+1 morale bonus on attack and damage rolls and saving throws against charm and fear affects). He stands the hostages up just back from the doorway of the adults' bedroom and uses his longspear to strike past them at the PCs.

The orcs fight to the death. They are of the Black Skull. They know nothing of mercy or surrender.

BOOBY TRAPPED DOOR

The front door has been booby trapped by Keth (who has smeared poison over the outer handle). The other orcs know of the danger and do not touch the outer handle.

APL 2 (EL 2)

♣ **Sharpened Doorknob Smeared with Poison:** CR 2; mechanical; touch trigger (attached); manual reset; poison (Medium spider venom, DC 14 Fortitude save resists, 1d4 Str/1d4 Str; Search DC 19, Disable Device 19.

Note: At this APL the bottom of the doorknob has been sharpened. A PC using the doorknob to opening the door is affected by the poison.

APL 4 (EL 4)

♣ **Doorknob Smeared with Contact Poison:** CR 4; mechanical; touch trigger (attached); manual reset; poison (Sassone leaf residue, DC 16 Fortitude save resists, 2d12 hp/1d6 Con; Search DC 21, Disable Device 21.

APL 6 – 8 (EL 4)

♣ **Doorknob Smeared with Contact Poison:** CR 4; mechanical; touch trigger (attached); manual reset; poison (Sassone leaf residue, DC 16 Fortitude save resists, 2d12 hp/1d6 Con; Search DC 23, Disable Device 23.

LAYOUT

The farmhouse has several rooms within:

1: **Kitchen and Day Room:** This is the main chamber. A large fireplace dominates it and a workbench runs along one wall while a large table and four chairs stands in another part of the chamber.

2: **Store:** This area is used for the storage of foodstuffs. Shelves and several boxes as well as a small barrel of ale are here. The dressed bodies of several chickens hang from the rafters.

3: **Adults' Bedroom:** A large but simple bed, along with several chests full of clothes and bedding, mark this room as a bedchamber.

4: **Children's Bedroom:** Two small beds along with a single chest for clothes and bedding clutter this room. Several toys lie scattered about the floor – crude wooden figures of men and orcs. Several have been crushed.

FARMHOUSE FEATURES

This one-storey farmhouse has the following features:

Stone Walls: The farmhouse's external walls are of dressed stone (hardness 8, hp 360; Break DC 50; Climb DC 22).

External Door: The farmhouse's front door is sturdy (hardness 5, hp 15, Break DC 18; Open Lock DC 20) and locked.

Storm Shutters: All the farmhouse's windows are fitted with storm shutters (hardness 5, hp 20; Break DC 23). The orcs have shut all of these, except for one set on each side of the house. They use the open windows as vantage points to keep an eye on the surrounding terrain.

Orcs looking out through a window have cover (+4 to AC, +2 on Reflex saves).

Thatched Roof: The thatched roof (hp 10; Break DC 14) is slight wet from the rain last night.

Illumination: Orcs inside the farmhouse are not affected by their light sensitivity weakness.

Internal Walls: The farmhouse's internal walls (hardness 5, hp 60; Break DC 20; Climb DC 21) are made of wood.

Internal Doors: The orcs have opened all the internal doors (hardness 5, hp 10; Break DC 13) to give them better visibility and movement within the house.

Furniture: Treat any square with furniture in it as hampered terrain. Moving into these squares costs two squares of movement and characters cannot run or charge through them. Characters can hop up onto tables and other large pieces of furniture. A character standing on a large item of furniture gets a +1 bonus on melee attacks against enemies below.

Treasure: Refer to the Treasure Summary, to determine what the PCs recover from the orcs. (Keth is unaware the crystals he carries are actually magical and does not use them in battle). Additionally, PCs searching the farmhouse find a loose floorboard beneath Adarc's and Ide's bed. The space beneath contains a bag of mixed coinage (total value 34 gp). Unless all the hostages are dead, taking this wealth is an evil act. Note it on the offending PC's AR.

THE HOSTAGES

The family comprises:

Adarc: The head of the household, Adarc is a softly spoken man of middle age. Deeply tanned – a legacy of both his Flan heritage and long days spent in the fields he only thinks of this family's safety. He has a badly bruised face (a legacy of the orcs' subdual tactics).

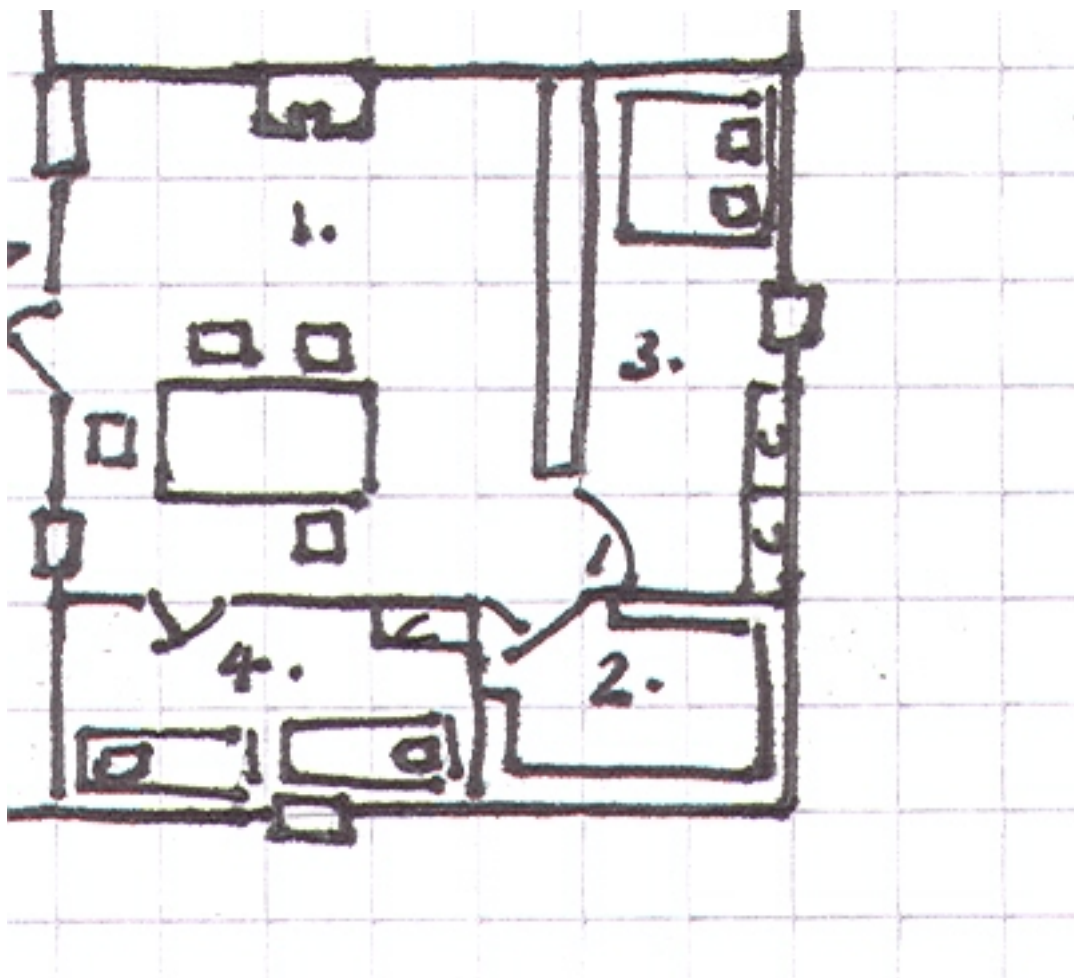
Ide: Adarc's wife is terrified; she always saw the threat of attack as theoretical (she is not that bright) and this turn of events has completely unhinged her. A large, plain-faced woman, her terror gets the better of her. She berates the PCs for not rescuing them sooner and demands better protection from Greyhawk in the future.

Cet: Eldest son of Adarc and Ide, Cet is 12-years-old. A gangly youth, with a shock of bright red hair, Cet has a fiery temper and tries to aid the rescuers.

Niall: Only three-years-old this toddler does not understand what is going on. He senses his mother's fear, though, wailing and crying during any confrontation.

DEVELOPMENT

If the PCs retreat and do not clear the barn, proceed to encounter 6. If they attack the barn, run encounter 4. If all the orcs in the barn are already dead, run the Conclusion.



6: BLACK SKULL BREAKOUT

In this encounter, the Black Skull orcs try to breakout and fight their way back to the Pomarj. Modify this encounter as appropriate depending on the PCs' actions in previous encounters. For example, if the PCs have killed the orcs occupying the barn, those orcs do not take part in this battle.

Run this encounter when night falls. During the night, the orcs believe that their darkvision should allow them to slip away unnoticed.

Keth sends his minions out in two waves.

Map: Use the map presented in encounter 2.

WAVE 1

The orcs presented in encounter 4 make up the first wave. Refer to that encounter for their details.

If Keth has not already done so (and the orcs are spotted) he uses his inspire courage ability to improve his troop's combat abilities (+1 morale bonus on attack and damage rolls and saving throws against charm and fear affects). For the duration of this combat, he continues to play his war drum from the farmhouse. As a diversion, the orcs set fire to the barn before emerging. The orcs then climb out of the barn window and sneak away.

The Bloody Eye: The goblins hurl their javelins at any targets of opportunity but do not engage the orcs unless they have numerical superiority.

WAVE 2

Keth and his guards (encounter 5) comprise the second wave. Up until they leave the farmhouse, Keth continues to play his war drum, perpetuating his inspire courage ability (see above, continues for five rounds after he stops playing).

He also brings along his captives as hostages. If the PCs target him with missile fire or ranged spells, he places the hostages in front of him gaining the benefits of cover (+4 to AC, +2 on Reflex saves).

The Bloody Eye: If they have any javelins left, the goblins hurl them at Keth (they do not care about the hostages). Subsequently, they hang back from combat and try to pick off any straggling orcs. They administer a coup de grace to fallen orcs.

ENCOUNTER FEATURES

The following conditions affect this combat:

Moon Phase: Luna is full but Celene is waning. Thus, shadowy illumination bathes the whole area (20% miss chance, characters can hide).

Farmyard Features: Refer to encounter 3 for details of the various features of the farmyard.

GOBLINS AND THE LOOT

Refer to the Treasure Summary for encounters 4 and 5, to determine what the PCs recover from the orcs. Unfortunately for the PCs, the goblins try and claim half

the booty (although they won't fight the PCs for it). The PCs can acquiesce to their demands, try to talk them out of it, or attack. If they decide to fight, proceed to Kill the Goblins, below. If they resolve the situation through non-violent means, proceed to Talk to the Goblins, below.

Kill the Goblins: The goblins respect their truce with the PCs; they do not start any trouble. (They just want to go home). The PCs may, however, decide (for whatever reason) to slay them. If they do this, use the terrain map of the area surrounding the farmhouse and the statistics for the goblins presented in encounter 2.

Talk to the Goblins: The goblins want some of the orc's equipment as loot. Initially, they demand half, but a successful opposed Intimidate check forces them to back down. Alternatively, a successful Diplomacy check that improves their attitude to friendly or better (they begin as indifferent) achieves the same effect. If these checks are failed, the goblins continue their demands, but ultimately back down if the PCs threaten battle.

DEVELOPMENT

Once the PCs have dispatched the Black Skull orcs, freed Keth's surviving hostages, and have dealt with the goblins in whatever way they deem necessary, they can continue their patrol (the rest of which is uneventful). Proceed to the Conclusion.

CONCLUSION

After three more days, the PCs' patrol is over and they can report to the militia commander at Safeton. Once they reach Safeton read:

Finally, you return to the fortress-town of Safeton; your patrol is over and it is time to report. Approaching the town, you cross through the bone field – now a site of play for local children it was here that a huge goblin army was destroyed eight years ago.

The PCs are briefly questioned at the gates by the guards before being allowed into Safeton. From here, they can easily get to the militia command post, where they can report to Hindemann Kalreth, Captain of the Militia.

Proceed to the relevant section below, modifying the text below to take into account recent events such as the death or survival of Adarc and his family:

SUCCESS

Use this section if the PCs killed the Black Skull orcs.

"This is excellent news," says Hindemann, "the orcs must not be allowed to raid into our lands. I am glad you have slain them all." He throws a bugling pouch onto the table. "Here is your pay. You have the Domain's thanks for a job well done."

Additionally, if the PCs found Turrosh Mak's proclamation (Player Handout 2), add the following:

"We had heard word of Turrosh Mak's order that there was to be no cross-border raiding", Hindemann continues, "but, frankly, no one believed it. What new devilry is that savage up to, I wonder? Frankly, I don't care; Greyhawk will never be safe while he holds sway over the Pomarj."

FAILURE

Use this section if the PCs did not kill the Black Skull orcs.

"This is bad news," says Hindemann, "the orcs must not be allowed to raid into our lands. I am saddened that they got away." He throws a bugling pouch onto the table. "Here is your pay. You have the Domain's thanks."

Additionally, if the PCs found Turrosh Mak's proclamation (Player Handout 2), add the following:

"We had heard word of Turrosh Mak's order that there was to be no cross-border raiding", Hindemann continues, "but, frankly, no one believed it. What new devilry is that savage up to, I wonder? Frankly, I don't care; Greyhawk will never be safe while he holds sway over the Pomarj."

DEVELOPMENT

The PCs receive their reward. Refer to the Treasure Summary for more information. Additionally, the PCs receive one or more AR items:

- **Familiarity with the Buffer Zone:** All surviving PCs receive this AR item.

- **Militia Service:** If the PCs killed or captured the Black Skull orcs, they receive this AR item.

- **Gratitude of Conn:** If the PCs save at least one member of Adarc's family from the Black Skull orcs, the PCs receive this AR item.

- **Mysterious Benefactor:** At APLs 6 and 8, if the PCs successfully defeat the orcs and rescue at least one member of Adarc's family, they gain this AR item.

The end

EXPERIENCE POINT SUMMARY

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

Introduction

Destroy the zombies

APL 2 60 XP

2: The Bloody Eye

Slay or work with the goblins

APL 2 60 XP

APL 4 120 XP

APL 6 180 XP

APL 8 240 XP

4: Flaming Death

Slay the orc warriors in the barn

APL 2 60 XP

APL 4 120 XP

APL 6 180 XP

APL 8 240 XP

5: Death on the Farm

Slay Keth and his warriors

APL 2 120 XP

APL 4 180 XP

APL 6 240 XP

APL 8 300 XP

Bypass or set off the trapped door

APL 2 60 XP

APL 4 120 XP

APL 6 120 XP

APL 8 120 XP

6: Black Skull Breakout

As Encounter 4 and 5

Discretionary roleplaying award

APL 2 90 XP

APL 4 135 XP

APL 6 180 XP

APL 8 225 XP

Total Possible Experience

APL 2 450 XP

APL 4 675 XP

APL 6 900 XP

APL 8 1,125 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every

encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Note: Many of the potions listed below were likely consumed and thus the PCs do not gain any gold for them.

2: The Bloody Eye

The goblins' possessions:

APL 2: Loot 16 gp; Coin 1 gp; Magic 168 gp; *ring of protection* +1 (166 gp), *scroll of obscuring mist* (2 gp); Total 185 gp.

APL 4: Loot 141 gp; Coin 1 gp; Magic 168 gp; *ring of protection* +1 (166 gp), *scroll of obscuring mist* (2 gp); Total 310 gp.

APL 6 - 8: Loot 241 gp; Coin 1 gp; Magic 251 gp; *pearl of power* (1st-level) (83 gp), *ring of protection* +1 (166 gp), *scroll of obscuring mist* (2 gp); Total 493 gp.

3: Black Skulls at Bay

Loot the dead:

All APLs: Loot 29 gp; Coin 1 gp; Total 30 gp.

4: Flaming Death

The orcs' possessions:

APL 2: Loot 18 gp; Coin 1 gp; Total 19 gp

APL 4: Loot 226 gp; Coin 1 gp; Magic 100 gp; 4 *potion of bear's endurance* (25 gp each), Total 327 gp

APL 6 - 8: Loot 243 gp; Coin 1 gp; Magic 200 gp; 4 *potion of bear's endurance* (25 gp each), 4 *potion of bull's strength* (25 gp each); Total 444 gp.

5: Death on the Farm

The orcs' possessions:

APL 2: Loot 72 gp; Coin 2 gp; Magic 206 gp; least *fiendslayer crystal* (83 gp), least *truedeath crystal* (83 gp), least *crystal of illumination* (8 gp), least *crystal of return* (25 gp), *wand of doom* (7 gp); Total 280 gp.

APL 4: Loot 304 gp; Coin 2 gp; Magic 456 gp; least *fiendslayer crystal* (83 gp), least *truedeath crystal* (83 gp), least *crystal of illumination* (8 gp), least *crystal of return* (25 gp), *javelin of lightning* (125 gp), *potion of cure moderate wounds* (25 gp), 4 *potion of bear's endurance* (25 gp each) *wand of doom* (7 gp); Total 762 gp.

APL 6: Loot 329 gp; Coin 2 gp; Magic 748 gp; +1 *longspear* (192 gp), *javelin of lightning* (125 gp), least *fiendslayer crystal* (83 gp), least *truedeath crystal* (83 gp), least *crystal of illumination* (8 gp), least *crystal of return* (25 gp), *potion of cure moderate wounds* (25 gp), 4 *potion of bear's endurance* (25 gp each), 4 *potion of bull's strength* (25 gp each) *wand of doom* (7 gp); Total 1,079 gp.

APL 8: Loot 253 gp; Coin 2 gp; Magic 1,344 gp; +1 *longspear* (192 gp), *javelin of lightning* (125 gp), least *fiendslayer crystal* (83 gp), least *truedeath crystal* (83 gp), least *crystal of illumination* (8 gp), least *crystal of return* (25 gp), *potion of cure moderate wounds* (25 gp), 4 *potion of bear's endurance* (25 gp each), 4 *potion of bull's strength* (25 gp each) *wand of doom* (7 gp), +1 *half plate* (145 gp), +1 *buckler* (97 gp), *horn of fog* (166 gp), *elemental gem (fire)* (188 gp); Total 1,599 gp.

The farmers' savings:

All APLs: Coin: 3 gp

6: Black Skull Breakout

As Encounter 4 and 5

Conclusion

The treasure in this encounter is the payment from the militia commander at Safeton.

APL 2: 20 gp

APL 4: 40 gp

APL 6: 60 gp

APL 8: 80 gp

Treasure Cap

APL 2: 450 gp; **APL 4:** 650 gp; **APL 6:** 900 gp; **APL 8:** 1,300 gp.

Total Possible Treasure

APL 2: 577 gp; **APL 4:** 1,472 gp; **APL 6:** 2,109 gp; **APL 8:** 2,649 gp.

Note, at APLs 4 and 6, consumable items account for much of the treasure. Some, or all, of these will be used during play and, thus, the PCs do not get to sell them.

ADVENTURE RECORD ITEMS

☛ **Militia Service:** You have beaten back a raiding party of Pomarji orcs and discovering vital clues about their future intentions. The Free City is grateful. As a reward, they grant you Core access to the following items (all from *Magic Item Compendium*): *daylight pellet*, *everfull mug*, *everlasting feedbag*, *everlasting rations*, *helm of battle*, and *magic bedroll*.

Additionally, they grant you Core access to the *bane* (goblinoid) and *bane* (orc) weapon special abilities.

☛ **Familiarity with the Buffer Zone:** You have spent two weeks patrolling the buffer zone and, thus, have become familiar with its major landmarks and features. Consequently, you gain a +2 circumstance bonus to Survival checks while in the zone. Additionally, you gain a +2 circumstance bonus to Knowledge (geography), Knowledge (local: core), and Knowledge (nature), checks made about the land or inhabitants of the zone.

☛ **Gratitude of Conn:** Conn (an influential follower of Zilchus) is very gratefully to you for saving his brother (and his family) from raiding orcs of the Black Skull tribe. To show his appreciation, Conn provides you with Core access to the following scrolls (all from *Spell Compendium*):

Arcane: *scroll of shock and awe* (CL 1; 25 gp), *scroll of remove scent* (CL 1; 25 gp), *scroll of burning sword* (CL 3; 150 gp), *scroll of shadow radiance* (CL 3; 150 gp), and *scroll of deeper darkvision* (CL 5; 375 gp).

Divine: *scroll of moon lust* (CL 1; 25 gp), *scroll of healthful rest* (CL 1; 25 gp), *scroll of iron silence* (CL 3; 150 gp), *scroll of quick march* (CL 3; 150 gp), and *scroll of mass aid* (CL 5; 375 gp).

You may purchase as many copies of these scrolls as you desire.

☛ **Mysterious Benefactor:** At APL 6 and above, a mysterious benefactor hears of your good work in the Pomarj. As a reward, he makes available to you *sandals of the light step* from the *fleet warrior's array* (MIC).

ITEM ACCESS

APL 2:

- Least *crystal of illumination* (Core; *Magic Item Compendium*; 100 gp)
- Least *crystal of return* (Core; *Magic Item Compendium*; 300 gp)
- Least *truedeath crystal* (Core; *Magic Item Compendium*; 1,000 gp)
- Least *fiendslayer crystal* (Core; *Magic Item Compendium*; 1,000gp)

- *Wand of doom* (6 charges) (Any; DMG; 90 gp)

APL 4 (all of APL 2 plus the following):

- *Javelin of lightning* (Any; DMG)

APL 6 (all of APLs 2-4 plus the following):

- *Pearl of power (1st-level)* (Core; DMG)

APL 8 (all of APLs 2-6 plus the following):

- *Horn of fog* (Any; DMG)
- *Elemental gem* (Core; DMG)

5: DEATH ON THE FARM

HUMAN HOSTAGE

CR 1/2

LN Male or female human commoner 1

Medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +1

Languages Common

AC 10, touch 10, flat-footed 10

hp 3 (1 HD)

Fort +1, **Ref** +0, **Will** -1

Speed 30 ft. (6 squares)

Melee unarmed strike +1 (1d3+1 nonlethal)

Base Atk +0; **Grp** +1

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 8, Cha 9

Feats Alertness,

Skills Climb +5, Handle Animal +3, Listen +1,
Profession (farmer) +3, Spot +1

Possessions peasant's outfit

2: THE BLOODY EYE**BLOODY EYE WARRIOR CR 1/3**

Male goblin warrior 1
NE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Languages Goblin

AC 17, touch 13, flat-footed 15
(+1 size, +2 Dex, +3 armor, +1 shield)

hp 4 (1 HD)
Fort +2, **Ref** +2, **Will** +0

Speed 30 ft. (6 squares)
Melee kukri +4 (1d3/18-20)
Ranged javelin +4 (1d4)
Base Atk +1; **Grp** -3

Abilities Str 10, Dex 15, Con 11, Int 9, Wis 10, Cha 6
SQ goblin traits
Feats Weapon Finesse
Skills Climb +0, Hide +4, Jump +0, Move Silently +4
Possessions studded leather armor, light wooden shield, kukri, 3 javelins

GRUNK OF THE BLOODY EYE CR 1/2

Male goblin adept 2
NE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +5
Languages Common, Goblin, empathic link

AC 14, touch 14, flat-footed 12; Dodge
(+1 size, +2 Dex, +1 deflection)

hp 13 (2 HD)
Fort +0, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares)
Melee light mace +0 (1d4-2)
Ranged light crossbow +4 (1d6/18-20)
Base Atk +1; **Grp** -5

Combat Gear *scroll of obscuring mist*
Adept Spells Prepared (CL 2nd):
1st—*burning hands* (DC 13), *sleep* (DC 13)
0—*cure minor wounds*, *detect magic*, *ghost sound* (DC 12)
‡ Already cast

Abilities Str 6, Dex 14, Con 10, Int 11, Wis 13, Cha 7
SQ goblin traits, toad familiar, share spells
Feats Alertness^B, DodgeToughness
Skills Concentration +5, Heal +3, Listen +3 (+5 when familiar within 5 ft.), Move Silently +6, Ride +6, Speak Language (Common), Spellcraft +3, Spot +3 (+5 when familiar within 5 ft.),
Possessions combat gear plus light crossbow with 10 bolts, light mace, *ring of protection* +1, spell component pouch, 12 gp.

4: FLAMING DEATH**ORC OF THE BLACK SKULL CR 1/2**

Male orc warrior 1
CE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen -2, Spot -2
Languages Orc

AC 14, touch 10, flat-footed 14
(+3 armor, +1 shield)

hp 5 (1 HD)
Fort +3, **Ref** +0, **Will** -2
Weakness light sensitivity

Speed 30 ft. (6 squares)
Melee battleaxe +4 (1d8+4/x3)
Ranged javelin +1 (1d6+3)
Base Atk +1; **Grp** +4

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6
SQ orc traits
Feats Weapon Focus (battleaxe)
Skills Climb +4, Jump +4
Possessions studded leather, buckler, battleaxe, 5 javelins, 5 gp.

Light Sensitivity (Ex) Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

5: DEATH ON THE FARM**BLACK SKULL WARRIOR CR 1/2**

Male orc warrior 1
CE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen -2, Spot -2
Languages Orc

AC 14, touch 10, flat-footed 14
(+3 armor, +1 shield)

hp 5 (1 HD)
Fort +3, **Ref** +0, **Will** -2
Weakness light sensitivity

Speed 30 ft. (6 squares)
Melee battleaxe +4 (1d8+4/x3)
Ranged javelin +1 (1d6+3)
Base Atk +1; **Grp** +4

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6
SQ orc traits
Feats Weapon Focus (battleaxe)
Skills Climb +4, Jump +4
Possessions studded leather, buckler, battleaxe, 5 javelins, 5 gp.

Light Sensitivity (Ex) Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

KETH ONE-EYE**CR 2**

Male orc bard 1/cleric 1

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen +5, Spot +1**Languages** Common, Orc

AC 16, touch 10, flat-footed 16

(+5 armor, +1 shield)

hp 12 (2 HD)**Fort** +3, **Ref** +2, **Will** +5**Weakness** light sensitivity

Speed 20 ft. in breastplate (4 squares), base speed 30 ft.**Melee** mwk longspear +4 (1d8+4/x3) or**Melee** falchion +2 (2d4+4/18-20) or**Melee** whip +3 (1d3+3 nonlethal)**Ranged** heavy crossbow +0 (1d10/19-20)**Reach** 5 ft. (15 ft. with whip)**Base Atk** +0; **Grp** +3**Atk Options** feat of strength 1/day (+1 Str, duration 1 round)**Special Actions** Divine Vigor, bardic music 1/day (inspire courage +1, fascinate 1 target, countersong), rebuke undead 4/day (+1, 2d6+2, 1st), spontaneous casting (*inflict* spells)**Combat Gear** *wand of doom* (CL 1, 6 charges)**Cleric Spells Prepared** (CL 1st):1st—*enlarge person*^D, *lesser vigor*, *shield of faith*0—*cure minor wounds*, *guidance*, *virtue***D:** Domain spell. Deity: Gruumsh. Domains: Strength, War**Bard Spells Known** (CL 1st; 25% arcane spell failure):0 (2/day)—*daze*, *detect magic*, *message*, *resistance*

Abilities Str 17, Dex 10, Con 12, Int 6, Wis 13, Cha 12**SQ** bardic knowledge -1, orc traits**Feats** Divine Vigor, Weapon Focus (longspear)**Skills** Concentration +5, Diplomacy +5, Jump -8, Knowledge (religion) -1 Listen +5, Perform (percussion instruments) +5**Possessions** combat gear plus breastplate, buckler, heavy crossbow with 10 bolts, masterwork longspear, falchion, whip, bag of gems (actually *augment crystals*—see *Treasure Summary*), war drum, 12 gp.

Light Sensitivity (Ex) Keth is dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

2: THE BLOODY EYE**WARRIOR OF THE BLOODY EYE CR 1/2**

Male goblin warrior 2

NE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Listen +0, Spot +0**Languages** Goblin**AC** 18, touch 13, flat-footed 16

(+1 size, +2 Dex, +4 armor, +1 shield)

hp 9 (2 HD)**Fort** +3, **Ref** +2, **Will** +0**Speed** 30 ft. (6 squares)**Melee** mwk kukri +6 (1d3/18-20)**Ranged** javelin +5 (1d4)**Base Atk** +2; **Grp** -2**Abilities** Str 10, Dex 15, Con 11, Int 9, Wis 10, Cha 6**SQ** goblin traits**Feats** Weapon Finesse**Skills** Climb +0, Hide +3, Jump -1, Move Silently +3**Possessions** masterwork chain shirt, light wooden shield, masterwork kukri, 3 javelins**GRUNK OF THE BLOODY EYE CR 1**

Male goblin adept 3

NE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +5**Languages** Common, Goblin, empathic link**AC** 14, touch 14, flat-footed 12; Dodge

(+1 size, +2 Dex, +1 deflection)

hp 16 (3 HD)**Fort** +1, **Ref** +3, **Will** +4**Speed** 30 ft. (6 squares)**Melee** light mace +0 (1d4-2)**Ranged** light crossbow +4 (1d6/18-20)**Base Atk** +1; **Grp** -5**Combat Gear** *scroll of obscuring mist***Adept Spells Prepared** (CL 3rd):1st—*burning hands* (DC 13), *cure light wounds*, *sleep* (DC 13)0—*cure minor wounds*, *detect magic*, *ghost sound* (DC 12)

‡ Already cast

Abilities Str 6, Dex 14, Con 10, Int 11, Wis 13, Cha 7**SQ** goblin traits, toad familiar, share spells**Feats** Alertness^B (when familiar within 5 ft.)
DodgeToughness**Skills** Concentration +5, Heal +5, Listen +3 (+5 when familiar within 5 ft.), Move Silently +6, Ride +6, Speak Language (Common), Spellcraft +3, Spot +3 (+5 when familiar within 5 ft.)**Possessions** combat gear plus light crossbow with 10 bolts, light mace, *ring of protection* +1, spell component pouch, 12 gp.**4: FLAMING DEATH****BLACK SKULL WARRIOR****CR 1**

Male orc warrior 2

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen -2, Spot -2**Languages** Orc**AC** 16, touch 10, flat-footed 16

(+5 armor, +1 shield)

hp 11 (2 HD)**Fort** +4, **Ref** +0, **Will** -2**Weakness** light sensitivity**Speed** 20 ft. (6 squares)**Melee** mwk battleaxe +6 (1d8+4/x3)**Ranged** javelin +2 (1d6+3)**Base Atk** +2; **Grp** +5**Combat Gear** *potion of bear's endurance***Abilities** Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6**SQ** orc traits**Feats** Weapon Focus (battleaxe)**Skills** Climb +1, Jump +2**Possessions** masterwork breastplate, buckler, masterwork battleaxe, 5 javelins, 5 gp.**Light Sensitivity (Ex)** Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.**5: DEATH ON THE FARM****BLACK SKULL WARRIOR****CR 1**

Male orc warrior 2

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen -2, Spot -2**Languages** Orc**AC** 16, touch 10, flat-footed 16

(+5 armor, +1 shield)

hp 11 (2 HD)**Fort** +4, **Ref** +0, **Will** -2**Weakness** light sensitivity**Speed** 20 ft. (6 squares)**Melee** mwk battleaxe +6 (1d8+4/x3)**Ranged** javelin +2 (1d6+3)**Base Atk** +2; **Grp** +5**Combat Gear** *potion of bear's endurance***Abilities** Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6**SQ** orc traits**Feats** Weapon Focus (battleaxe)**Skills** Climb +1, Jump +2**Possessions** masterwork breastplate, buckler, masterwork battleaxe, 5 javelins, 5 gp.**Light Sensitivity (Ex)** Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

KETH ONE-EYE**CR 4**

Male orc bard 2/cleric 2

CE Medium humanoid (orc)

Init +4; **Senses** darkvision 60 ft.; Listen +6, Spot +1**Languages** Common, Orc

AC 17, touch 10, flat-footed 17

(+6 armor, +1 shield)

hp 22 (4 HD)**Fort** +4, **Ref** +3, **Will** +7**Weakness** light sensitivity

Speed 20 ft. in splint mail (4 squares), base speed 30 ft.**Melee** mwk longspear +7 (1d8+6/x3) or**Melee** falchion +5 (2d4+6/18-20) or**Melee** whip +6 (1d3+4 nonlethal)**Ranged** heavy crossbow +2 (1d10/19-20)**Reach** 5 ft. (15 ft. with whip)**Base Atk** +2; **Grp** +6**Atk Options** feat of strength 1/day (+1 Str, duration 1 round)**Special Actions** Divine Vigor, bardic music 1/day (inspire courage +1, fascinate 1 target, countersong), rebuke undead 4/day (+2, 2d6+3, 2nd), spontaneous casting (*inflict* spells)**Combat Gear** *javelin of lightning*, *potion of cure moderate wounds*, *wand of doom* (CL 1, 6 charges)**Cleric Spells Prepared** (CL 2nd):1st—*divine favor*, *enlarge person*^D, *lesser vigor*, *shield of faith*0—*cure minor wounds*, *guidance*, *purify food and drink*, *virtue***D:** Domain spell. Deity: Gruumsh. Domains: Strength, War**Bard Spells Known** (CL 2nd; 25% arcane spell failure):1st (1/day)—*expeditious retreat*, *sleep* (DC 12)0 (3/day)—*daze*, *detect magic*, *message*, *prestidigitation*, *resistance*

Abilities Str 18, Dex 10, Con 12, Int 6, Wis 13, Cha 12**SQ** bardic knowledge +0, orc traits**Feats** Divine Vigor, Improved Initiative, Weapon Focus (longspear)**Skills** Concentration +7, Diplomacy +5, Jump -7, Knowledge (religion) -1 Listen +6, Perform (percussion instruments) +6**Possessions** combat gear plus masterwork splint mail, masterwork buckler, heavy crossbow with 10 bolts, masterwork longspear, falchion, whip, bag of gems (actually *augment crystals*—see Treasure Summary), war drum, 12 gp.

Light Sensitivity (Ex) Keth is dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

2: THE BLOODY EYE**WARRIOR OF THE BLOODY EYE CR 1**

Male goblin warrior 3
 NE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +2, Spot +2
Languages Goblin

AC 18, touch 13, flat-footed 17
 (+1 size, +2 Dex, +4 armor, +1 shield)
hp 13 (3 HD)
Fort +3, **Ref** +3, **Will** +1

Speed 30 ft. (6 squares)
Melee mwk kukri +7 (1d4/18-20)
Ranged javelin +6 (1d4)
Base Atk +3; **Grp** -1

Abilities Str 10, Dex 15, Con 11, Int 9, Wis 10, Cha 6
SQ goblin traits
Feats Alertness, Weapon Finesse
Skills Climb +2, Hide +5, Jump +2, Listen +2, Move Silently +5, Spot +2
Possessions masterwork chain shirt, masterwork light wooden shield, 3 javelins

GRUNK OF THE BLOODY EYE CR 2

Male goblin adept 4
 NE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +6, Spot +6
Languages Common, Goblin, empathic link

AC 14, touch 14, flat-footed 12; Dodge
 (+1 size, +2 Dex, +1 deflection)
hp 20 (4 HD)
Fort +1, **Ref** +3, **Will** +6

Speed 30 ft. (6 squares)
Melee light mace +1 (1d4-2)
Ranged light crossbow +5 (1d6/18-20)
Base Atk +2; **Grp** -4
Combat Gear *pearl of power* (1st-level), *scroll of obscuring mist*
Adept Spells Prepared (CL 4th; +5 ranged touch):
 2nd—*scorching ray*
 1st—*burning hands* (DC 13), *cure light wounds*, *sleep* (DC 13)
 0—*cure minor wounds*, *detect magic*, *ghost sound* (DC 12)
 † Already cast

Abilities Str 6, Dex 14, Con 10, Int 11, Wis 14, Cha 7
SQ goblin traits, toad familiar, share spells
Feats Alertness^B (when familiar within 5 ft.), DodgeToughness
Skills Concentration +6, Heal +6, Listen +4 (+6 when familiar within 5 ft.), Move Silently +6, Ride +6, Speak Language (Common), Spellcraft +4, Spot +4 (+6 when familiar within 5 ft.)
Possessions combat gear plus light crossbow with 10 bolts, light mace, *ring of protection* +1, spell component pouch, 12 gp.

4: FLAMING DEATH**BLACK SKULL WARRIOR CR 2**

Male orc warrior 3
 CE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen -2, Spot -2
Languages Orc

AC 17, touch 10, flat-footed 17
 (+6 armor, +1 shield)
hp 16 (3 HD)
Fort +4, **Ref** +1, **Will** +1
Weakness light sensitivity

Speed 20 ft. (6 squares)
Melee mwk battleaxe +7 (1d8+4/x3)
Ranged javelin +3 (1d6+3)
Base Atk +3; **Grp** +6
Combat Gear *potion of bear's endurance*, *potion of bull's strength*

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6
SQ orc traits
Feats Iron Will, Weapon Focus (battleaxe)
Skills Climb -1, Jump +1
Possessions masterwork banded mail, buckler, masterwork battleaxe, 5 javelins, 5 gp.

Light Sensitivity (Ex) Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

5: DEATH ON THE FARM**BLACK SKULL WARRIOR CR 2**

Male orc barbarian 1/fighter 1
 CE Medium humanoid (orc)
Init +1; **Senses** darkvision 60 ft.; Listen +4, Spot +0
Languages Orc

AC 16, touch 9, flat-footed 15
 (+1 Dex, -2 class, +6 armor, +1 shield)
hp 25 (2 HD)
Fort +8, **Ref** +1, **Will** +4
Weakness light sensitivity

Speed 30 ft. in banded mail (6 squares), base speed 40 ft.
Melee mwk battleaxe +10 (1d8+6/x3)
Ranged javelin +3 (1d6+6)
Base Atk +2; **Grp** +8
Atk Options rage 1/day (7 rounds)
Combat Gear *potion of bear's endurance*, *potion of bull's strength*

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6
SQ orc traits
Feats Iron Will, Weapon Focus (battle axe)
Skills Climb +4, Jump +5, Listen +4
Possessions masterwork banded mail, buckler, masterwork battleaxe, 5 javelins, 5 gp.

Light Sensitivity (Ex) Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

When not raging, a Black Skull Warrior has the following changed statistics:

AC 18, touch 11, flat-footed 17

hp 21

Fort +6, **Will** +2

Melee mwk battleaxe +8 (1d8+4/x3)

Ranged javelin +3 (1d6+4)

Grp +6

Abilities Str 19, Con 14

Skills Climb +2, Jump +3

Light Sensitivity (Ex) Keth is dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

KETH ONE-EYE

CR 6

Male orc bard 2/cleric 4

CE Medium humanoid (orc)

Init +4; **Senses** darkvision 60 ft.; Listen +6, Spot +1

Languages Common, Orc

AC 18, touch 10, flat-footed 18

(+7 armor, +1 shield)

hp 33 (6 HD)

Fort +5, **Ref** +4, **Will** +8

Weakness light sensitivity

Speed 20 ft. in half-plate (4 squares), base speed 30 ft.

Melee +1 *longspear* +9 (1d8+7/x3) or

Melee falchion +7 (2d4+6/18-20) or

Melee whip +8 (1d3+4 nonlethal)

Ranged heavy crossbow +4 (1d10/19-20)

Reach 5 ft. (15 ft. with whip)

Base Atk +4; **Grp** +8

Atk Options Power Attack, feat of strength 1/day (+1 Str, duration 1 round)

Special Actions Divine Vigor, bardic music 1/day (inspire courage +1, fascinate 1 target, countersong), rebuke undead 4/day (+4, 2d6+5, 4th), spontaneous casting (*inflict* spells)

Combat Gear *javelin of lightning*, *potion of cure moderate wounds*, *wand of doom* (CL 1, 6 charges)

Cleric Spells Prepared (CL 4nd):

2nd—*aid*, *bull's strength*^{D*}, *cure moderate wounds*

1st—*cause fear* (DC 12), *divine favor*, *enlarge person*^D, *lesser vigor*, *shield of faith*

0—*cure minor wounds* (2), *guidance*, *purify food and drink*, *virtue*

D: Domain spell. Deity: Gruumsh. Domains: Strength, War

Bard Spells Known (CL 2nd; 25% arcane spell failure):

1st (1/day)—*expeditious retreat*, *sleep* (DC 12)

0 (3/day)—*daze*, *detect magic*, *message*, *prestidigitation*, *resistance*

Abilities Str 18, Dex 10, Con 12, Int 6, Wis 13, Cha 12

SQ bardic knowledge +0, orc traits

Feats Divine Vigor, Improved Initiative, Power Attack, Weapon Focus (longspear)

Skills Concentration +9, Diplomacy +5, Jump -7, Knowledge (religion) -1 Listen +6, Perform (percussion instruments) +6

Possessions combat gear plus masterwork half-plate, masterwork buckler, heavy crossbow with 10 bolts, +1 *longspear*, falchion, whip, bag of gems (actually *augment crystals*—see Treasure Summary), war drum, 12 gp.

2: THE BLOODY EYE**WARRIOR OF THE BLOODY EYE CR 1**

Male goblin warrior 5
NE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Goblin

AC 18, touch 13, flat-footed 17
(+1 size, +2 Dex, +4 armor, +1 shield)

hp 27 (5 HD)

Fort +5, **Ref** +3, **Will** +3

Speed 30 ft. (6 squares)

Melee mwk kukri +9 (1d4/18-20)

Ranged javelin +8 (1d4)

Base Atk +5; **Grp** +1

Abilities Str 10, Dex 15, Con 12, Int 9, Wis 10, Cha 6

SQ goblin traits

Feats Alertness, Iron Will, Weapon Finesse

Skills Climb +2, Hide +5, Jump +4, Listen +2, Move Silently +5, Spot +2

Possessions masterwork chain shirt, masterwork light wooden shield, 3 javelins

GRUNK OF THE BLOODY EYE CR 2

Male goblin adept 6
NE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +6, Spot +6

Languages Common, Goblin, empathic link

AC 14, touch 14, flat-footed 12; Dodge, Mobility
(+1 size, +2 Dex, +1 deflection)

hp 27 (6 HD)

Fort +2, **Ref** +4, **Will** +7

Speed 30 ft. (6 squares)

Melee light mace +2 (1d4-2)

Ranged light crossbow +6 (1d6/18-20)

Base Atk +3; **Grp** -3

Combat Gear *pearl of power* (1st-level), *scroll of obscuring mist*

Adept Spells Prepared (CL 6th; +6 ranged touch):
2nd—*scorching ray* (2)

1st—*burning hands* (DC 13), *cure light wounds*,
sleep (DC 13)

0—*cure minor wounds*, *detect magic*, *ghost sound*
(DC 12)

Abilities Str 6, Dex 14, Con 10, Int 11, Wis 14, Cha 7

SQ goblin traits, toad familiar, share spells

Feats Alertness^B (when familiar within 5 ft.), Dodge,
MobilityToughness

Skills Concentration +8, Heal +6, Listen +4 (+6 when
familiar within 5 ft.), Move Silently +6, Ride +6,
Speak Language (Common), Spellcraft +6, Spot +4
(+6 when familiar within 5 ft.)

Possessions combat gear plus light crossbow with
10 bolts, light mace, *ring of protection* +1, spell
component pouch, 12 gp.

4: FLAMING DEATH**BLACK SKULL WARRIOR CR 2**

Male orc warrior 3
CE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen -2, Spot -2

Languages Orc

AC 17, touch 10, flat-footed 17
(+6 armor, +1 shield)

hp 16 (3 HD)

Fort +4, **Ref** +1, **Will** +1

Weakness light sensitivity

Speed 20 ft. (6 squares)

Melee mwk battleaxe +7 (1d8+4/x3)

Ranged javelin +3 (1d6+3)

Base Atk +3; **Grp** +6

Combat Gear *potion of bear's endurance*, *potion of bull's strength*

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 8

SQ orc traits

Feats Iron Will, Weapon Focus (battleaxe)

Skills Climb -1, Jump +1

Possessions masterwork banded mail, buckler,
masterwork battleaxe, 5 javelins, 5 gp.

Light Sensitivity (Ex) Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

5: DEATH ON THE FARM**BLACK SKULL WARRIOR CR 4**

Male orc barbarian 1/fighter 3
CE Medium humanoid (orc)
Init +6; **Senses** darkvision 60 ft.; Listen +4, Spot +0

Languages Orc

AC 17, touch 10, flat-footed 16
(+2 Dex, -2 class, +6 armor, +1 shield)

hp 44 (4 HD)

Fort +9, **Ref** +3, **Will** +5

Weakness light sensitivity

Speed 30 ft. in banded mail (6 squares), base speed
40 ft.

Melee mwk battleaxe +12 (1d8+6/x3)

Ranged javelin +6 (1d6+6)

Base Atk +4; **Grp** +10

Atk Options Power Attack, rage 1/day (7 rounds)

Combat Gear *potion of bear's endurance*, *potion of bull's strength*

Abilities Str 23, Dex 14, Con 18, Int 8, Wis 10, Cha 8

SQ orc traits
Feats Improved Initiative, Iron Will, Power Attack,
Weapon Focus (battle axe)

Skills Climb +5, Jump +6, Listen +4

Possessions masterwork banded mail, buckler,
masterwork battleaxe, 5 javelins, 5 gp.

Light Sensitivity (Ex) Black Skull orcs are dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

When not raging, a Black Skull Warrior has the following changed statistics:

AC 19, touch 12, flat-footed 18

hp 36

Fort +7, **Will** +3

Melee mwk battleaxe +10 (1d8+4/x3)

Ranged javelin +6 (1d6+4)

Grp +6

Abilities Str 19, Con 14

Skills Climb +3, Jump +4

Skills Concentration +11, Diplomacy +5, Jump -7, Knowledge (religion) -1 Listen +7, Perform (percussion instruments) +6

Possessions combat gear plus +1 *half-plate*, +1 *buckler*, heavy crossbow with 10 bolts, +1 *longspear*, falchion, whip, bag of gems (actually *augment crystals*—see Treasure Summary), war drum, 12 gp.

Light Sensitivity (Ex) Keth is dazzled (-1 on attack rolls, Search and Spot checks) in bright sunlight or within the radius of a *daylight* spell.

KETH ONE-EYE

CR 8

Male orc bard 2/cleric 6

CE Medium humanoid (orc)

Init +4; **Senses** darkvision 60 ft.; Listen +7, Spot +2

Languages Common, Orc

AC 20, touch 10, flat-footed 20

(+8 armor, +2 shield)

hp 44 (8 HD)

Fort +6, **Ref** +5, **Will** +10

Weakness light sensitivity

Speed 20 ft. in half-plate (4 squares), base speed 30 ft.

Melee +1 *longspear* +10 (1d8+7/x3) or

Melee falchion +8 (2d4+6/18-20) or

Melee whip +9 (1d3+4 nonlethal)

Ranged heavy crossbow +5 (1d10/19-20)

Reach 5 ft. (15 ft. with whip)

Base Atk +5; **Grp** +9

Atk Options Power Attack, feat of strength 1/day (+1 Str, duration 1 round)

Special Actions Divine Vigor, bardic music 1/day (inspire courage +1, fascinate 1 target, countersong), rebuke undead 4/day (+4, 2d6+7, 6th), spontaneous casting (*inflict* spells)

Combat Gear *javelin of lightning*, *potion of cure moderate wounds*, *wand of doom* (CL 1, 6 charges), *horn of fog*, *elemental gem (fire)*

Cleric Spells Prepared (CL 6nd):

3rd—*blindness* (DC 15), *dispel magic*, *magic vestment*^D

2nd—*aid*, *bull's strength*^{D*}, *cure moderate wounds*, *hold person* (DC 14)

1st—*cause fear* (DC 13), *divine favor*, *enlarge person*^D, *lesser vigor*, *shield of faith*

0—*cure minor wounds* (2), *guidance*, *purify food and drink*, *virtue*

D: Domain spell. Deity: Gruumsh. Domains: Strength, War

Bard Spells Known (CL 2nd; 25% arcane spell failure):

1st (1/day)—*expeditious retreat*, *sleep* (DC 12)

0 (3/day)—*daze*, *detect magic*, *message*, *prestidigitation*, *resistance*

Abilities Str 18, Dex 10, Con 12, Int 6, Wis 14, Cha 12

SQ bardic knowledge +0, orc traits

Feats Divine Vigor, Improved Initiative, Power Attack, Weapon Focus (longspear)

APPENDIX 2: NEW RULES ITEMS

FEATS

Divine Vigor [Divine]

You can channel energy to increase your speed and durability.

Prerequisites: Turn or rebuke undead ability.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

Source: *Complete Warrior* 108.

SPELLS

Lesser Vigor

Conjuration (Healing)

Level: Cleric 1, druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Living creature touched

Duration: 10 rounds +1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Source: *Spell Compendium* p.229

PLAYER HANDOUT 1: WHAT THE PCS KNOW

THE MISSION

Agents acting for the Directing Oligarchy have retained you, and several other similar groups, to strengthen the patrols of the militia along and inside the buffer zone.

For this, they provide you each with free standard upkeep (which includes free rations for the duration of the adventure) as well as a small amount of gold (20 gp at APL 2, 40 gp at APL 4, 60 gp at APL 6 and 80 gp at APL 8). You receive this payment at the end of your patrol when you report to the militia commander at Safeton.

You have been engaged for a two-week period. As the adventure opens, there are four days remaining of your patrol.

RECENT HISTORY

In the early 580s a powerful half-orc - Turrosh Mak - emerged to unite the Pomarj's disparate tribes under his banner. During the continent-wide Greyhawk Wars, he inspired the orcs to reclaim their "birthright" in the Lortmils. War swiftly followed as the orcs invaded and overran much of the Wild Coast and the eastern portion of the Principality of Ulek.

For the remnant of the Wild Coast, the next five years were relatively peaceful (although in the Principality of Ulek war raged unchecked). Greyhawk established a buffer zone just south of Safeton and heavily patrolled it. The orcs made no serious attempts to breach this defensive line although minor raids and skirmishes were commonplace.

In 596 CY, however, Mak launched a surprise attack. Bypassing the twin towers of Eyebite, the orcs razed Narwell and several surrounding villages. While the Domain's army reacted quickly to stabilize the situation and cut off the marauders' line of retreat, vicious fighting raged for months. Their road home barred, the orcs fought their way northwards, joining their brethren at

Blackthorn under the ancient boughs of the Gnarlley Forest.

Since the campaigns of 596, the buffer zone has been comparatively quiet. Even the sporadic raiding so beloved by the orcs and their allies has tailed off.

Turrosh Mak stunned the Domain in mid 597 by sending an emissary to the free city. Under the protection of Ambassador Ghrigiel (of the Scarlet Brotherhood) the ambassador called for the free city (and all the nations of the Flanaess) to recognize the Orcish Empire of the Pomarj as a legitimate nation-state. He offered Greyhawk peace (as an incentive) and the beginnings of mutually lucrative trade with any nation recognizing Turrosh Mak's authority over the Pomarj.

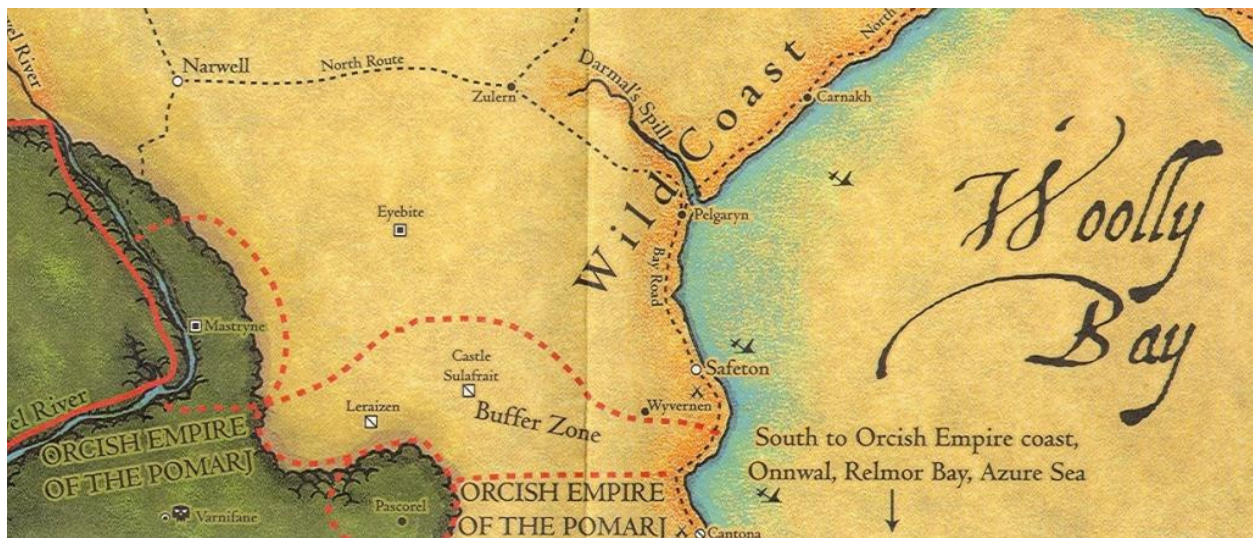
The Directing Oligarchy, however, fear this tactic is the prelude to some new orgy of violence. Consequently, they have retained many coinswords to patrol the buffer zone. If Turrosh Mak is plotting some new attack, the Directing Oligarchy wants to know about it.

THE BUFFER ZONE

The buffer zone is a broad swath of territory that separates the Domain of Greyhawk from the savage tribes of the Orcish Empire of the Pomarj. In places, the zone is up to 40 miles deep while in others it is as narrow as 30 miles.

Before the orcs came, rolling countryside interspaced with small fens, woods, and clustered of scattered farming communities predominated. Now, almost no buildings survive intact within the buffer zone; certainly, there is no industry or agriculture of any kind.

Only a few very brave, or incredibly stubborn, people yet dwell in the buffer zone. Most fled northwards either at the end of the Greyhawk Wars or because of Turrosh Mak's destruction of Narwell (and the subsequent fierce battles fought in the area) during the early part of 596 CY.



PLAYER HANDOUT 2: THE GOBLIN SCROLL

By My Hand, I Turrosh Mak, His Most Ferocious Majesty of the Pomarj, command that no tribe or individual shall raid into the lands of Greyhawk. Transgressors will be crucified.

PLAYER MAP 1: THE FARM

