

# Open Waters

## A One Round Dungeons & Dragons® Living Greyhawk™

### Regional Adventure set in Ratik

Version 1.01

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Attending a small jousting meet on the borders of Cormik and Abonhoth lands, you are asked to meet a ship and retrieve an important parcel. However on arrival not everything is as ordered.  
A challenging land based Ratik regional scenario for characters level 1-15 (APLs 2-12). Part two of the Rakers Aflame series.

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Races of Destiny* [David Noonan, Eric Cagle, Aaron Rosenberg], and *Spell Compendium* [Jeff Grubb, Mike McArtor, Matthew Sernett].

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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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix 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).

## 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 determine this modified Average Party Level (APL) follow the steps 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 regional adventure, set in Ratik. Characters from Ratik pay one (1) Time Unit per round, while all other characters pay two (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 will 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 also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for 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). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

## ADVENTURE BACKGROUND

In RTK7-01 *Thin Air*, orcs raided the village of Thellonsfield and carried away not just the occupants but the entire village as well. Following the trail, the PCs encountered a large orc force consisting of members of a number of tribes. Confused but with no means of rescuing the villagers, the PCs fell back and reported. Something or someone has forced the orc tribes together to a common purpose.

The reason for the first attack was to gather slaves, but also to gather material to fuel a huge fire that orc shamans are creating.

The orcs continue to gather sacrifices for their fire. This time, the shamans have called for a sacrifice which embodies the element of water. Many of the tribes of the alliance have interpreted this to mean that they need boats to burn, the bigger the better.

To aid in this, the shamans have created a new magic item, a large air bladder that fits around the hull of a ship and lifts the ship through the use of bound elementals. However, even with the ship being effectively weightless, it still has several tons of mass. Therefore a large number of orcs are needed to move the floating ship into the mountains where it can be burnt.

## ADVENTURE SUMMARY

This adventure follows the orcs' attempts to take a particular ship for sacrifice and the PC's efforts to thwart that attempt.

The **Introduction** sees the PCs arriving at a small jousting meet in the town of Stenigar on the borders of Cormik and Abonhoth lands.

**Encounter 1** details the PC's involvement in the meet, both in major events such as the joust and in minor side events. The intent is to build up the idea that there are people close by who can help.

**Encounter 2** is where the PCs meet with their patron, one Sir Aleif Morel and he requests that they meet a ship shortly arriving off the coast of Abonhoth and retrieve a parcel for him.

In **Encounter 3** the PCs arrive at the designated cove to find nothing there apart from the captain of the vessel grievously injured and marooned in his longboat. They find out what happened and the captain tags along to assist.

In **Encounter 4** the PCs come across a group of the orcs and fire elementals destroying a village that lay close to their path. The PCs should be able to get surprise on the orcs and put a stop to their destruction.

**Encounter 5** deals with an encounter with the rear guard of the orc forces. It is here that the true size of the force can be learnt and the PCs are encouraged to split their forces to try and get help.

In **Encounter 6** some PCs will go off to fetch help. Those individuals must convince the joust attendees that they are serious and that help is required. Diplomacy will win the day here.

In **Encounter 7** the rest of the party will need to try and gain some time by slowing the orcs down. Multiple battles using guerrilla tactics are likely here and the flow of the encounter is very much up to the PCs actions.

With the cavalry hopefully here, **Encounter 8** is the final showdown with the orc force. Earlier work can make this battle range from epic or impossible to a nasty fight with the orc leader, a shaman.

**Encounter 9** is only present at APLs 10 and 12. At these APLs the orcs will have set a trap on the ship – if the orcs can't have it, no-one can!

The **Conclusion** details the consequences of the PC's actions, whether they were able to rescue the boat or not. Here they may also learn of other boats that have been stolen.

## REQUIRED ENCOUNTERS

This adventure has a flexible encounter structure and not all encounters need to be (or should be) tackled by any one group. To achieve full experience, the following is the minimum a group will need to encounter:

- APLs 2-8: Encounters 4 and 8, plus any two of encounters 5 and the various parts of encounter 7.
- APLs 10-12: Encounters 4 and 8, plus any two of encounters 5 and either encounter 7D or encounter 9.

## TIMELINE

Time is obviously important in this scenario. The most likely timeline is as follows:

- The orcs are travelling at 3/4 mile an hour, and must travel 36 miles to safety of the valley in the Rakers (48 hours travel time). They set out at 10am on day one.
- The average group of PCs will travel at 5 miles an hour. They must travel 30 miles from Stenigar to Cagnus Cove, catch up with the orcs, then 30 miles from orc rear guard to help. Help must then ride 40 miles to intercept the orcs.

### Day One: (10 Flocktime)

- Orcs leave cove at 10am. Travel day and night.
- PCs leave Stenigar @ 2pm. Camp on road.

### Day Two: (11 Flocktime)

- Orcs continue to travel.
- PCs reach cove at 8am. Intercept rearguard at around 3pm (assuming hustle). Send one of their number for help.
- PC sent for help meets Sir Cadmael et al at around 7-8pm (assuming hustle).

### Day Three: (12 Flocktime)

- Orcs reach safety at @ 10am (if not delayed).
- Help must cover 40 miles to intercept the orcs. If they leave at dawn, @ 6am, they will get to the orcs at @ midday (assuming hustle).

This means that the PCs must slow down the orcs by at least two hours for the help to arrive on time.

Sir Cadmael's forces will be able to deal with the effects of fatigue from hustling, thanks to the clerical magic of Arnulf Harnersun. However, the PCs will need to find their own way to deal with this problem.

## PREPARATION FOR PLAY

Determine the likely method of transport for the party by asking how they are getting to Stenigar. The scenario text assumes that they are riding horses. If they are walk to Stenigar, then they can have horses supplied for the rest of the scenario. However if the PCs are flying, teleporting etc, the text will need to be adapted and it is also likely that the PCs will encounter the orcs sooner, making their job easier in most cases.

GMs are strongly encouraged to spend extra preparation time on encounter 7. The authors have tried to cover as many options as possible, but the players may do the unexpected.

As this adventure runs to a timeline, GMs are also advised to check the rules on overland movement, and the fatigue damage that can result from hustling, on page 164 of the *Players Handbook*.

## INTRODUCTION

*The smaller tourneys are often the most interesting, due to a more relaxed atmosphere and a more open competitors policy. So it is that you have arrived in the town of Stenigar in time for their Flocktime Tourney.*

*Stenigar is a town of some 950 souls belonging to House Cormik, but not far from the border with House Abonhoth. Approaching from the direction of Marner, you started climbing up into the hills almost as soon as you left the shores of Marner Sound. The land around has primarily been red-green plateaus with small forest outcrops and long rows of drying peat beside the ditches they came from. Along the way you have encountered fields bordered by hedgerows and stone walls enclosing long haired cattle and wild looking sheep.*

*Nestled up against a steep hill is the town itself. Clustered in the centre are many two and three storey stone buildings, their orange rooves standing out against the misty clouds. Along the roads from the town are the single storey wooden homes of the less well to do. On a field to the west the tourney site is being prepared. Already the lists have been laid out and the pavilions of the visiting dignitaries are being erected as you approach.*

It is assumed that the PCs are either travelling together or arrive at the outskirts of Stenigar at the same time. If they haven't already, they should introduce themselves now.

## ONE: THE GRAND TOURNEY

The PCs have arrived in Stenigar the evening before the tourney starts. This is only a small local tourney, so many of the usual rules have been relaxed.

Accommodation is limited. If the PCs have Rich or Luxury lifestyle, they are invited to stay at the keep as guests of Sir Cadmael. If the PCs have Standard lifestyle, they will be staying in one of the many pavilions near the tourney site. If they have not paid for upkeep, they will be staying in the fields.

The tourney will last for two days and will focus upon the joust. There are also several NPCs detailed in Appendix Three, and the PCs can interact extensively with them. However, if the adventure is being run in a standard convention slot the GM will need to be aware of time, and not allow the players to spend more than forty minutes on this encounter. Most of that time can easily be taken up determining the result of the tournament, so it is suggested the PCs be limited to interacting with Sir Cadmael.

*Arriving in town, you quickly arrange accommodation before the sun sets. Stenigar has a festival atmosphere, and everybody is happy to talk to you and give you directions. It seems that the VERY well-to-do are staying at the keep as guests of Sir Cadmael, the local lord. For everybody else, there*

*are plenty of tents and pavilions that have been set up by a local innkeeper.*

*For those of you interested in competing in the tourney, you are directed to the lists so that you can have your names entered. It seems that about 50 names have been entered onto the lists, and only a quarter of those are of knights. The two young squires that are at the lists greet you happily as you arrive, "Good evening sirs and ladies. Who of you would like to compete in my Lord's tourney?"*

Once the players have given their names, they will be entered into the lists, and they will be given the name of their competitor. In all cases, the PCs will be facing a sergeant-at-arms in the first round of the tourney. Several names have been included so that multiple PCs can know the name of their opponent.

*"Sir/my Lady, you will first be facing (Stolvig / Herman / Beddrig / Beornegar). Your names will be called at the lists in the order you can see behind me. If you miss your call by more than five minutes, you will be obliged to forfeit, so please keep abreast of the competition. Good luck for tomorrow."*

GM Note: Players may be confused about the use of the term lists in this encounter. The lists refers to both the field where the joust takes place, and the written list of competitors that they are entering their names on. Also, GMs are encouraged to hand out the Appendix on jousting so that all players with competing PCs are conversant with the rules.

## THE TOURNEY

The tourney will be direct elimination. The first day will be the first round, with all other bouts taking place on the second day. The Competitors are:

- Sir Cadmael le Roi
- Sir Anton Morel
- 7 Household Knights of Sir Cadmael
- 5 Household Knights of Sir Aleif (Sir Anton's father)
- About 30 mounted sergeants
- The PCs

### All APLs

♣ **Sir Cadmael le Roi:** male human marshal 4/fighter 5; hp 86; Appendix 1.

♣ **Sir Anton Morel:** male human knight 6; hp 60; Appendix 1.

♣ **Household Knight:** male human aristocrat 1/fighter 4; hp 60; Appendix 1.

♣ **Mounted Sergeant at Arms:** male human warrior 3; hp 21; Appendix 1.

It is suggested that the GM have the PCs facing each other in the tournament, with any odd PC facing a GM controlled NPC. This will help speed up the running of

the tournament, which will be very important in a con slot.

In the first round, the PCs face sergeants or other PCs, and the field will be reduced to 24. Almost all of those knocked out in the first round will be sergeants or PCs. If any competing PC has a BAB of +5 or better, then the GM can assume that they will win against a sergeant without rolling dice. The first round will take up most of the first day. The second round will not begin until the second day.

In the second round the PCs face sergeants other PCs again, and the field will be reduced to 12. Again, if any competing PC has a BAB of +5 or better, then the GM can assume that they will win against a sergeant without rolling dice. All the remaining sergeants bar one will be knocked out, as will some of the household knights.

In the third round, the PCs will face household knights, and the field will be reduced to 6. If there are two PCs still in the competition, have them face each other, but from this point there should only be one PC left in the tournament.

In the fourth round, the PC will face a household knight. At the end of the fourth round, there will be three competitors left. Sir Cadmael will now join the field to even the numbers.

In the fifth round, if there is a PC still competing, they will face Sir Anton. Sir Cadmael will defeat the household knight he is facing, reducing the field to two for the final round.

The sixth and final round is between Sir Cadmael and Sir Anton if there are no PCs still in the competition. If there is a PC, the final round is between Sir Cadmael and the remaining PC.

At all stages of the competition, competitors are announced by heralds (bards). There are heralds for both Sir Cadmael and Sir Aleif, and they inspire the crowd for competitors in service to their lords (*inspire courage +1*). If the PCs do not have a bard in the party, and they ask one of the heralds (and slip them a silver piece), the heralds will be happy to announce the PCs (and inspire the crowd for them).

## MEETING THE LOCALS

The PCs have two days to travel the town, meet the locals and ask questions. They are welcome at the Lord's pavilion (so long as they are polite), and Sir Cadmael makes a point of greeting all the PCs personally over the course of the tourney.

Asking about the tourney, the competitors and the visiting knights will yield the following on a Gather Information check:

- **DC 5** This is a local tourney, and does not follow the regular rules. Normally only knights can compete, but Sir Cadmael has allowed those not of noble birth to compete to make it a larger, more interesting event.
- **DC 6** The Lord hosting the event is Sir Cadmael, a knight of Flan decent. His father earned his

knighthood and lands serving Arch Baron Lexnol on the field of battle.

- **DC 7** Most of Sir Cadmael's household knights are Oeridian. Most of the visiting knights are Suel knights from Abonhoth, and serve Sir Aleif Morel.
- **DC 8** Sir Cadmael is the favourite to win, but will not be competing in the earlier rounds. He usually joins in for the last two rounds.
- **DC 10** This event is a practice for the tourney in Abonhoth in a week's time.
- **DC 12** Sir Cadmael, Sir Aleif and most of their household knights will be travelling to the tourney to compete.
- **DC 15** Sir Aleif Morel does not compete any more. However, his son, Sir Anton, is competing. Sir Anton is the only real competition for Sir Cadmael.
- **DC 18** The Lord's sister, Lady Anwen, is a good person to talk to if you want to know more about the tourney in Abonhoth, or anything about the nobles. She often intercedes with the Lord on behalf of the common folk.
- **DC 20** Sir Cadmael is married to the Lady Annalise, a cousin to the Lord Abonhoth.
- **DC 25** Sir Aleif has been asking about adventurers. He may have a job.

If the PCs ask any specific questions about any of the major NPCs in Appendix Two, refer to the appendix for likely answers.

If the PCs ask about any of the local troubles, such as the missing village from RTK7-01 *Thin Air*, or the troubles in the lands of House Keth as detailed in RTK7-03 *Strange Days in the Timberway*, then the locals know less than the PCs. They have heard vague rumours, and are troubled by them, but have no new information. They will be very interested in anything the PCs have to say. If the PCs ask questions about these subjects before meeting Sir Cadmael, Sir Cadmael will hear and will make a point of asking the PCs what they know.

*After the last round of the tourney is complete, you are all invited to attend the feast. It is a huge affair, held out of doors in the fields, and the whole town attends. The entertainment is provided by all, and you are invited to offer a song or to tell a tale about your exploits. Many of the locals provide music, and several of the younger household knights tell tales of hunting wild animals, and skirmishes against orcs and gnolls.*

*With the tournament over, most people are sleeping in the next morning, recovering. You have been told that those attending the tournament in Abonhoth will be setting out tomorrow.*

## TWO: A MEETING

*Mid-morning the day after the tourney has ended, a page in the red and green colours of House Abonhoth approaches you.*

*"Greetings, sirs and ladies. If it pleases you, Sir Aleif Morel would like the pleasure of your company. He is staying in Sir Enrolf's house just off the town square. Sir Aleif has suggested an hour before noon as an appropriate time for the meeting. What response should I give him?"*

If the PCs agree to attend, the page will convey the message back to Sir Aleif. After the PCs have spent the next hour on whatever they wish proceed to the **Meeting Sir Aleif** section below.

If the PCs decline, the page will attempt to convince them:

*"My understanding is that he has an employment proposal to discuss with you. Would another time be more convenient to you?"*

The page will be able to agree to any time apart from around the hours of lunch and dinner, when Sir Aleif already has engagements. Assuming the PCs agree, proceed to the **Meeting Sir Aleif** section below.

If the PCs are insulting towards Sir Aleif (the page is not so concerned for himself though), the page will reply with the following before leaving.

*"My apologies, obviously you are not the adventurers I was asked to seek out. Good day to you."*

The PCs can attend the meeting, but unless they offer some explanation or apology will not gain entrance. The PCs may enjoy the remainder of the tourney, but they will not hear of the rest of the adventure unless they succeed in a DC 15 Gather Information check in which case they hear of the fate of Captain Grimshaw and may rejoin the scenario at encounter 7.

### MEETING SIR ALEIF

Sir Aleif Morel is a knight banneret of House Abonhoth here with his retinue for the tourney. He is not competing himself, but is here with his son who did compete. As befits his position he is a guest of one of the local representatives of House Cormik, Sir Enrolf, an old friend of his.

Sir Enrolf the Red is the castellan of the town. He is an older man. He is a vassal of Lord Cormik and is responsible to House Cormik for the defence of the town as well as policing the local populace.

See Appendix Three for further details of these NPCs.

*Sir Enrolf's house is a two-storey gray, stone building, adorned with the crest of House Cormik*

*over its door. After announcing yourselves at the door, the butler shows you to the drawing room, where an older man is already waiting, seated by a fireplace. The man has wiry blond hair, tan skin and a sturdy frame – a true mix of Suel and Aerdi heritage. He stands up as you enter.*

*“Greetings adventurers, I am Sir Aleif Morel of House Abonhoth.”*

*After introductions are complete he motions you to take seats while the butler silently serves drinks.*

*“Thank-you for coming today. I trust you have enjoyed the tourney?”*

At this stage he will be happy to chat a bit about the tourney and the successes of the PCs and his nephew, if the PCs are so inclined. Eventually he will cut to the chase.

*“As you may or may not know, there are no good harbours in Abonhoth territory. The town of Abonhoth itself is sited a few miles inland, largely due to the inhospitable nature of the coastline. So we have some rather ad hoc arrangements for sea deliveries.”*

*“It had been my intention to meet with the Rennesoy on my return journey to collect a shipment being carried upon that vessel. However, I have been delayed here until tomorrow and as they say ‘time and tide waits for no man’. So I was hoping you might be interested in meeting my ship at Cagnus Cove and escorting the goods safely back to Abonhoth Town. I would of course pay you for this undertaking. Would 20 crowns for each of you suffice?”*

Sir Aleif is willing to pay up to 50 gp each, depending on the capabilities of the adventurers. If the players feel this is a little low, GMs should feel free to inform them that normal pay for this sort of work would be 1-2 gp each per day. As the job should take no more than 6 days, Sir Aleif's offer is actually very generous.

Answers to potential questions are given below.

- **What is the shipment?** “A variety of things – horse harness, preserved foods, cloth and trim for clothing, some specialized tools, a water clock, a new tapestry and the wagons to get them to town – those are new also. I will provide you with the horses needed to pull the wagons, they will not be coming in on the ship”
- **How many wagons are there?** “There will be three wagons. They should fit everything.”
- **Where is Cagnus Cove?** “About 6½ hours north-east of here, on the coast of the Whisperleaf Woods. It is one of the few protected points along that stretch of coast, but it is not a harbour by any means.

The closest of those is either Marner or Ulthek. I have a map that I could loan you if it would be of use.”

- **How will they know we are your agents?** “Captain Fredrick Grimshaw, captain of the Rennesoy, is the person I have hired to make the delivery. I will give you a document with my seal to identify you to the good captain.”
- **Do you expect trouble?** “Heaven's no, it should be just a matter of meeting Captain Grimshaw, picking up the goods and meeting me at my estate at Abonhoth.”
- **Why us/Why do you need adventurers?** “While I don't expect trouble, the shipment is still valuable and will need to be guarded. All of my staff will be needed to organise the trip back to Abonhoth. As adventurers I hoped you might be interested in some work.”
- **What about the elves of the Whisperleaf Woods?** “Ah yes, the wood elves. I don't expect you'll see them, much less have any trouble with them. They are very reclusive and tend to avoid contact with outsiders.”
- **When should we leave/when is the meeting?** “The Rennesoy is due to make the cove on the morning tide tomorrow, although there is always the uncertainty of the wind. If you leave this afternoon you should complete the journey in time.”
- **Where did the ship come from?** The Rennesoy has been as far down the coast as The Dullstrand, but most of the shipment comes from its last port of call – the free city of Dekspoint.

**Treasure:** The PCs can gain the following treasure here:

👑 **All APLs:** Coin: 50gp

### Troubleshooting

If the PCs use Scrying magic to track the captain, and he fails his save they will see him on the longboat after the escape.

If the PCs use teleportation magic or other rapid means of transport they can make up a lot of ground on the orcs. The upshot of this is that they may meet the rear guard of the orcs (**Encounter 4**) as the orcs are leaving the beach.

## THREE: OPEN WATER

Cagnus Cove is 32 miles north-east of Stenigar. Some of the ground is steeper on this direct path counting as difficult terrain, thus it will take 6½ hours on riding horses moving at 50 ft. The way will be hard going for

wagons, taking an extra 2 hours. This is because many parts of the woods do not have a path wide enough for a wagon, and the PCs will have to carve a way through in places and double back in others.

If the PCs are using means other than horses to get to the cove, please adapt the following text as appropriate. If the PCs will arrive at the Cove before the orcs have left, run encounter four before encounter three.

*Striking north towards Cagnus Cove, you come down from the plateau, cross the Ulthek road and then climb once again, this time up the ridge which defines the Onsager Peninsula.*

*Once over the ridge, you descend into the Whisperleaf Woods, so named for the ever present wind hissing through the pines and rustling the oak and birch leaves. Fir and birch thickets prove to be tough to get through while travel under the majestic oaks is far easier, despite thick undergrowth.*

*You camp for the night under the boughs of the woods and set out early the next morning. After a couple of hours travel you can hear the sounds of the sea nearby. Emerging from the thinning pines you step out onto a pebbly beach. To the east the beach extends for hundreds of feet, gradually becoming more windswept. To the northwest though the beach curves around and ends in a grey cliff, sheltering the cove. A wagon track leads from the beach before the start of the cliff. The summer sun sparkles dazzlingly off the empty water of the cove – you see no ship here.*

Have the PCs make a Spot check, the results are shown below.

- **DC 30** – A glint of sun off metal catches your eye further up the beach. Upon investigation you find a metal pendant in the form of an empty eye socket. A DC 10 Knowledge (Religion) check will identify this as a symbol of the orcish deity Gruumsh.
- **DC 12** – Three dark shapes lap against the shore a hundred and twenty feet away. Closer investigation indicates that they are the bodies of sailors. Gaping slashing wounds are obvious as the cause of their demise.
- **DC 5** – Towards the cliff and the track, there seems to have been some recent activity on the beach as the pebbles are all disturbed.

A DC 5 Search or Survival check allows the PCs to interpret these tracks as those of a ship being dragged up out of the water surrounded by many booted feet, all medium humanoids.

A DC 11 Survival check (by characters with the Track feat) allows the PC to determine that the tracks of the ship don't match its size – it should have made a deeper indent in the ground.

On a successful DC 0 Survival check the PC is able to follow the tracks and note that the ship's tracks become shallower after three hundred feet.

After the PCs have spent a little time, have the PCs make another Spot check, the results are shown below.

- **DC 0** – A longboat is coming into the cove with the tide. It is being rowed by around half a dozen people.
- **DC 10** – There looks to be a medium sized corpse at the back of the longboat.
- **DC 20** – In fact it isn't a corpse, but a living person, possibly human.
- **DC 25** – The human is missing one hand and possibly both – hard to tell from this angle.

The PCs can assist bringing in the longboat easily enough, although they will probably have to get their feet wet to do so. The crew welcome any help unless there are half-orcs in the party, in which case they stand off until convinced that the PCs are friendly. The sailors have no weapons so they will not attack. The person at the back of the longboat is Captain Fredrick Aloysius Grimshaw, grievously injured by the orcs.

#### NPCs

☛ **Captain Fredrick Aloysius Grimshaw:** Human Marshal 7/Legendary Captain 2; 72 hp; See Appendix 1.

### TALKING TO THE SURVIVORS

*In the longboat there are six sailors, all looking beaten up and with only a single cutlass between them. The unconscious figure in the back of the boat also looks like a sailor, but wearing a slightly better class of rags. The most obvious injury he bears is the loss of his right hand. The stump has been crudely bandaged but is still oozing blood.*

Captain Grimshaw is stable, but still unconscious on -3. His crew broke him free after witnessing the orcs atrocities and escaped on the longboat. The PCs can talk with the crew.

*One of the crew nods your way "Greetings travellers."*

If the PCs attend to the captain, they will be thanked:

*"My thanks – the Captain was foully attacked by those orc scum and we had done the best we could for him ... poor man."*

Either way he will continue:

*"You're lucky – a few hours earlier and you'd 'ave encountered our foul attackers. Orcs they was. There must have been hundreds of them – they swam out from the headland when we arrived this morning. The tide was coming in and we had no hope of*



*getting away. They swarmed up over the sides and we were completely outnumbered and Alfrid was killed along with most of those on deck."*

*"The Captain got those of us left to surrender then. We were going along quietly until they started at the Captain – horrible that was. As one the rest of us charged the orcs, grabbed the captain and got to the longboat. We lost some of the lads in the rush and I'm sure the orc scum capture a few of the boys. We was able to pull the longboat free but thank Procan we got away from 'em."*

Other information that the PCs may ask for is included below. Play it as a number of sailors interrupting each other as they provide the answers.

- **How many were there?** "Over a hundred, more like two hundred, and some of them were nasty pieces of work too. One of em took down three deck hands in one blow!"
- **Was there a leader type?** "Yeah there was this one huge orc who seemed wreathed in flames. He was flying across, having wings as he did, looking more like a devil than a orc. He was ordering the others about. He was the one wot cut off the Captain's hand. Seemed to like using his two longswords I reckon."
- **What are the tracks about over there/Did you see anything after you escaped?** "Well we didn't stop too close mind, but we saw those orcs pulling the poor old Rennesoy out of the water – poor girl! They were loading it onto something but there wasn't no cart or nothing that I could see. Took 'em most of the morning I reckon too, then they headed off on yonder trail." He points to the trail leading up the coast from the northern end of the beach.

The Captain wakes up after he has been treated. If the PCs don't treat him, one of the sailors finds a potion of *cure light wounds* stuffed away on the longboat and applies it to the Captain.

Captain Grimshaw is not be well pleased when he awakes finding he is without his right hand. After the initial shock he will swear revenge on the orc scum and get quite fired up.

#### Development

It is assumed that the PCs give chase to the orcs. The captain certainly encourages them if they don't think of it themselves. The crew will come as far as the Ulthek Road, where they turn and head for the nearest of Marner or Abonhoth. The captain though will want to stay with the party – wanting to get his ship back.

## FOUR: THE BURNING VILLAGE

After leaving the cove, the orcs head almost south-west, through the Whisperleaf Woods and across the plains until they reach the river. From there they keep just outside the forest and follow the river west into the mountains. This gives the PCs about thirty miles to stop the orcs and save the boat and her remaining crew. After the orcs are in the forest, the knights will be unable to help, and it will become almost impossible for the PCs to stop them.

The orcs are travelling at about ¾ a mile an hour, day and night and must travel 36 miles to the safety of the wooded valley and the mountains. At APLs 6 and above, the orc clerics are using *healing lorecall* in conjunction with area effect healing spells, such as *stabilize*, to keep the orcs from suffering from fatigue. At APLs 2 and 4, the orcs can be considered fatigued (*Players Handbook* pg 308) in all encounters on the third day.

Assuming that the PCs are travelling by horse, they will intercept the orc rearguard at about 3 in the afternoon. However, regardless of their speed or means of travel, as they leave the Whisperleaf Woods they will see a plume of smoke from ahead. A group of orcs have decided to raid a village and make an impromptu sacrifice to Pyremius.

GMs may need to adjust the following text depending upon how the PCs are travelling. It is possible that the PCs at higher APLs will get to the Cove before the orcs leave, in which case this encounter should happen before encounter three and there will be no village, just the orcs and elementals on the beach or the trail.

*Leaving the cove, you follow the trail left by the boat. While it is not as deep as you would expect for a boat being dragged overland, it still leaves a trail that a blind man could follow. The trail moves through the Whisperleaf Woods, following the main path that is used by the people of Abonhoth when they use Cagnus Cove. After a few hours of travel you leave the woods and can see the mountains before you. Against this panoramic background, you can also see a large plume of smoke, no more than half a mile ahead of you.*

*As you move towards the smoke you can see that the boat has followed this same path. It seems not to stop for fences or fields, but does go around trees and large boulders. As you follow it over the next half mile it becomes evident that the boat is being manoeuvred clear of any obstacles with plenty of warning. It seems likely that the orcs have scouts out to give early warning of any obstacles.*

*You are soon able to see the cause of the smoke. A village has been attacked by the orcs, and there are fire elementals running around burning everything in sight. All of the village's buildings are alight, as are many of its people.*

**Creatures:** These orcs are intent upon burning everything and everybody in the village, making an impromptu sacrifice to Pyremius. They are so intent upon their activities that the PCs can easily gain the element of surprise.

**NOTE:** Remember to give the orcs a -1 modifier on their Spot and Listen checks for every 10 feet they are from the PCs.

Also remember that Captain Grimshaw is with the PCs, and he will be using his *auras* to help them as much as possible. Details of Captain Grimshaw's tactics can be found in *Appendix One* after his stat block.

Due to the assistance of Captain Grimshaw, and the high likelihood of surprise, the EL of this encounter has been reduced by 1. The warriors are not included in the EL calculation at APL 8 and above as they are too weak to offer the PCs a threat.

#### APL 2 (EL 4)

👉**Torsh the Priest:** male orc cleric 2; hp 16; *Appendix 1*.

👉**Warriors (4):** male orc warrior 1; hp 7 each; *Appendix 1*.

👉**Small Fire Elementals (2):** hp 12; *Monster Manual* pg 99.

#### APL 4 (EL 6)

👉**Torsh the Priest:** male orc cleric 4; hp 32; *Appendix 1*.

👉**Warriors (4):** male orc barbarian 1; hp 11 each; *Appendix 1*.

👉**Small Fire Elementals (4):** hp 12 each; *Monster Manual* pg 99.

#### APL 6 (EL 8)

👉**Torsh the Priest:** male orc cleric 6; hp 48; *Appendix 1*.

👉**Warriors (4):** male orc barbarian 2; hp 22 each; *Appendix 1*.

👉**Medium Fire Elementals (3):** hp 32 each; *Monster Manual* pg 99.

#### APL 8 (EL 10)

👉**Torsh the Priest:** male orc cleric 8; hp 48; *Appendix 1*.

👉**Warriors (4):** male orc barbarian 2; hp 22 each; *Appendix 1*.

👉**Large Fire Elementals (6):** hp 72 each; *Monster Manual* pg 99.

#### APL 10 (EL 12)

👉**Torsh the Priest:** male orc cleric 10; hp 48; *Appendix 1*.

👉**Warriors (4):** male orc barbarian 2; hp 22 each; *Appendix 1*.

👉**Greater Huge Fire Elementals (3):** hp 210 each; *Monster Manual* pg 99.

#### APL 12 (EL 14)

👉**Torsh the Priest:** male orc cleric 12; hp 48; *Appendix 1*.

👉**Warriors (4):** male orc barbarian 2; hp 22 each; *Appendix 1*.

👉**Elder Huge Fire Elementals (3):** hp 240 each; *Monster Manual* pg 99.

**Tactics:** The orcs simply charge and attack, raging immediately at APLs 4 and above. Torsh casts buff spells while the PCs are dealing with the other orcs and the elementals, but will engage in melee combat once he has cast all his buffs.

At APLs 6 and above, Torsh already has many of his buffs going, many of them *extended* due to his *metamagic rods*.

The elementals are also none too bright, and simply attack in a straight forward manner, assisting each other in only the most rudimentary manner.

**Treasure:** The PCs can loot the orcs for their possessions. The potions are in simple clay gourds and smell like grog, so the PCs are unlikely to realise their magical nature unless they cast *detect magic* or have already found similar potions on other orcs in this adventure.

The elementals have no treasure.

👑**APL 2:** Loot 35 gp; Magic 20 gp; 5 x *potion of cure light wounds* (4 gp each); Total 55 gp.

👑**APL 4:** Loot 60 gp; Magic 20 gp; 5 x *potion of cure light wounds* (4 gp each); Total 80 gp.

👑**APL 6:** Loot 60 gp; Magic 603 gp; *lesser rod of metamagic-extend* (250 gp), +2 *periapt of wisdom* (333 gp), 5 x *potion of cure light wounds* (4 gp each); Total 663 gp.

👑**APL 8:** Loot 60 gp; Magic 603 gp; *lesser rod of metamagic-extend* (250 gp), +2 *periapt of wisdom* (333 gp), 5 x *potion of cure light wounds* (4 gp each); Total 663 gp.

👑**APL 10:** Loot 60 gp; Magic 1603 gp; *lesser rod of metamagic-extend* (250 gp), +4 *periapt of wisdom* (1333 gp), 5 x *potion of cure light wounds* (4 gp each); Total 2579 gp.

👑**APL 12:** Loot 60 gp; Magic 2519 gp; *lesser rod of metamagic-extend* (250 gp), *rod of metamagic-extend* (916 gp), +4 *periapt of wisdom* (1333 gp), 5 x *potion of cure light wounds* (4 gp each); Total 2579 gp.

## FIVE: THE FURROW IN THE FIELDS

The location of this encounter depends greatly upon the speed at which the PCs are travelling. At higher APLs, it is even possible that the PCs may miss it entirely.

If this is being run in a standard con slot, feel free to summarise the result of this encounter at APLs 10 and above. The orcs offer no threat to the PCs, and resolving the combat normally will take unnecessary time.

GMs may need to adjust the following text based upon the PCs speed and means of travel.

*As you travel you come across more than one field that once held stock animals. In every case, the bulk of the herd has been caught and slaughtered. Fences have been ruined, and you come across the occasional long-haired cow or sheep, cropping grass by the road-side. In the early afternoon, you also come across the body of one of Captain Grimshaw's sailors. You are not sure how he died, but orcs have removed his arms and legs, leaving just the torso and head lying in bloody ruin by the trail of the ship.*

*It is with this horrible image still fresh in your memory that you catch sight of the orc rearguard. As the sun is shining brightly in the sky, you doubt that they have noticed you as yet.*

**Creatures:** This is the orc rearguard. The encounter distance is anything the PCs want, between 100 and 200 feet. At 100 feet, the PCs need to make opposed stealth/awareness checks to see how close they can get without being noticed. They will also need some form of cover, or suffer a -20 to hide for moving in plain sight.

**NOTE:** Remember to give the orcs a -1 modifier on their spot and listen checks for every 10 feet they are from the PCs.

The orc warriors and veteran fight the PCs, while the two runners go for help. If the PCs can stop the runners, then they may be able to ambush and surprise other scouting groups of orcs.

Also remember that Captain Grimshaw is with the PCs, and he is using his *auras* to help them as much as possible. Details of Captain Grimshaw's tactics can be found in *Appendix One* after his stat block.

As the runners do not willingly engage in combat, they are not included in the EL calculation. Due to the assistance of Captain Grimshaw, and the high likelihood of surprise, the EL of this encounter has been reduced by 1. The warriors are not included in the EL calculation at APL 8 as they are too weak to offer the PCs a threat. This encounter does not reward xp at APLs 10 and above, as all of the orcs are too weak to offer the PCs a real threat.

#### APL 2 (EL 2)

👤 **Veteran:** male orc warrior 2; hp 14; *Appendix 1*.

👤 **Warriors (4):** male orc warrior 1; hp 7 each; *Appendix 1*.

👤 **Runners (2):** male orc warrior 1; hp 7 each; *Appendix 1*.

#### APL 4 (EL 4)

👤 **Veteran:** male orc barbarian 2; hp 22; *Appendix 1*.

👤 **Warriors (4):** male orc barbarian 1; hp 11 each; *Appendix 1*.

👤 **Runners (2):** male orc warrior 1; hp 7 each; *Appendix 1*.

#### APL 6 (EL 6)

👤 **Veteran:** male orc barbarian 4; hp 44; *Appendix 1*.

👤 **Warriors (4):** male orc barbarian 2; hp 22 each; *Appendix 1*.

👤 **Runners (2):** male orc warrior 1; hp 7 each; *Appendix 1*.

#### APL 8 (EL 3)

👤 **Veteran:** male orc barbarian 4; hp 44; *Appendix 1*.

👤 **Warriors (4):** male orc barbarian 2; hp 22 each; *Appendix 1*.

👤 **Runners (2):** male orc warrior 1; hp 7 each; *Appendix 1*.

#### APL 10 (EL 0)

👤 **Veteran:** male orc barbarian 4; hp 44; *Appendix 1*.

👤 **Warriors (4):** male orc barbarian 2; hp 22 each; *Appendix 1*.

👤 **Runners (2):** male orc warrior 1; hp 7 each; *Appendix 1*.

#### APL 12 (EL 0)

👤 **Veteran:** male orc barbarian 4; hp 44; *Appendix 1*.

👤 **Warriors (4):** male orc barbarian 2; hp 22 each; *Appendix 1*.

👤 **Runners (2):** male orc warrior 1; hp 7 each; *Appendix 1*.

**Tactics:** The orcs simply charge and attack, raging immediately at APLs 4 and above. The runners run to report to the main group, and get help.

**Treasure:** The PCs can loot the orcs for their possessions. The runners have no equipment other than their clothes. The potions are in simple clay gourds and smell like grog, so the PCs are unlikely to realise their magical nature unless they cast *detect magic* or have already found similar potions on other orcs in this adventure.

👤 **All APLs:** Loot 21 gp; Magic 20 gp; 5 x *potion of cure light wounds* (4 gp each); Total 41 gp.

**Development:** How quickly the PCs deal with these orcs will have an effect on the next encounter. The ship and the main body of orcs is less than 200 yards ahead, so they notice any large magical effects, such as *fireball* or *sound burst*. If the PCs can avoid notice, they have a good chance to neutralize many of the orc scouts without being noticed.

It takes the runners 10 rounds (1 minute) to run back to the main group. It then takes 10 rounds for the orcs to muster a response, and another 10 rounds for the response to get to the PCs. This means that if the runners get away, the PCs have 30 rounds from the start of combat until the response group arrives. If this occurs, go straight to **Encounter 6B**.

If the PCs capture any orcs, see *appendix 4* for the information they can gain.

## SIX: GETTING HELP

After dealing with the rear-guard, the PCs are most likely to move forward and have a look at the main force and the Rennesoy. As they come within sight of the ship, read the following (remember to adjust the text if the PCs are using different means of travel):

*As you carefully crest the next rise you see the Rennesoy and the orcs that have stolen her. The ship seems to be held by a huge air bladder, which the orcs are dragging along the ground. There are scores of orcs present, some on the ship and others using ropes to pull and manoeuvre the ship. Upon the quarterdeck of the ship you can see an orc with a bear beside him. Down each side of the ship you can see priests directing the movement of the orcs.*

*Interspersed with the orcs pulling the ship are several of Captain Grimshaw's crew. They look haggard, and you can see that it would be difficult to use area effect spells on the orcs without killing the Rennesoy's surviving crewmen.*

*In all, you would estimate that there are about a hundred orcs, and a dozen of Captain Grimshaw's crew. Given that no more than forty of the orcs are pulling at any given time, you are certain that some sort of magic must be involved in the transport of the ship.*

At this point there are 36 orcs on patrol, including the ones that the PCs just dealt with, leaving 85 orcs with the ship.

The ship is being held aloft by an air bladder, consisting of 12 nacelles joined together. Each nacelle contains a bound air elemental, which is capable of holding aloft 20 ton, giving the air bladder a lift capacity of 200 tons. As the ship weighs between 180-200 tons loaded, the air bladder makes the ship effectively weightless. However, it still needs forward momentum, hence the orcs pulling the ship and directing it.

Each nacelle is a separate holding area for an air elemental. If a nacelle is ruptured it releases the elemental from service, and it returns to its home plane. To disrupt the movement of the ship, at least 3 nacelles need to be destroyed.

❖ **Air bladder nacelles (12):** large magically treated hide nacelle; hardness 6; hp 52; AC 4.

Having seen the extent of the orcish forces, the PCs at most APLs should realise that they are going to need help in stopping the orcs. Captain Grimshaw happily assists them to that conclusion if they don't make it on their own. At APLs 10 and 12 they may not want to get help, in which case this encounter can be skipped.

The closest support is the group travelling from Stenigar to Abonhoth for the tournament. They are really the only group that could get to the PCs in time to stop the orcs.

Encourage the PCs to send as few people on the diplomacy mission as possible – the firepower will be needed for **Encounter 6**. If they are adamant on sending more there is no need to force them not to though.

*With a sense of urgency fuelling your pace, you start back towards Stenigar. Being early summer, there are a lot of other groups on the road – farmers taking their produce up or down the coast to markets, merchants taking their wares from town to town and a post carriage on its route up from Marner. You quickly pass all of these, your rapid pace startling some of the travellers, concerned at your intent.*

*It is starting to get dark when you see the large entourage that must be Sir Aleif, Sir Cadmael and the other tourney attendees from Stenigar. They have already pulled off the road and servants are pitching their tents for the night.*

Given the PCs' previous dealings with Sir Aleif, they are quickly shown to his pavilion. Initially he invites the PCs to join him for dinner, but quickly grows concerned once the PCs explain the situation. He then sends a page to bring Sir Cadmael and Sir Anton in to hear the story.

Once the full group is assembled, the PCs have to pitch their request for assistance to the group.

Sir Cadmael in particular is quite sceptical – this is very unusual behaviour for orcs. He is also quite concerned about leaving the ladies and the servants unprotected on the road. He instead suggests that the knights could assist once support comes from Abonhoth.

Sir Anton is untrusting of the PCs, but also quite keen to take on the orcs. He suspects a ruse, so switches between cursing orcs and calling for caution until convinced.

Sir Aleif (unless he has been given reason not to) believes the PCs from the start. He leaves the convincing to the PCs, but is encouraging. He will, however, stay back with the ladies to escort them back to Abonhoth.

To succeed in convincing the knights to assist, the PCs will need to use Diplomacy. The knights will start out as indifferent. The following modifiers apply to the Diplomacy check:

- Member of a Ratic knightly order +5
- Member of a knightly order from another region +2
- One (or more) of the other members of the party is a member of a Ratic knightly order +2
- Member of a Ratic religious organisation +2
- Member of House Cormik or House Abonhoth +2
- Has an influence point with House Abonhoth or House Cormik +1
- A crew member is present to provide testimony +4
- APL 2 or 4, as the PCs are obviously less of a potential threat +2

In addition, the PC's participation in the tourney can assist their reputation. Apply the highest applicable bonus from the following list:

- Any of the party entered the tourney +1
- Any of the party made it to the second or third round of the tourney +2
- Any of the party made it to the fourth round of the tourney +3
- Any of the party made it to the fifth round of the tourney +4
- Any of the party made it to the final round of the tourney +5

The result of the Diplomacy check determines the knight's response.

- **Unfriendly** – The PC is banished from the camp as a charlatan and scoundrel and no support is offered.
- **Indifferent** – The group will travel as planned, but a messenger will be sent ahead to Abonhoth for extra support. Once the support arrives, the knights will follow the PC to the orcs. This will mean that the knights will be too late to stop the orcs before they reach the Rakers.
- **Friendly** – The knights will leave at first light with the PC to hunt the orcs. They will take the majority of the household knights and sergeants-at-arms along with them. The knights will hustle for a couple of hours to arrive at the orcs by midday. Sir Aleif and a handful of sergeants-at-arms will stay with the rest of the entourage to escort them back to Abonhoth.
- **Helpful** – The knights will leave at first light with the PC to hunt the orcs. They will take the majority of the household knights and sergeants-at-arms along with them. The knights will hustle all the way, with Sir Cadmael's priest using *healing lorecall* and *stabilize* to ensure the horses stay fresh. The group will arrive at the orcs by 11am. Sir Aleif and a handful of sergeants-at-arms will stay with the rest of the entourage to escort them back to Abonhoth.

## SEVEN: GUERRILLA WARFARE

Having taken out the rearguard and seen the main group of orcs, the PCs have a number of options on how to slow down the orcs. As the PCs are likely mounted, with a movement rate of 50', while the orcs and the ship are moving at @ 10', it will be easy for the PCs to move around the orcs and get in front of them. To get from the back of the column to the front without being noticed takes about a ½ hour.

If the PCs sent off one of their number for help in Encounter Five, give that player the stat block for Captain Grimshaw from *Appendix One*. There are some suggested tactics for Captain Grimshaw at the end of the stat block to guide the player. GMs will need to be aware of Captain Grimshaw's tactics to advise the player if it seems that they are doing something unlikely for that character.

The orcs have six patrol groups around them, one ahead, one behind, and two to each side. In terms of a clock face, the ship is at the centre, with the patrols at 12, 2, 4, 6, 8 and 10 o'clock. The patrol groups come in every four hours, and a new patrol group goes out. This happens at 12, 4 and 8. This means that the PCs have about an hour before their presence will be noticed by the change of the patrols.

Once the orcs have lost three patrol groups, they will stop sending them out. This makes it easier for the PCs to slow the orcs down with obstacles and traps.

Each time the PCs attack the orcs, the orcs respond with a bigger patrol group. The first response by the orcs to the presence of the PCs is a group of the same size as the scout patrols. Each subsequent response will be bigger. The PCs do have the option of attacking the ship directly, in which case they will face about 20 orcs (direct response group). This will be suicide at any APL below 8, but the option is there if the PCs want to try.

### 7A: PATROL GROUP

One of the more likely tactics will be to circle the ship and pick off the patrol groups. The PCs have the advantage of speed and surprise in this situation. They can pick their battle field, and attack the orcs from which ever direction they choose. PCs can set the encounter distance at anywhere from 100 feet to 300 feet. If they wish to get closer than 100 feet without being noticed, they will need concealment of some sort.

**Creatures:** As in **Encounter Five**, the orc warriors and veteran will fight the PCs, while the two runners will go for help. If the PCs can stop the runners, then they may be able to ambush and surprise other scouting groups of orcs.

As the runners do not willingly engage in combat, they are not included in the EL calculation. Due to the assistance of Captain Grimshaw, and the high likelihood of surprise, the EL of this encounter has been reduced by 1. The warriors are not included in the EL calculation at APL 8 as they are too weak to offer the PCs a threat. This encounter does not reward xp at APLs 10 and above, as all of the orcs are too weak to offer the PCs a real threat.

#### APL 2 (EL 2)

👤 **Veteran:** male orc warrior 2; hp 14; *Appendix 1*.

👤 **Warriors (4):** male orc warrior 1; hp 7 each; *Appendix 1*.

👤 **Runners (2):** male orc warrior 1; hp 7 each; *Appendix 1*.

#### APL 4 (EL 4)

👤 **Veteran:** male orc barbarian 2; hp 22; *Appendix 1*.

👤 **Warriors (4):** male orc barbarian 1; hp 11 each; *Appendix 1*.

👤 **Runners (2):** male orc warrior 1; hp 7 each; *Appendix 1*.

#### APL 6 (EL 6)

👤 **Veteran:** male orc barbarian 4; hp 44; *Appendix 1*.

👤 **Warriors (4):** male orc barbarian 2; hp 22 each; *Appendix 1*.

👤 **Runners (2):** male orc warrior 1; hp 7 each; *Appendix 1*.

#### APL 8 (EL 3)

👤 **Veteran:** male orc barbarian 4; hp 44; *Appendix 1*.

👤 **Warriors (4):** male orc barbarian 2; hp 22 each; *Appendix 1*.

👤 **Runners (2):** male orc warrior 1; hp 7 each; *Appendix 1*.

#### APL 10 (EL 0)

👤 **Veteran:** male orc barbarian 4; hp 44; *Appendix 1*.

👤 **Warriors (4):** male orc barbarian 2; hp 22 each; *Appendix 1*.

👤 **Runners (2):** male orc warrior 1; hp 7 each; *Appendix 1*.

#### APL 12 (EL 0)

👤 **Veteran:** male orc barbarian 4; hp 44; *Appendix 1*.

👤 **Warriors (4):** male orc barbarian 2; hp 22 each; *Appendix 1*.

👤 **Runners (2):** male orc warrior 1; hp 7 each; *Appendix 1*.

**Tactics:** The orcs simply charge and attack, raging immediately at APLs 4 and above. The runners run to report to the main group, and get help.

**Treasure:** The PCs can loot the orcs for their possessions. The runners have no equipment other than their clothes. The potions are in simple clay gourds and smell like grog, so the PCs are unlikely to realise their magical nature unless they cast *detect magic* or have already found similar potions on other orcs in this adventure.

👤 **All APLs:** Loot 21 gp; Magic 20 gp; 5 x *potion of cure light wounds* (4 gp each); Total 41 gp.

**Development:** If the PCs can take out the patrol quietly, they will have a good chance of continuing to surprise the orcs. Once the PCs neutralize three or more patrol groups, the orcs pull in all their patrols and do not send out any more.

If they don't stop the runners, it will take the orcs 10 rounds (1 minute) to run back to the main group. It will then take 10 rounds for the orcs to muster a response, and another 10 rounds for the response to get to the PCs. This means that if the runners get away, the PCs have 30 rounds from the start of combat until the response group arrives. If this occurs, go straight to **Encounter 7B**.

If the PCs capture any orcs, see *Appendix 4* for the information they can gain.

## 7B: FIRST RESPONSE

As soon as one or more runners make it back to the main group, a response will be sent out. Each time the PCs draw a response from the orcs, intentionally or otherwise, the response will increase by one level. After the PCs neutralize three response groups, the orcs will not send out any more.

**Creatures:** The first response of the orcs is a group of the same composition as their standard scout patrols. As in **Encounters Five** and **7A**, the orc warriors and veteran will fight the PCs, while the two runners will go for help.

As the runners do not willingly engage in combat, they are not included in the EL calculation. Due to the assistance of Captain Grimshaw, and the high likelihood of surprise, the EL of this encounter has been reduced by 1. The warriors are not included in the EL calculation at APL 8 as they are too weak to offer the PCs a threat. This encounter does not reward xp at APLs 10 and above, as all of the orcs are too weak to offer the PCs a real threat.

#### APL 2 (EL 2)

👤 **Veteran:** male orc warrior 2; hp 14; *Appendix 1*.

👤 **Warriors (4):** male orc warrior 1; hp 7 each; *Appendix 1*.

👤 **Runners (2):** male orc warrior 1; hp 7 each; *Appendix 1*.

#### APL 4 (EL 4)

👤 **Veteran:** male orc barbarian 2; hp 22; *Appendix 1*.

👤 **Warriors (4):** male orc barbarian 1; hp 11 each; *Appendix 1*.

👤 **Runners (2):** male orc warrior 1; hp 7 each; *Appendix 1*.

#### APL 6 (EL 6)

👤 **Veteran:** male orc barbarian 4; hp 44; *Appendix 1*.

👤 **Warriors (4):** male orc barbarian 2; hp 22 each; *Appendix 1*.

👤 **Runners (2):** male orc warrior 1; hp 7 each; *Appendix 1*.

#### APL 8 (EL 3)

👤 **Veteran:** male orc barbarian 4; hp 44; *Appendix 1*.

👤 **Warriors (4):** male orc barbarian 2; hp 22 each; *Appendix 1*.

👤 **Runners (2):** male orc warrior 1; hp 7 each; *Appendix 1*.

#### APL 10 (EL 0)

👤 **Veteran:** male orc barbarian 4; hp 44; *Appendix 1*.

👤 **Warriors (4):** male orc barbarian 2; hp 22 each; *Appendix 1*.

👤 **Runners (2):** male orc warrior 1; hp 7 each; *Appendix 1*.

#### APL 12 (EL 0)

👤**Veteran:** male orc barbarian 4; hp 44; Appendix 1.

👤**Warriors (4):** male orc barbarian 2; hp 22 each; Appendix 1.

👤**Runners (2):** male orc warrior 1; hp 7 each; Appendix 1.

**Tactics:** The orcs simply charge and attack, raging immediately at APLs 4 and above. The runners run to report to the main group, and get help.

**Treasure:** The PCs can loot the orcs for their possessions. The runners have no equipment other than their clothes. The potions are in simple clay gourds and smell like grog, so the PCs are unlikely to realise their magical nature unless they cast *detect magic* or have already found similar potions on other orcs in this adventure.

👤**All APLs:** Loot 21 gp; Magic 20 gp; 5 x *potion of cure light wounds* (4 gp each); Total 41 gp.

**Development:** If they don't stop the runners, it will take the orcs 10 rounds (1 minute) to run back to the main group. It will then take 10 rounds for the orcs to muster a response, and another 10 rounds for the response to get to the PCs. This means that if the runners get away, the PCs have 30 rounds from the start of combat until the response group arrives. If this occurs, go straight to Encounter 7C.

If the PCs capture any orcs, see appendix 4 for the information they can gain.

### 7C: SECOND RESPONSE

As in 7B above, as soon as one or more runners make it back to the main group, a response is sent out. Each time the PCs draw a response from the orcs, intentionally or otherwise, the response increases by one level. After the PCs neutralize three response groups, the orcs do not send out any more.

**Creatures:** The second response of the orcs is a group of the same composition as their standard scout patrols, but with the addition of a drummer and a sergeant. As in **Encounters Five** and 7A, the orc warriors, veteran and sergeant will fight the PCs, while the two runners go for help.

As the runners do not willingly engage in combat, they are not included in the EL calculation. Due to the assistance of Captain Grimshaw, and the high likelihood of surprise, the EL of this encounter has been reduced by 1. At APL 8 the warriors are not counted in the EL calculation, as they are individually too weak to offer a threat to the PCs. This encounter does not reward xp at APLs 10 and above, as the individual orcs are too weak to offer the PCs a real threat.

#### APL 2 (EL 4)

👤**Sergeant:** male orc barbarian 2; hp 22; Appendix 1.

👤**Veteran:** male orc warrior 2; hp 14; Appendix 1.

👤**Drummer:** male orc bard 1; hp 5; Appendix 1.

👤**Warriors (4):** male orc warrior 1; hp 7 each; Appendix 1.

👤**Runners (2):** male orc warrior 1; hp 7 each; Appendix 1.

#### APL 4 (EL 6)

👤**Sergeant:** male orc barbarian 4; hp 44; Appendix 1.

👤**Veteran:** male orc barbarian 2; hp 22; Appendix 1.

👤**Drummer:** male orc bard 2; hp 10; Appendix 1.

👤**Warriors (4):** male orc barbarian 1; hp 11 each; Appendix 1.

👤**Runners (2):** male orc warrior 1; hp 7 each; Appendix 1.

#### APL 6 (EL 8)

👤**Sergeant:** male orc barbarian 6; hp 66; Appendix 1.

👤**Veteran:** male orc barbarian 4; hp 44; Appendix 1.

👤**Drummer:** male orc bard 4; hp 20; Appendix 1.

👤**Warriors (4):** male orc barbarian 2; hp 22 each; Appendix 1.

👤**Runners (2):** male orc warrior 1; hp 7 each; Appendix 1.

#### APL 8 (EL 7)

👤**Sergeant:** male orc barbarian 6; hp 66; Appendix 1.

👤**Veteran:** male orc barbarian 4; hp 44; Appendix 1.

👤**Drummer:** male orc bard 4; hp 20; Appendix 1.

👤**Warriors (4):** male orc barbarian 2; hp 22 each; Appendix 1.

👤**Runners (2):** male orc warrior 1; hp 7 each; Appendix 1.

#### APL 10 (EL 0)

👤**Sergeant:** male orc barbarian 6; hp 66; Appendix 1.

👤**Veteran:** male orc barbarian 4; hp 44; Appendix 1.

👤**Drummer:** male orc bard 4; hp 20; Appendix 1.

👤**Warriors (4):** male orc barbarian 2; hp 22 each; Appendix 1.

👤**Runners (2):** male orc warrior 1; hp 7 each; Appendix 1.

#### APL 12 (EL 0)

👤**Sergeant:** male orc barbarian 6; hp 66; Appendix 1.

👤**Veteran:** male orc barbarian 4; hp 44; Appendix 1.

👤**Drummer:** male orc bard 4; hp 20; Appendix 1.

👤**Warriors (4):** male orc barbarian 2; hp 22 each; Appendix 1.

👤**Runners (2):** male orc warrior 1; hp 7 each; Appendix 1.

**Tactics:** The orcs simply charge and attack, raging immediately at APLs 4 and above. The drummer stays to the back, using his *inspire courage* ability. At APLs 4 and above, the drummer will use his spells to target any

fighter types. The runners run to report to the main group, and get help.

**Treasure:** The PCs can loot the orcs for their possessions. The runners have no equipment other than their clothes. The potions are in simple clay gourds and smell like grog, so the PCs are unlikely to realise their magical nature unless they cast *detect magic* or have already found similar potions on other orcs in this adventure.

👑**APL 2:** Loot 53 gp; Magic 28 gp; 7 x *potion of cure light wounds* (4 gp each); Total 81 gp.

👑**APLs 4-12:** Loot 64 gp; Magic 28 gp; 7 x *potion of cure light wounds* (4 gp each); Total 92 gp.

**Development:** If they don't stop the runners, it takes them 10 rounds (1 minute) to run back to the main group. It then takes 10 rounds for the orcs to muster a response, and another 10 rounds for the response to get to the PCs. This means that if the runners get away, the PCs have 30 rounds from the start of combat until the response group arrives. If this occurs, go straight to Encounter 7D.

If the PCs capture any orcs, see appendix 4 for the information they can gain.

## 7D: THIRD RESPONSE

As in 7B and 7C above, as soon as one or more runners make it back to the main group, a response will be sent out. After the PCs have neutralized this response group, the orcs will not send out any more.

**Creatures:** At APLs 2-8, the third response of the orcs is a group of the same composition as their second response group, but with twice the number of warriors, and no runners. As in **Encounters Four**, 7A and 7B, the orc warriors, veteran and sergeant will fight the PCs. However, there will be no runners to stop this time.

At APLs 10 and 12, the third response is a group of elementals, bound in service to the orc leader, Torrunus. Unlike the other response groups, the elementals arrive as soon as the runners return (ie, 10 rounds after the start of the previous combat).

Due to the assistance of Captain Grimshaw, and the high likelihood of surprise, the EL of this encounter has been reduced by 1 at APL 2-8. At APL 8 the warriors are not counted in the EL calculation, as they are individually too weak to offer a threat to the PCs.

This encounter is not adjusted at APLs 10 and 12, as the arrival of the elementals is likely to be a surprise to the PCs, and Captain Grimshaw's help will be less significant at these APLs.

### APL 2 (EL 5)

👤**Sergeant:** male orc barbarian 2; hp 22; Appendix 1.

👤**Veteran:** male orc warrior 2; hp 14; Appendix 1.

👤**Drummer:** male orc bard 1; hp 5; Appendix 1.

**Warriors (8):** male orc warrior 1; hp 7 each; Appendix 1.

### APL 4 (EL 7)

👤**Sergeant:** male orc barbarian 4; hp 44; Appendix 1.

👤**Veteran:** male orc barbarian 2; hp 22; Appendix 1.

👤**Drummer:** male orc bard 2; hp 10; Appendix 1.

👤**Warriors (8):** male orc barbarian 1; hp 11 each; Appendix 1.

### APL 6 (EL 9)

👤**Sergeant:** male orc barbarian 6; hp 66; Appendix 1.

👤**Veteran:** male orc barbarian 4; hp 44; Appendix 1.

👤**Drummer:** male orc bard 4; hp 20; Appendix 1.

👤**Warriors (8):** male orc barbarian 2; hp 22 each; Appendix 1.

### APL 8 (EL 7)

👤**Sergeant:** male orc barbarian 6; hp 66; Appendix 1.

👤**Veteran:** male orc barbarian 4; hp 44; Appendix 1.

👤**Drummer:** male orc bard 4; hp 20; Appendix 1.

👤**Warriors (8):** male orc barbarian 2; hp 22 each; Appendix 1.

### APL 10 (EL 12)

👤**Greater Huge Fire Elementals (3):** hp 210 each; *Monster Manual* pg 99.

### APL 12 (EL 14)

👤**Elder Huge Fire Elementals (3):** hp 240 each; *Monster Manual* pg 99.

**Tactics:** The orcs simply charge and attack, raging immediately at APLs 4 and above. The drummer stays to the back, using his *inspire courage* ability. At APLs 4 and above, the drummer will use his spells to target any fighter types.

The elementals are also none too bright, and will simply attack in a straight forward manner, assisting each other in only the most rudimentary manner.

**Treasure:** The PCs can loot the orcs for their possessions. The potions are in simple clay gourds and smell like grog, so the PCs are unlikely to realise their magical nature unless they cast *detect magic* or have already found similar potions on other orcs in this adventure.

The elementals have no treasure.

👑**APL 2:** Loot 70 gp; Magic 44 gp; 11 x *potion of cure light wounds* (4 gp each); Total 81 gp.

👑**APLs 4-8:** Loot 81 gp; Magic 44 gp; 11 x *potion of cure light wounds* (4 gp each); Total 92 gp.

**Development:** Once the PCs have faced a third response group, the orcs do not respond to anything but a direct attack. The PCs have the option of either attacking the orcs directly, or of trying to set traps and obstructions to delay them.



If they choose to attack, go to 7E. If they choose to try and obstruct the orcs' progress, go to 7F.

If the PCs capture any orcs, see *Appendix 4* for the information they can gain.

## 7E: DIRECT RESPONSE

If the PCs decide to attack the main body of the orcs directly, they draw a direct response from the orcs. The response consists of 20 orcs. The orcs do this twice before they rout, leaving the shaman by himself. This will be suicide at APLs 2-6, and very dangerous at APL 8. At these APLs, Captain Grimshaw strongly advises that the PCs try other tactics to slow the orcs down, and wait for the knights to arrive before trying a direct assault.

At APLs 10 and 12, it will soon become apparent to the players, and their characters, that the orcs are individually quite weak. This is likely to encourage the PCs to take direct action. If they do so, they face the APL 8 direct response, and will likely soon be facing the orc leader, Torrunus, directly. It should be easy for the PCs to rout the orc force at these APLs. After the PCs have dispatched two direct response groups the entire orc force routs and they can attack the ship and the shaman directly. In this event go straight to **Encounter 8** without waiting for the arrival of help.

**Creatures:** The direct response of the orcs is a group of 20 orcs. As in previous encounters, the orc warriors, veterans and sergeant fight the PCs. However, this time the orcs also have clerical support.

Due to the assistance of Captain Grimshaw, and the high likelihood of surprise, the EL of this encounter has been reduced by 1. At APL 8 the warriors are not counted in the EL calculation, as they are individually too weak to offer a threat to the PCs.

This encounter does not offer any xp at APLs 10 and 12, as the orcs are individually too weak to threaten them.

### APL 2 (EL 7)

☛ **Sergeant:** male orc barbarian 2; hp 22; *Appendix 1*.

☛ **Priest:** male orc cleric 2; hp 16; *Appendix 1*.

☛ **Veterans (2):** male orc warrior 2; hp 14; *Appendix 1*.

☛ **Drummer:** male orc bard 1; hp 5; *Appendix 1*.

☛ **Warriors (15):** male orc warrior 1; hp 7 each; *Appendix 1*.

### APL 4 (EL 9)

☛ **Sergeant:** male orc barbarian 4; hp 44; *Appendix 1*.

☛ **Priest:** male orc cleric 4; hp 32; *Appendix 1*.

☛ **Veterans (2):** male orc barbarian 2; hp 22; *Appendix 1*.

☛ **Drummer:** male orc bard 2; hp 10; *Appendix 1*.

☛ **Warriors (15):** male orc barbarian 1; hp 11 each; *Appendix 1*.

### APL 6 (EL 11)

☛ **Sergeant:** male orc barbarian 6; hp 66; *Appendix 1*.

☛ **Cleric:** male orc cleric 6; hp 48; *Appendix 1*.

☛ **Veterans (2):** male orc barbarian 4; hp 44; *Appendix 1*.

☛ **Drummer:** male orc bard 4; hp 20; *Appendix 1*.

☛ **Warriors (15):** male orc barbarian 2; hp 22 each; *Appendix 1*.

### APL 8 (EL 7)

☛ **Sergeant:** male orc barbarian 6; hp 66; *Appendix 1*.

☛ **Cleric:** male orc cleric 6; hp 48; *Appendix 1*.

☛ **Veterans (2):** male orc barbarian 4; hp 44; *Appendix 1*.

☛ **Drummer:** male orc bard 4; hp 20; *Appendix 1*.

☛ **Warriors (15):** male orc barbarian 2; hp 22 each; *Appendix 1*.

### APL 10 (EL 0)

☛ **Sergeant:** male orc barbarian 6; hp 66; *Appendix 1*.

☛ **Cleric:** male orc cleric 6; hp 48; *Appendix 1*.

☛ **Veterans (2):** male orc barbarian 4; hp 44; *Appendix 1*.

☛ **Drummer:** male orc bard 4; hp 20; *Appendix 1*.

☛ **Warriors (15):** male orc barbarian 2; hp 22 each; *Appendix 1*.

### APL 12 (EL 0)

☛ **Sergeant:** male orc barbarian 6; hp 66; *Appendix 1*.

☛ **Cleric:** male orc cleric 6; hp 48; *Appendix 1*.

☛ **Veterans (2):** male orc barbarian 4; hp 44; *Appendix 1*.

☛ **Drummer:** male orc bard 4; hp 20; *Appendix 1*.

☛ **Warriors (15):** male orc barbarian 2; hp 22 each; *Appendix 1*.

**Tactics:** The orcs simply charge and attack, raging immediately at APLs 4 and above. The drummer stays to the back, using his *inspire courage* ability. At APLs 4 and above, the drummer uses his spells to target any fighter types. The cleric uses his spells mostly for healing, but will throw an offensive spell if most of the orcs are unwounded. Note that all of the orcs are wearing insignias for the *insignia of healing* spell.

**Treasure:** The PCs can loot the orcs for their possessions. However, at low APLs most of the loot is claimed by the knights, and at higher APLs the loot will likely be too heavy and too time consuming to collect for the PCs to worry about it. The potions are in simple clay gourds and smell like grog, so the PCs are unlikely to realise their magical nature unless they cast *detect magic* or have already found similar potions on other orcs in this adventure.

👑 **APL 2:** Loot 121 gp; Magic 80 gp; 20 x *potion of cure light wounds* (4 gp each); Total 141 gp.

👑 **APLs 4-12:** Loot 157 gp; Magic 80 gp; 20 x *potion of cure light wounds* (4 gp each); Total 177 gp.

**Development:** Once the PCs defeated two direct response groups, the entire orcish force routs. The PCs can now face the orc leader, Torrunus. Go directly to Encounter 8 without waiting for help to arrive.

If the PCs capture any orcs, see *Appendix 4* for the information they can gain.

## 7F: BEING OBSTRUCTIVE

There are a number of ways in which the PCs can slow the orcs down. Some ways have been listed below, and GMs should use these as a guideline for any other ideas that the PCs may come up with.

The PCs need to slow the orcs for at least two hours if help is to arrive on time.

- Lose a patrol (20 mins): whenever the orcs notice that they have lost a patrol, they will stop for 20 minutes to re-organize. Note that it takes them the same amount of time to re-organize whether they notice the loss of one patrol or all six.
- Respond to attack (10 mins): every time the orcs respond to runners returning with news of an attack, it takes the orcs 10 minutes to send out a response and re-organize.
- Direct attack (20 mins): it will take the orcs 20 minutes to re-organize after a direct attack on the ship.
- Obstruction (5-30 mins): any obstruction that the ship needs to be moved around will delay the orcs (GMs discretion as to how long). An obstruction will only work if there are no patrols left.
- Trap (10-20 mins): any trap that disrupts the movement of the ship, or attacks the orcs, will delay the orcs as they re-organize and move around it.
- Damage to the Bladder: if the PCs attack the bladder directly, it will not have a significant effect unless they destroy at least a quarter of the nacelles. If they manage to do so, the ship cannot be moved any further by the orcs. The PCs have the option then of pulling back and waiting for help to arrive, or going in directly to encounter seven, without waiting for help to arrive. Captain Grimshaw will argue against this plan, as he wants to get his ship back to sea, and can see no way to move it without the air bladder.

## CAMPING

The PCs may well wish to camp the night, particularly at lower APLs. This is possible, but the PCs will need to pull well back to avoid the notice of the orcs. In addition any fires or other highly visible actions will draw the next response group (as listed above) from the orcs. The response group will be sent out immediately the action is spotted.

The evening is fairly dark – Celene is almost new and Luna is half full and waning.

## EIGHT: THE BURNING SHIP

This encounter can be triggered in one of two ways. Either when the knights and soldiers under the command of Sir Cadmael arrive, or if the PCs manage to rout the orcs in **Encounter 7E** above.

At APLs 10 and above, the orc leader, Torrunus, will activate a trap mentally (as a free action) as soon as he detects the presence of the PCs. The trap will activate and destroy the ship 20 combat rounds after activation. Once the trap is activated, Torrunus and Ordok will leave the ship unless prevented from doing so by the presence of PCs. The PCs will need to act quickly to defeat Torrunus and Ordok, and to save the ship. This trap is powered by fire elementals bound in service to Torrunus, and will not work if the PCs have already faced the elementals in **Encounter 7D**.

If the PCs are attacking in concert with Sir Cadmael, read the following:

*You can see that your efforts to slow down the orcs have been successful when a line of cavalry crests a hill to the south. Sir Cadmael, Sir Anton, their household knights and many of their sergeants-at-arms have come with (insert name of PC who went for help here). The standard bearers have the banners of both houses flying in the breeze, and they blow loud horns to announce their presence.*

*The orcs rush to form a defensive line, but the speed of the cavalry charge gives them little time. While the orcs are still trying to form order, the line of cavalry crashes into them with devastating effect. Of the nearly 50 lances in the charge, more than forty slay an orc in the first pass.*

*Yet while Sir Cadmael and his cavalry attack, you can see the demonic orc leader upon the deck of the ship. He is busily trying to set fire to the ship, overturning braziers and throwing lanterns into the rigging. With the orcs fighting the cavalry, you have clear access to the ship, and little time to stop the orc leader.*

If the PCs have managed to route the orcs, read the following:

*The remaining orcs scatter before you, fleeing into the nearby woods, heading for the mountains. Meanwhile, you can see the demonic orc leader upon the deck of the ship. He is busily trying to set fire to the ship, overturning braziers and throwing lanterns into the rigging. With the orcs fighting the cavalry, you have clear access to the ship, and little time to stop the orc leader.*

**Creatures:** Torrunus is aware that he will not be able to get the ship into the mountains, so is making an impromptu sacrifice to his God. He is moving about the ship setting it alight. At APLs 10 and 12 he will mentally activate the elemental powered trap (as a free action) as soon as he is aware of the presence of the PCs.

Ordok is in the crows nest (partial cover), but will leave as soon as the ship is alight and he sees Torrunus leaving.

#### APL 2 (EL 4)

☛**Torrunus the Immolator:** male half-fiend orc fighter 2; hp 20; *Appendix 1*.

☛**Ordok the Archer:** male orc fighter 1; hp 8; *Appendix 1*.

#### APL 4 (EL 6)

☛**Torrunus the Immolator:** male half-fiend orc fighter 4; hp 40; *Appendix 1*.

☛**Ordok the Archer:** male orc fighter 3; hp 24; *Appendix 1*.

#### APL 6 (EL 8)

☛**Torrunus the Immolator:** male half-fiend orc fighter 5; hp 50; *Appendix 1*.

☛**Ordok the Archer:** male orc fighter 5; hp 40; *Appendix 1*.

#### APL 8 (EL 10)

☛**Torrunus the Immolator:** male half-fiend orc fighter 5/pious templar 2; hp 70; *Appendix 1*.

☛**Ordok the Archer:** male orc fighter 6/order of the bow initiate 1; hp 56; *Appendix 1*.

#### APL 10 (EL 12)

☛**Torrunus the Immolator:** male half-fiend orc fighter 5/pious templar 4; hp 99; *Appendix 1*.

☛**Ordok the Archer:** male orc fighter 6/order of the bow initiate 3; hp 81; *Appendix 1*.

#### APL 12 (EL 14)

☛**Torrunus the Immolator:** male half-fiend orc fighter 6/pious templar 4; hp 110; *Appendix 1*.

☛**Ordok the Archer:** male orc fighter 6/order of the bow initiate 6; hp 108; *Appendix 1*.

**Tactics:** As soon as Torrunus detects trouble, he starts drinking potions. At APLs 10 and 12 he also triggers the trap, giving him 20 combat rounds to get off the ship, and giving the PCs the same amount of time to stop him.

At all APLs, Torrunus tries to disable PCs, rather than killing them. He would prefer them to burn alive in sacrifice to Pyremius than to die by his blade. Otherwise, Torrunus is a straight-forward fighter, using his *smite* ability(s) early to reduce the number of opponents.

Ordok stays hidden in his crows nest at first. If the PCs start using ranged attacks, Ordok responds in kind, targeting the most effect ranged attacked among the PCs. Otherwise, he readies to attack an obvious spellcaster. Once revealed, Ordok proceeds by firing as many arrows as possible each round until ordered to retreat by Torrunus.

**Development:** At APLs 10 and 12, if the PCs did not face the elementals in **Encounter 7**, Torrunus will have activated a trap. If so, the GM will need to keep track of combat rounds until the trap goes off. Any PCs on the ship when the trap goes off will be caught in its area of effect.

If the PCs capture any orcs, see *Appendix 4* for the information they can gain.

**Treasure:** The PCs can loot the orcs for their possessions. The potions are in simple clay gourds and smell like grog, so the PCs are unlikely to realise their magical nature unless they cast *detect magic* or have already found similar potions on other orcs in this adventure.

👑**APL 2:** Loot 72 gp; Magic 133 gp; brooch of shielding (125 gp), 2 x potion of cure light wounds (4 gp each); Total 205 gp.

👑**APL 4:** Loot 129 gp; Magic 458 gp; mithral chain shirt +1 (175 gp), quiver of Ehlonna (150 gp), brooch of shielding (125 gp), 2 x potion of cure light wounds (4 gp each); Total 587 gp.

👑**APL 6:** Loot 154 gp; Magic 924 gp; bracers of archery-lesser (416 gp), mithral chain shirt +1 (175 gp), quiver of Ehlonna (150 gp), brooch of shielding (125 gp), potion of bull's strength (25 gp), potion of see invisible (25 gp), 2 x potion of cure light wounds (4 gp each); Total 1078 gp.

👑**APL 8:** Loot 154 gp; Magic 1419 gp; bracers of archery-lesser (416 gp), mithral chain shirt +1 (175 gp), quiver of Ehlonna (150 gp), gloves of dexterity +2 (333 gp), brooch of shielding (125 gp), potion of bull's strength (25 gp), potion of see invisible (25 gp), potion of barkskin +3 (50 gp), potion of shield of faith +4 (50 gp), potion of displacement (62 gp), 2 x potion of cure light wounds (4 gp each); Total 1573 gp.

👑**APL 10:** Loot 154 gp; Magic 1964 gp; bracers of archery-lesser (416 gp), mithral chain shirt +1 (175 gp), quiver of Ehlonna (150 gp), eyes of the eagle (208 gp), gloves of dexterity +2 (333 gp), vest of resistance +2 (333 gp), brooch of shielding (125 gp), potion of bull's strength (25 gp), potion of see invisible (25 gp), potion of barkskin +3 (50 gp), potion of shield of faith +4 (50 gp), potion of displacement (62 gp), 2 x potion of cure light wounds (4 gp each); Total 2118 gp.

👑**APL 12:** Loot 154 gp; Magic 3964 gp; bracers of archery-greater (2083 gp), mithral chain shirt +1 (175 gp), quiver of Ehlonna (150 gp), eyes of the eagle (208 gp), 2 x gloves of dexterity +2 (333 gp each), vest of resistance +2 (333 gp), brooch of shielding (125 gp), potion of bull's strength (25 gp), potion of see invisible (25 gp), potion of barkskin +3 (50 gp), potion of shield of faith +4 (50 gp), potion of displacement (62 gp), 2 x potion of cure light wounds (4 gp each); Total 4118 gp.

## NINE: THE ELEMENTALS UNBOUND

At APLs 10 and 12, if the PCs did not face elementals in **Encounter 7**, then a trap has been triggered on the ship

by Torrunus. The PCs have two minutes (20 combat rounds) from the triggering of the trap until its activation. If they fail to disarm the trap in that time, the ship is destroyed in the conflagration.

**Trap:** The *Rennesoy* has been trapped at APLs 10 and 12 with an effect similar to a *fire storm*. This effect is powered by elemental magic, and if the elementals were sent to face the PCs in encounter 7 then the trap will not function. The trap is timed, taking 20 combat rounds to activate from the time it is triggered. The area of effect is the entire ship.

#### APL 10 (EL 12)

🔥**Empowered Fire Storm Trap:** CR 12; magic device; mental command trigger; no reset; spell effect (*empowered fire storm*, 16<sup>th</sup> level cleric, 15d6 fire x 1.5, DC 22 Reflex save half damage); Search DC 33; Disarm Device DC 33.

#### APL 12 (EL 14)

🔥**Empowered Fire Storm Traps (2):** CR 12; magic device; mental command trigger; no reset; spell effect (*empowered fire storm*, 16<sup>th</sup> level cleric, 15d6 fire x 1.5, DC 22 Reflex save half damage); Search DC 33; Disarm Device DC 33.

## CONCLUSION

### Saving Other Ships

Should the PCs have defeated the orcs on day 2 of the chase (i.e. before any help from Sir Cadmael et al could have arrived) they have a chance at rescuing more than one ship.

To achieve this they will need to reach the coast 15 miles past Abonhoth within the next day and they will need to defeat another raiding party of orcs. While time will most likely not allow you to play out the entire combat, the final combat with the templar must be run in order for the PCs to claim rescue of the ship, a fishing boat called *Harek's Pride*.

Should the PCs succeed in this they will find out about a third orc party further up the coast capturing a local trading vessel.

Either way they will qualify for the **Defender of the Realm** AR reward. Please also report this extraordinary effort to the Ratik triad at [ratik-triad@rpga-apac.com](mailto:ratik-triad@rpga-apac.com).

### The Ship is Rescued

Adapt the following as appropriate for your group's situation.

*With the Rennesoy rescued, including the remainder of the crew, there is still the long and arduous task of getting it back to the water where it belongs.*

Pause to see if the PCs volunteer to help. Adapt the following if they do not

*The knights and their retinue also pitch in to help along side you. It is not long before many of the local farmers and hunters come out to see the spectacle and lend their assistance also. Captain Grimshaw and his remaining crew are obviously quite grateful for the help.*

*It takes the majority of the day to get the boat to the navigable section of the Parne River. There it is returned to the water and begins the careful and slow journey back to the River Marner, Shiptown and the sea.*

*That evening, as you make your way back to Abonhoth with Sir Cadmael, Sir Anton and their retinues, you cast a glance up into the Rakers. High up in the mountains there is a great red glow and pall of smoke. A huge fire burns there for all to see...*

The PCs can retrieve Sir Aleif's goods and return them to him as arranged. He will pay the PCs the agreed sum and they will also gain the **Sir Aleif's Respect** AR reward.

The PCs also receive **Favour of Captain Grimshaw** and **Thanks of House Abonhoth**

### The Ship is Lost

Adapt the following as appropriate for your group's situation.

*Only a few short hours after the orcs made the rough terrain, Sir Cadmael, Sir Anton and their retinue arrive. However, all agreed that to stage an attack at that stage would be suicide, with the heavy cavalry being next to useless in the broken and steep ground.*

*That evening, as you make your way back to Abonhoth with Sir Cadmael, Sir Anton, their retinues and a bitterly disappointed Captain Grimshaw, you cast a glance up into the Rakers. High up in the mountains there is a great red glow and pall of smoke. A huge fire burns there for all to see...*

Sir Aleif's will still pay the PCs the agreed sum., thanking them for their efforts and wishing them better fortune on their next enterprise.

## EXPERIENCE POINT SUMMARY

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

### Encounter 4

Defeat the orc raiders

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

### Encounter 5

Defeat the orc rear guard

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	90 XP
APL 10	0 XP
APL 12	0 XP

### Encounter 7a

Defeat orc patrol

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	90 XP
APL 10	0 XP
APL 12	0 XP

### Encounter 7b

Defeat orc first response

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	90 XP
APL 10	0 XP
APL 12	0 XP

### Encounter 7c

Defeat orc second response

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	210 XP
APL 10	0 XP
APL 12	0 XP

### Encounter 7d

Defeat orc third response

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP

APL 8	210 XP
APL 10	360 XP
APL 12	420 XP

### Encounter 7e

Defeat orc direct response

APL 2	210 XP
APL 4	270 XP
APL 6	330 XP
APL 8	210 XP
APL 10	360 XP
APL 12	420 XP

### Encounter 8

Defeat orc shaman

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

### Story Award

Objective met: recapture the Rennesoy

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP

### Discretionary roleplaying award

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

### Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 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.

### **Encounter 2: A Meeting**

**All APLs:** Coin: 50 gp

### **Encounter 4: The Burning Village**

**APL 2:** Loot 35 gp; Magic 20 gp; 5 x *potion of cure light wounds* (4 gp each); Total 55 gp.

**APL 4:** Loot 60 gp; Magic 20 gp; 5 x *potion of cure light wounds* (4 gp each); Total 80 gp.

**APL 6:** Loot 60 gp; Magic 603 gp; *lesser rod of metamagic-extend* (250 gp), +2 *periapt of wisdom* (333 gp), 5 x *potion of cure light wounds* (4 gp each); Total 663 gp.

**APL 8:** Loot 60 gp; Magic 603 gp; *lesser rod of metamagic-extend* (250 gp), +2 *periapt of wisdom* (333 gp), 5 x *potion of cure light wounds* (4 gp each); Total 663 gp.

**APL 10:** Loot 60 gp; Magic 1603 gp; *lesser rod of metamagic-extend* (250 gp), +4 *periapt of wisdom* (1333 gp), 5 x *potion of cure light wounds* (4 gp each); Total 2579 gp.

**APL 12:** Loot 60 gp; Magic 2519 gp; *lesser rod of metamagic-extend* (250 gp), *rod of metamagic-extend* (916 gp), +4 *periapt of wisdom* (1333 gp), 5 x *potion of cure light wounds* (4 gp each); Total 2579 gp.

### **Encounter 5: A Furrow in the Fields**

**All APLs:** Loot 21 gp; Magic 20 gp; 5 x *potion of cure light wounds* (4 gp each); Total 41 gp.

### **Encounter 7A: Patrol Group**

**All APLs:** Loot 21 gp; Magic 20 gp; 5 x *potion of cure light wounds* (4 gp each); Total 41 gp.

### **Encounter 7B: First Response**

**All APLs:** Loot 21 gp; Magic 20 gp; 5 x *potion of cure light wounds* (4 gp each); Total 41 gp.

### **Encounter 7C: Second Response**

**APL 2:** Loot 53 gp; Magic 28 gp; 7 x *potion of cure light wounds* (4 gp each); Total 81 gp.

**APLs 4-12:** Loot 64 gp; Magic 28 gp; 7 x *potion of cure light wounds* (4 gp each); Total 92 gp.

### **Encounter 7D: Third Response**

**APL 2:** Loot 70 gp; Magic 44 gp; 11 x *potion of cure light wounds* (4 gp each); Total 81 gp.

**APLs 4-8:** Loot 81 gp; Magic 44 gp; 11 x *potion of cure light wounds* (4 gp each); Total 92 gp.

### **Encounter 7E: Direct Response**

**APL 2:** Loot 121 gp; Magic 80 gp; 20 x *potion of cure light wounds* (4 gp each); Total 141 gp.

**APLs 4-12:** Loot 157 gp; Magic 80 gp; 20 x *potion of cure light wounds* (4 gp each); Total 177 gp.

### **Encounter 8: The Burning Ship**

**APL 2:** Loot 72 gp; Magic 133 gp; *brooch of shielding* (125 gp), 2 x *potion of cure light wounds* (4 gp each); Total 205 gp.

**APL 4:** Loot 129 gp; Magic 458 gp; *mithral chain shirt* +1 (175 gp), *quiver of Ehlonna* (150 gp), *brooch of shielding* (125 gp), 2 x *potion of cure light wounds* (4 gp each); Total 587 gp.

**APL 6:** Loot 154 gp; Magic 924 gp; *bracers of archery-lesser* (416 gp), *mithral chain shirt* +1 (175 gp), *quiver of Ehlonna* (150 gp), *brooch of shielding* (125 gp), *potion of bull's strength* (25 gp), *potion of see invisible* (25 gp), 2 x *potion of cure light wounds* (4 gp each); Total 1078 gp.

**APL 8:** Loot 154 gp; Magic 1419 gp; *bracers of archery-lesser* (416 gp), *mithral chain shirt* +1 (175 gp), *quiver of Ehlonna* (150 gp), *gloves of dexterity* +2 (333 gp), *brooch of shielding* (125 gp), *potion of bull's strength* (25 gp), *potion of see invisible* (25 gp), *potion of barkskin* +3 (50 gp), *potion of shield of faith* +4 (50 gp), *potion of displacement* (62 gp), 2 x *potion of cure light wounds* (4 gp each); Total 1573 gp.

**APL 10:** Loot 154 gp; Magic 1964 gp; *bracers of archery-lesser* (416 gp), *mithral chain shirt* +1 (175 gp), *quiver of Ehlonna* (150 gp), *eyes of the eagle* (208 gp), *gloves of dexterity* +2 (333 gp), *vest of resistance* +2 (333 gp), *brooch of shielding* (125 gp), *potion of bull's strength* (25 gp), *potion of see invisible* (25 gp), *potion of barkskin* +3 (50 gp), *potion of shield of faith* +4 (50 gp), *potion of displacement* (62 gp), 2 x *potion of cure light wounds* (4 gp each); Total 2118 gp.

**APL 12:** Loot 154 gp; Magic 3964 gp; *bracers of archery-greater* (2083 gp), *mithral chain shirt* +1 (175 gp), *quiver of Ehlonna* (150 gp), *eyes of the eagle* (208 gp), 2 x *gloves of dexterity* +2 (333 gp each), *vest of resistance* +2 (333 gp), *brooch of shielding* (125 gp), *potion of bull's strength* (25

gp), *potion of see invisible* (25 gp), *potion of barkskin* +3 (50 gp), *potion of shield of faith* +4 (50 gp), *potion of displacement* (62 gp), 2 x *potion of cure light wounds* (4 gp each); Total 4118 gp.

### Total Possible Treasure

**APL 2:** Loot 293 gp; Coin 50 gp; Magic 287 gp; Total 630 gp (max: 450 gp).

**APL 4:** Loot 397 gp; Coin 50 gp; Magic 610 gp; Total 1,057 gp (max. 650 gp).

**APL 6:** Loot 422 gp; Coin 50 gp; Magic 1,659 gp; Total 2,131 gp (max. 900 gp).

**APL 8:** Loot 422 gp; Coin 50 gp; Magic 2,154 gp; Total 2,626 gp (max. 1,300 gp).

**APL 10:** Loot 341 gp; Coin 50 gp; Magic 3,655 gp; Total 4,046 gp (max. 2,300 gp).

**APL 12:** Loot 341 gp; Coin 50 gp; Magic 6,571 gp; Total 6,962 gp (max. 3,300 gp).

**Authors' note:** The maximum treasure calculation has been based upon the encounters that the PCs will likely face. It is theoretically possible to gain much more treasure than this by defeating all of the orcs, but it is highly unlikely that they will ever face these orcs.

### Special

**Joust Score:** You have unhorsed (0) (1) (2) (3) (4) (5) (6) (circle one) opponents with the lance at the Stenigar Tourney of Flocktime 597CY. Keep track of this honour as you work towards your knighthood.

In addition if you unhorsed 4 or more opponents you gain regional access to a *lance of the last rider* (8,306 gp; CW:172).

**Defender of the Realm:** For your extraordinary defence of Ratik from the orcs, you have been invited to join the Archbaronial Guard at the rank of Knight. If you accept this honour, your affiliation score in this meta-org will always be considered high enough for knight rank regardless of its actual value.

**Sir Aleif's Respect:** For your assistance in retrieving his property, Sir Aleif has arranged access to special training for you. You have access to **one** of the following alternative class features (all from PH2): Elusive Attack, Counter Attack, Decisive Strike, Charging Smite, Distracting Attack, Shield of Blades or Eclectic Learning.

**Favour of Captain Grimshaw:** Captain Grimshaw is extremely grateful for the rescue of his ship. He has arranged for you to access to either:

- **One** of the following alternative class features (all from PH2): Bardic Knack, Spontaneous Domain Casting, Spontaneous Rejuvenation, Deity's Favour, Adrenaline Boost or Disruptive Attack;
- **One** of the following feats (all from St0): Sailor's Balance, Ship's Mage, Expert Swimmer, or Old Salt;
- **One** of the following prestige classes (all from St0): Stormsinger, or Wavekeeper; or

- Free passage and board on three future occasions. This allows free standard upkeep in three coastal-based Ratik scenarios.

**Thanks of House Abonhoth/House Cormik:** For defending their territory and people the houses of Cormik and Abonhoth are grateful to you. You have an influence point with your choice of one of the two houses.

In addition if you are a member of either house (or become one in the next six months) you receive access to the following teamwork benefits: Joint Grapple Escape, Snap Out of It, and Spellcaster Guardian (all from DMG II).

## ITEMS FOR THE ADVENTURE RECORD

### Item Access

**APL 2:**

- *Brooch of shielding* (Adventure; DMG)

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

- *Quiver of Ehlonna* (Adventure; DMG)
- *Mithral chain shirt* +1 (Adventure; DMG)

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

- *Rod of extend metamagic - lesser* (Adventure; DMG)

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

- *Bracers of archery - lesser* (Adventure; DMG)

**APL 10 (all of APLs 2-8 plus the following):**

- *Eyes of the Eagle* (Adventure; DMG)

**APL 12 (all of APLs 2-10 plus the following):**

- *Rod of extend metamagic* (Adventure; DMG)
- *Bracers of archery - greater* (Adventure; DMG)

## APPENDIX ONE: ALL APLS

### 1: THE GRAND TOURNEY

**GM Note:** The following stat blocks have been adjusted to allow for all relevant conditions for the joust, and include the modifiers for all relevant feats. Due to the adjusted Armour Class for all competitors, and the lack of magic, all competing knights are assumed to be using full Power Attack on every attack. This has also been included in the stat blocks. As stated in the encounter, it is assumed that the heralds will inspire the crowd, so the effect of +1 *inspire courage* has also been included for the knights (but not the sergeants).

#### SIR CADMAEL LE ROI

CR 9

Male human marshal 4/fighter 5

NG Medium humanoid (human - flan)

**Init** +0; **Senses** Listen +4, Spot +4

**Languages** Common, Flan, Ancient Suel, Cold Tongue, Old Oeridian, Dwarven, Orc

**AC** 18, touch 10, flat-footed 20

(+0 Dex, +8 full plate, +2 heavy wooden shield, -2 charging)

**hp** 86 (4d8+12 plus 5d10+15 HD);

**Fort** +10, **Ref** +2, **Will** +4

**Speed** 20 ft. in full plate armor (4 squares), base movement 30 ft.;

**Melee** jousting lance +11 (3d8+48/19-20 x3) or; mw longsword +11/+6 (1d8+2/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +8; **Gp** +10

**Attack Options** Power Attack, Ride-by-attack, Spirited charge

**Special Actions** Minor auras: Master of tactics, over the top. Major aura: Motivate attack; grant move action 1/day.

**Combat Gear** jousting lances, mw longsword, mw full plate, heavy wooden shield, barded heavy warhorse, tack and saddle

**Abilities** Str 14, Dex 10, Con 14, Int 12, Wis 8, Cha 16

**Feats** Mounted Combat, Ride by Attack, Skill Focus (diplomacy), Spirited Charge, Weapon Focus (lance), Power Attack, Cleave, Weapon Specialization (lance), Improved Critical (lance)

**Skills** Bluff +14, Diplomacy +28, Handle Animal +9, Intimidate +11, Knowledge (nobility and royalty) +6, Knowledge (local - nmr) +2, Knowledge (religion) +2, Listen +4, Ride +14, Sense Motive +5, Speak Language - Ancient Suel, Cold Tongue, Old Oeridian, Dwarven, Orc, Spot +4

**Possessions** combat gear plus *choker of eloquence* – lesser, +2 *cloak of charisma*, +2 *periapt of wisdom*, plus magical combat gear for when not at tournament

**Auras (Ex):** The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action (see Chapter 2:

Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

A marshal begins play knowing one minor aura of his choice. As his marshal level increases, he gains access to new auras, as indicated on Table 1-5: The Marshal.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

**Minor Aura:** A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

**Master of Tactics:** Bonus on damage rolls when flanking.

**Over the Top:** Bonus on damage rolls when charging.

**Major Aura:** Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th level.

**Motivate Attack:** Bonus on melee attack rolls.

**Grant Move Action (Ex):** Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

A character can take only one extra move action per round. (In other words, two marshals can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

#### SIR ANTON MOREL

CR 6

Male human knight 6

LG Medium humanoid (human – suel)

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



**Languages** Common, Cold Tongue

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**AC** 19, touch 11, flat-footed 20

(+1 Dex, +8 full plate, +2 heavy wooden shield, -2 charging)

**hp** 60 (6d12+6 HD);

**Fort** +4, **Ref** +3, **Will** +4

---

**Speed** 20 ft. in full plate armor (4 squares), base movement 30 ft.;

**Melee** jousting lance +9 (3d8+27/x3) or; mw longsword +9/+4 (1d8+2/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +8

**Attack Options** Power attack, ride-by attack, spirited charge, knight's challenge +1, shield block +1, bulwark of defense, test of mettle, vigilant defender, shield ally.

**Combat Gear** jousting lances, mw longsword, mw full plate, heavy wooden shield, barded heavy warhorse, tack and saddle

---

**Abilities** Str 14, Dex 12, Con 13, Int 10, Wis 8, Cha 16

**Feats** Power Attack, Cleave, Mounted Combat, Ride-by Attack, Spirited Charge, Leadership,

**Skills** Handle Animal +9, Intimidate +11, Knowledge (nobility and royalty) +4, Ride +12, Speak Language – Cold Tongue

**Possessions** combat gear plus +2 *cloak of charisma*, plus magical combat gear for when not at tournament

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## HOUSEHOLD KNIGHT

**CR 5**

Male human aristocrat 1/fighter 4

NG Medium humanoid (human – various)

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

**Languages** Common, Cold Tongue, Dwarven, Flan or Ancient Suel

---

**AC** 19, touch 11, flat-footed 20

(+1 Dex, +8 full plate, +2 heavy wooden shield, -2 charging)

**hp** 60 (6d12+6 HD);

**Fort** +6, **Ref** +2, **Will** +2

---

**Speed** 20 ft. in full plate armor (4 squares), base movement 30 ft.;

**Melee** jousting lance +11 (3d8+24/x3) or; mw longsword +8 (1d8+3/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +7

**Attack Options** Power attack, ride-by attack, spirited charge.

**Combat Gear** jousting lances, mw longsword, mw full plate, heavy wooden shield, barded heavy warhorse, tack and saddle

---

**Abilities** Str 16, Dex 12, Con 14, Int 10, Wis 8, Cha 13

**Feats** Power Attack, Cleave, Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus (lance)

**Skills** Diplomacy +5, Handle Animal +6, Intimidate +9, Knowledge (nobility and royalty) +2, Knowledge (local - nmr) +2, Ride +11, Speak Language - Ancient Suel or Flan, Cold Tongue, Dwarven

**Possessions** combat gear plus magical combat gear for when not at tournament

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## MOUNTED SERGEANT-AT-ARMS CR 2

Male human warrior 3

N Medium humanoid (human – various)

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

**Languages** Common, Cold Tongue

---

**AC** 16, touch 10, flat-footed 18

(+0 Dex, +6 splint mail, +2 heavy wooden shield, -2 charging)

**hp** 21 (3d8+3 HD);

**Fort** +4, **Ref** +1, **Will** +0

---

**Speed** 20 ft. in splint mail armor (4 squares), base movement 30 ft.;

**Melee** jousting lance +10 (3d8+3/x3) or; longsword +4 (1d8+1/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +4

**Attack Options** Power attack, ride-by attack, spirited charge.

**Combat Gear** jousting lances, longsword, splint mail, heavy wooden shield, barded heavy warhorse, tack and saddle

---

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

**Feats** Mounted Combat, Ride-by Attack, Spirited Charge

**Skills** Handle Animal +4, Intimidate +4, Ride +8, Speak Language - Cold Tongue

**Possessions** combat gear

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### 3: OPEN WATERS

#### CAPTAIN FREDERICK ALOYSIUS GRIMSHAW

CR 9

Male human marshal 7/legendary captain 2

NG Medium humanoid (human - Oeridian)

**Init** +5; **Senses** Listen +4, Spot +4

**Languages** Common, Draconic, Flan, Ancient Suel, Cold Tongue, Old Oeridian, Dwarven, Orc, Goblin, Sylvan

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**AC** 18, touch 11, flat-footed 17

(+1 Dex, +7 *chain shirt* +3)

**hp** 72 (9d8+18 HD);

**Fort** +12, **Ref** +5, **Will** +10

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**Speed** 30 ft. in chain shirt armor (6 squares), base movement 30 ft.;

**Melee** dagger +1 (off-hand) (1d4-1/19-20 x3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6; **Gp** +5

**Attack Options** Improved combat expertise.

**Special Actions** Minor auras: Master of tactics, motivate constitution, motivate dexterity, motivate wisdom; Major auras: Hardy soldiers, motivate urgency; grant move action 1/day.

**Combat Gear** +3 *chain shirt*, +2 *vest of resistance*, +2 *cloak of charisma*, dagger.

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**Abilities** Str 8, Dex 12, Con 14, Int 14, Wis 10, Cha 16(18)

**Feats** Negotiator, Improved Initiative, Skill Focus (diplomacy), Combat Expertise, Leadership, Great Captain, Improved Combat Expertise

**Skills** Bluff +18, Diplomacy +27, Intimidate +13, Knowledge (architecture and engineering) +3, Knowledge (geography) +11, Knowledge (local - nmr) +5, Knowledge (nature) +3, Knowledge (nobility and royalty) +7, Profession (sailor) +12, Sense Motive +5, Speak Language - Ancient Suel, Cold Tongue, Old Oeridian, Dwarven, Orc, Goblin, Sylvan, Spot +12

**Possessions** combat gear

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**Auras (Ex):** The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action (see Chapter 2: Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score

of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

A marshal begins play knowing one minor aura of his choice. As his marshal level increases, he gains access to new auras, as indicated on Table 1-5: The Marshal.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

**Minor Aura:** A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

**Master of Tactics:** Bonus on damage rolls when flanking.

**Motivate Constitution:** Bonus on Constitution checks and Constitution-based skill checks.

**Motivate Dexterity:** Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.

**Motivate Wisdom:** Bonus on Wisdom checks and Wisdom-based skill checks.

**Major Aura:** Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th level.

**Hardy Soldiers:** The marshal's allies gain damage reduction equal to the amount of bonus the aura provides. For example, if the marshal is 10th level, everyone affected gains DR 2/-.

**Motivate Urgency:** Allies' base land speed is increased by a number of feet equal to 5 x the amount of bonus the aura provides. For example, the allies of a 10th-level marshal (+2 major aura) add 10 feet to their base land speed.

**Grant Move Action (Ex):** Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

A character can take only one extra move action per round. (In other words, two marshals can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

**Tactics:** Captain Grimshaw is a little out of his element on land, but can still be of great use to the PCs.

He will usually have his *motivate dexterity* minor aura active, but once combat starts he will change to *master of tactics*. For his major aura, he will usually have *motivate urgency* active, but will

change to *hardy soldiers* once most melee focused PCs are in combat.

Captain Grimshaw is a poor fighter at the best of times. Missing his right hand, he is appalling. However, he gets into combat to offer another target for the orcs, and he will move to give other PCs a flank bonus. His standard action is usually to fight with combat expertise and he will 'aid another' in combat.

## APL 2

### 4: THE BURNING VILLAGE

#### TORSH THE PRIEST

CR 2

Male orc cleric 2

CE Medium humanoid (orc)

**Init** -1; **Senses** Darkvision 60ft., Listen +1, Spot +1

**Languages** Orc

**AC** 17, touch 9, flat-footed 17

(-1 Dex, +6 splint mail armor, +2 heavy wooden shield)

**hp** 16 (2d8+4 HD);

**Fort** +5, **Ref** -1, **Will** +4

**Weakness** Light sensitivity

**Speed** 20 ft. in splint mail armor (4 squares), base movement 30 ft.;

**Melee** heavy mace +3 (1d8+2)

**Ranged** javelin +0 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +1; **Grp** +3

**Atk Options** Spells, *rebuke undead*, turn water elementals, *rebuke fire elementals*, *smite 1/day* (+4 to hit, +2 damage)

**Combat Gear** heavy mace, splint mail armor, heavy wooden shield, 4x javelins, *potion of cure light wounds*

**Cleric Spells Prepared** (CL 2nd):

1st—*bless*, *vigor-lesser* (x2), *burning hands* (D)

0—*cure minor wounds* (x2), *detect magic*, *read magic*

**D:** Domain spell. Deity: Pyremius. Domains: Fire, Destruction

**Abilities** Str 14, Dex 8, Con 14, Int 11, Wis 13, Cha 10

**SQ** Darkvision 60ft.

**Feats** Spell Focus (conjunction)

**Skills** Heal +6, Knowledge (religion) +1, Knowledge (the planes) +1, Spellcraft +3

**Possessions** combat gear plus holy symbol, spell component pouch

#### WARRIOR

CR

1/2

Male orc warrior 1

CE Medium humanoid (orc)

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

**Languages** Orc

**AC** 15, touch 10, flat-footed 15

(+0 Dex, +3 studded leather armor, +2 heavy wooden shield)

**hp** 7 (1d8+1 HD);

**Fort** +3, **Ref** +0, **Will** -2

**Weakness** Light sensitivity

**Speed** 30 ft. in studded leather armor (6 squares), base movement 30 ft.;

**Melee** scimitar +4 (1d6+3/18-20)

**Ranged** javelin +1 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +1; **Grp** +4

**Combat Gear** scimitar, studded leather armor, heavy wooden shield, 4x javelins, *potion of cure light wounds*

**Abilities** Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

**Feats** Alertness

**Skills** Listen +1, Spot +1

**Possessions** combat gear

### 5: THE FURROW IN THE FIELDS

#### WARRIOR

CR 1/2

Male orc warrior 1

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +1, Spot +1

**Languages** Orc

**AC** 15, touch 10, flat-footed 15

(+0 Dex, +3 studded leather armor, +2 heavy wooden shield)

**hp** 7 (1d8+1 HD);

**Fort** +3, **Ref** +0, **Will** -2

**Weakness** Light sensitivity

**Speed** 30 ft. in studded leather armor (6 squares), base movement 30 ft.;

**Melee** scimitar +4 (1d6+3/18-20)

**Ranged** javelin +1 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +1; **Grp** +4

**Combat Gear** Scimitar, studded leather armor, heavy wooden shield, 4x javelins, *potion of cure light wounds*

**Abilities** Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

**Feats** Alertness

**Skills** Listen +1, Spot +1

**Possessions** combat gear

#### VETERAN

CR 1

Male orc warrior 2

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +1, Spot +1

**Languages** Orc

**AC** 15, touch 10, flat-footed 15

(+0 Dex, +3 studded leather armor, +2 heavy wooden shield)

**hp** 14 (2d8+2 HD);

**Fort** +4, **Ref** +0, **Will** -2

**Weakness** Light sensitivity

**Speed** 30 ft. in studded leather armor (6 squares), base movement 30 ft.;

**Melee** scimitar +5 (1d6+3/18-20)

**Ranged** javelin +2 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +5

**Combat Gear** Scimitar, studded leather armor, heavy wooden shield, 4x javelins, *potion of cure light wounds*

**Abilities** Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

**Feats** Alertness

**Skills** Intimidate -1, Listen +1, Spot +1

**Possessions** combat gear

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## 7: GUERRILLA WARFARE

### WARRIOR

CR ½

Male orc warrior 1

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +1, Spot +1

**Languages** Orc

**AC** 15, touch 10, flat-footed 15

(+0 Dex, +3 studded leather armor, +2 heavy wooden shield)

**hp** 7 (1d8+1 HD);

**Fort** +3, **Ref** +0, **Will** -2

**Weakness** Light sensitivity

**Speed** 30 ft. in studded leather armor (6 squares), base movement 30 ft.;

**Melee** scimitar +4 (1d6+3/18-20)

**Ranged** javelin +1 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +1; **Grp** +4

**Combat Gear** Scimitar, studded leather armor, heavy wooden shield, 4x javelins, *potion of cure light wounds*

**Abilities** Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

**Feats** Alertness

**Skills** Listen +1, Spot +1

**Possessions** combat gear

### VETERAN

CR 1

Male orc warrior 2

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +1, Spot +1

**Languages** Orc

**AC** 15, touch 10, flat-footed 15

(+0 Dex, +3 studded leather armor, +2 heavy wooden shield)

**hp** 14 (2d8+2 HD);

**Fort** +4, **Ref** +0, **Will** -2

**Weakness** Light sensitivity

**Speed** 30 ft. in studded leather armor (6 squares), base movement 30 ft.;

**Melee** scimitar +5 (1d6+3/18-20)

**Ranged** javelin +2 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +5

**Combat Gear** Scimitar, studded leather armor, heavy wooden shield, 4x javelins, *potion of cure light wounds*

**Abilities** Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

**Feats** Alertness

**Skills** Intimidate -1, Listen +1, Spot +1

**Possessions** combat gear

### DRUMMER

CR 1

Male orc bard 1

CE Medium humanoid (orc)

**Init** +6; **Senses** Darkvision 60ft., Listen +2, Spot -2

**Languages** Orc, Common

**AC** 15, touch 12, flat-footed 13

(+2 Dex, +3 studded leather armor)

**hp** 5 (1d6+1 HD);

**Fort** +1, **Ref** +4, **Will** +0

**Weakness** Light sensitivity

**Speed** 30 ft. in studded leather armor (6 squares), base movement 30 ft.;

**Melee** club +2 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +0; **Grp** +2

**Atk Options** Spells

**Special Actions** Bardic Music, *fascinate*, *inspire courage* +1

**Combat Gear** Club, studded leather armor, war drums, *potion of cure light wounds*

**Bard Spells Known** (CL 1st):

0 (2/day)—*dancing lights*, *detect magic*, *ghost sound*, *prestidigitation*

**Abilities** Str 14, Dex 14, Con 12, Int 11, Wis 6, Cha 13

**SQ** bardic knowledge 1d20+1

**Feats** Improved Initiative

**Skills** Bluff +5, Concentration +5, Diplomacy +5, Perform (percussion) +5, Perform (oratory) +5, Listen +2

**Possessions** combat gear

### SERGEANT

CR 2

Male orc barbarian 2

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +5, Spot +0

**Languages** Orc

**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather armor, +2 heavy wooden shield)

**hp** 22 (2d12+4 HD);

**Fort** +5, **Ref** +1, **Will** +0

**Weakness** Light sensitivity

**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

**Melee** mw scimitar +7 (1d6+4/18-20)

**Ranged** javelin +3 (1d6+4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +6

**Atk Options** Rage 1/day

**Combat Gear** mw scimitar, studded leather armor, heavy wooden shield, 4x javelins, *potion of cure light wounds*

**Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

**SQ** fast movement, illiteracy, uncanny dodge

**Feats** Power Attack

**Skills** Intimidate +3, Listen +5, Survival +5

**Possessions** combat gear

### SERGEANT (RAGING)

CR 2

**AC** 14, touch 9, flat-footed 13

(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)

**hp** 26 (2d12+8 HD);

**Fort** +7, **Ref** +1, **Will** +2

**Melee** mw scimitar +9 (1d6+6/18-20)

**Ranged** javelin +3 (1d6+6)

**Base Atk** +2; **Grp** +8

**Abilities** Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

## PRIEST

**CR 2**

Male orc cleric 2

CE Medium humanoid (orc)

**Init** -1; **Senses** Darkvision 60ft., Listen +1, Spot +1

**Languages** Orc

**AC** 17, touch 9, flat-footed 17

(-1 Dex, +6 splint mail armor, +2 heavy wooden shield)

**hp** 16 (2d8+4 HD);

**Fort** +5, **Ref** -1, **Will** +4

**Weakness** Light sensitivity

**Speed** 20 ft. in splint mail armor (4 squares), base movement 30 ft.;

**Melee** heavy mace +3 (1d8+2)

**Ranged** javelin +0 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +1; **Grp** +3

**Atk Options** spells, *rebuke undead*, turn water elementals, *rebuke fire elementals*, *smite* 1/day (+4 to hit, +2 damage)

**Combat Gear** heavy mace, splint mail armor, heavy wooden shield, 4x javelins, *potion of cure light wounds*

**Cleric Spells Prepared** (CL 2nd):

1st—*bleed*, *vigor-lesser* (x2), *burning hands* (D)

0—*cure minor wounds* (x2), *detect magic*, *read magic*

**D:** Domain spell. Deity: Pyremius. Domains: Fire, Destruction

**Abilities** Str 14, Dex 8, Con 14, Int 11, Wis 13, Cha 10

**Feats** Spell Focus (conjuration)

**Skills** Heal +6, Knowledge (religion) +1, Knowledge (the planes) +1, Spellcraft +3

**Possessions** combat gear plus holy symbol, spell component pouch

## 8: THE BURNING SHIP

### TORRUNUS THE IMMOLATOR

**CR 3**

Male half-fiend orc fighter 2

NE Medium outsider (augmented humanoid) (native) (orc)

**Init** +4; **Senses** Darkvision 60ft., Listen +0, Spot +0

**Languages** Orc

**AC** 19, touch 14, flat-footed 15

(+4 Dex, +4 chain shirt, +1 natural)

**hp** 20 (2d10+6 HD); **DR** 5/magic

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 12

**Fort** +6, **Ref** +4, **Will** +0

**Weakness** Light sensitivity

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.; fly 30 ft.

**Melee** mw longsword +9 (1d8+5/19-20) or;

mw longsword +7 (1d8+5/19-20) and

mw longsword +7 (1d8+2/19-20) and bite +0 (1d6+2) or;

2 x claws +7 (1d4+5) and bite +2 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +7

**Atk Options** two-weapon fighting, *smite good* 1/day (+2 damage)

**Combat Gear** mw longsword (x2), chain shirt, *brooch of shielding*, *potion of cure light wounds*

**Spell-Like Abilities** (CL 2nd):  
2nd—Darkness 3/day

**Abilities** Str 21, Dex 19, Con 16, Int 12, Wis 10, Cha 8

**Feats** Two Weapon Fighting, Oversized Two Weapon Fighting, Weapon Focus (longsword)

**Skills** Climb +8, Intimidate +4, Jump +8, Knowledge (religion) +3

**Possessions** combat gear

### ORDOK THE ARCHER

**CR 1**

Male orc fighter 1

CE Medium humanoid (orc)

**Init** +2; **Senses** Darkvision 60ft., Listen +0, Spot +0

**Languages** Orc

**AC** 15, touch 12, flat-footed 13

(+2 Dex, +3 studded leather armor)

**hp** 8 (1d10+1 HD);

**Fort** +3, **Ref** +2, **Will** +0

**Weakness** Light sensitivity

**Speed** 30 ft. in studded leather armor (6 squares), base movement 30 ft.;

**Melee** scimitar +5 (1d6+4/18-20)

**Ranged** composite longbow +3 (1d8/x3)

**Space** 5 ft.; **Reach** 5 ft.

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

**Combat Gear** scimitar, studded leather armor, composite longbow, 20 arrows, *potion of cure light wounds*

**Abilities** Str 18, Dex 15, Con 13, Int 8, Wis 10, Cha 6  
**SQ** Darkvision 60ft.,

**Feats** Point Blank Shot, Precise Shot

**Skills** Craft (bowmaking) -1, Knowledge (religion) +1

**Possessions** combat gear

**4: THE BURNING VILLAGE****TORSH THE PRIEST****CR 4**

Male orc cleric 4

CE Medium humanoid (orc)

**Init** -1; **Senses** Darkvision 60ft., Listen +2, Spot +2**Languages** Orc**AC** 19, touch 11, flat-footed 19

(-1 Dex, +6 splint mail, +2 heavy wooden shield, +2 shield of faith)

**hp** 32 (4d8+8 HD) plus 9 temps (*aid*);**Fort** +6, **Ref** +0, **Will** +6**Weakness** Light sensitivity**Speed** 20 ft. in splint mail (4 squares), base movement 30 ft.;**Melee** mw heavy mace +7 (1d8+2)**Ranged** javelin +2 (1d6+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +5**Atk Options** Spells, *rebuken undead*, turn water elementals, *rebuken fire elementals*, *smite* 1/day (+4 hit, +4 damage)**Combat Gear** mw heavy mace, splint mail, heavy wooden shield, 4x javelins, *potion of cure light wounds***Cleric Spells Prepared** (CL 4th):2nd—*aid*, *bull's strength*, *summon monster II*, *produce flame* (D)1st—*bles*, *summon monster I*, *shield of faith*, *vigor-lesser*, *burning hands* (D)0—*cure minor wounds* (x2), *detect magic* (x2), *read magic***D:** Domain spell. Deity: Pyremius. Domains: Fire, Destruction

† Already cast

**Abilities** Str 14, Dex 8, Con 14, Int 11, Wis 14, Cha 10**SQ** Darkvision 60ft.**Feats** Spell Focus (conjuration), Augment Summoning**Skills** Heal +7, Knowledge (religion) +1, Knowledge (the planes) +1, Spellcraft +7**Possessions** combat gear plus holy symbol, spell component pouch**WARRIOR****CR 1**

Male orc barbarian 1

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +4, Spot +0**Languages** Orc**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

**hp** 11 (1d12+2 HD);**Fort** +4, **Ref** +1, **Will** +0**Weakness** Light sensitivity**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;**Melee** scimitar +5 (1d6+4/18-20)**Ranged** javelin +2 (1d6+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +5**Atk Options** Rage 1/day**Combat Gear** scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds***Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6**SQ** fast movement, illiteracy**Feats** Power Attack**Skills** Intimidate +2, Listen +4, Survival +4**Possessions** combat gear**WARRIOR (RAGING)****CR 1****AC** 14, touch 9, flat-footed 13

(+1 Dex, +3 studded leather, +2 heavy wooden shield, -2 raging)

**hp** 13 (1d12+4 HD);**Fort** +6, **Ref** +1, **Will** +2**Melee** scimitar +7 (1d6+6/18-20)**Ranged** javelin +2 (1d6+6)**Base Atk** +1; **Grp** +7**Abilities** Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6**5: THE FURROW IN THE FIELDS****WARRIOR****CR 1**

Male orc barbarian 1

CE Medium humanoid (orc)

**Init** +0; **Senses** Listen +4, Spot +0**Languages** Orc**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

**hp** 11 (1d12+2 HD);**Fort** +4, **Ref** +1, **Will** +0**Weakness** Light sensitivity**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;**Melee** scimitar +5 (1d6+4/18-20)**Ranged** javelin +2 (1d6+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +5**Atk Options** Rage 1/day**Combat Gear** scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds***Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6**SQ** Darkvision 60ft., fast movement, illiteracy**Feats** Power Attack**Skills** Intimidate +2, Listen +4, Survival +4**Possessions** combat gear**WARRIOR (RAGING)****CR 1****AC** 14, touch 9, flat-footed 13

(+1 Dex, +3 studded leather, +2 heavy wooden shield, -2 raging)  
**hp** 13 (1d12+4 HD);  
**Fort** +6, **Ref** +1, **Will** +2

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**Melee** scimitar +7 (1d6+6/18-20)  
**Ranged** javelin +2 (1d6+6)  
**Base Atk** +1; **Grp** +7  
**Abilities** Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

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## VETERAN CR 2

Male orc barbarian 2  
CE Medium humanoid (orc)  
**Init** +0; **Senses** Darkvision 60ft., Listen +5, Spot +0  
**Languages** Orc

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**AC** 16, touch 11, flat-footed 15  
(+1 Dex, +3 studded leather, +2 heavy wooden shield)  
**hp** 22 (2d12+4 HD);  
**Fort** +5, **Ref** +1, **Will** +0  
**Weakness** Light sensitivity

---

**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;  
**Melee** scimitar +6 (1d6+4/18-20)  
**Ranged** javelin +3 (1d6+4)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +2; **Grp** +6  
**Atk Options** Rage 1/day  
**Combat Gear** scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

---

**Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6  
**SQ** fast movement, illiteracy, uncanny dodge  
**Feats** Power Attack  
**Skills** Intimidate +3, Listen +5, Survival +5  
**Possessions** combat gear

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## VETERAN (RAGING) CR 2

**AC** 14, touch 9, flat-footed 13  
(+1 Dex, +3 studded leather, +2 heavy wooden shield, -2 raging)  
**hp** 26 (2d12+8 HD);  
**Fort** +7, **Ref** +1, **Will** +2

---

**Melee** scimitar +8 (1d6+6/18-20)  
**Ranged** javelin +3 (1d6+6)  
**Base Atk** +2; **Grp** +8  
**Abilities** Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

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## 7: GUERRILLA WARFARE

### WARRIOR CR 1

Male orc barbarian 1  
CE Medium humanoid (orc)  
**Init** +0; **Senses** Darkvision 60ft., Listen +4, Spot +0  
**Languages** Orc  
**AC** 16, touch 11, flat-footed 15

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(+1 Dex, +3 studded leather, +2 heavy wooden shield)  
**hp** 11 (1d12+2 HD);  
**Fort** +4, **Ref** +1, **Will** +0  
**Weakness** Light sensitivity

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**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;  
**Melee** scimitar +5 (1d6+4/18-20)  
**Ranged** javelin +2 (1d6+4)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +1; **Grp** +5  
**Atk Options** Rage 1/day  
**Combat Gear** scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

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**Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6  
**SQ** fast movement, illiteracy  
**Feats** Power Attack  
**Skills** Intimidate +2, Listen +4, Survival +4  
**Possessions** combat gear

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### WARRIOR (RAGING) CR 1

**AC** 14, touch 9, flat-footed 13  
(+1 Dex, +3 studded leather, +2 heavy wooden shield, -2 raging)  
**hp** 13 (1d12+4 HD);  
**Fort** +6, **Ref** +1, **Will** +2

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**Melee** scimitar +7 (1d6+6/18-20)  
**Ranged** javelin +2 (1d6+6)  
**Base Atk** +1; **Grp** +7  
**Abilities** Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

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### VETERAN CR 2

Male orc barbarian 2  
CE Medium humanoid (orc)  
**Init** +0; **Senses** Listen +5, Spot +0  
**Languages** Orc

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**AC** 16, touch 11, flat-footed 15  
(+1 Dex, +3 studded leather, +2 heavy wooden shield)  
**hp** 22 (2d12+4 HD);  
**Fort** +5, **Ref** +1, **Will** +0  
**Weakness** Light sensitivity

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**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;  
**Melee** scimitar +6 (1d6+4/18-20)  
**Ranged** javelin +3 (1d6+4)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +2; **Grp** +6  
**Atk Options** Rage 1/day  
**Combat Gear** scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

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**Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6  
**SQ** fast movement, illiteracy, uncanny dodge  
**Feats** Power Attack  
**Skills** Intimidate +3, Listen +5, Survival +5  
**Possessions** combat gear

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**VETERAN (RAGING) CR 2**

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**AC** 14, touch 9, flat-footed 13  
(+1 Dex, +3 studded leather, +2 heavy wooden shield, -2 raging)  
**hp** 26 (2d12+8 HD);  
**Fort** +7, **Ref** +1, **Will** +2

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**Melee** scimitar +8 (1d6+6/18-20)  
**Ranged** javelin +3 (1d6+6)  
**Base Atk** +2; **Grp** +8

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**Abilities** Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

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**DRUMMER CR 2**

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Male orc bard 2  
CE Medium humanoid (orc)  
**Init** +6; **Senses** Darkvision 60ft., Listen +3, Spot -2  
**Languages** Orc, Common

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**AC** 15, touch 12, flat-footed 13  
(+2 Dex, +3 studded leather)  
**hp** 10 (2d6+2 HD);  
**Fort** +1, **Ref** +5, **Will** +1  
**Weakness** Light sensitivity

---

**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft.;  
**Melee** club +3 (1d6+2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +1; **Grp** +3  
**Atk Options** Spells  
**Special Actions** Bardic music, *fascinate*, *inspire courage* +1  
**Combat Gear** Club, studded leather, drums, *potion of cure light wounds*  
**Bard Spells Known** (CL 2nd):  
1st (1/day)—*inspirational boost*, *Tasha's hideous laughter*  
0 (3/day)—*dancing lights*, *detect magic*, *ghost sound*, *prestidigitation*, *summon instrument*  
**Abilities** Str 14, Dex 14, Con 12, Int 11, Wis 6, Cha 13  
**SQ** Bardic knowledge 1d20+2  
**Feats** Improved Initiative  
**Skills** Bluff +6, Concentration +6, Diplomacy +8, Perform (percussion) +8, Perform (oratory) +6, Listen +3  
**Possessions** combat gear

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**SERGEANT CR 4**

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Male orc barbarian 4  
CE Medium humanoid (orc)  
**Init** +0; **Senses** Darkvision 60ft., Listen +7, Spot +0  
**Languages** Orc  
**AC** 15, touch 11, flat-footed 14  
(+1 Dex, +4 chain shirt)  
**hp** 44 (4d12+8 HD);  
**Fort** +6, **Ref** +2, **Will** +1  
**Weakness** Light sensitivity

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**Speed** 40 ft. in chain shirt (8 squares), base movement 40 ft.;

**Melee** mw falchion +10 (2d4+7/18-20)

**Ranged** javelin +5 (1d6+4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +9

**Atk Options** Rage 2/day

**Combat Gear** mw falchion, chain shirt, 4x javelins, *potion of cure light wounds*

---

**Abilities** Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6  
**SQ** fast movement, illiteracy, uncanny dodge, trap sense +1

**Feats** Power Attack, Weapon Focus (falchion)

**Skills** Intimidate +5, Listen +7, Survival +7

**Possessions** combat gear

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**SERGEANT (RAGING) CR 4**

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**AC** 13, touch 9, flat-footed 12  
(+1 Dex, +4 chain shirt, -2 raging)  
**hp** 52 (4d12+16 HD);  
**Fort** +8, **Ref** +2, **Will** +3

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**Melee** mw falchion +12 (2d4+10/18-20)

**Ranged** javelin +5 (1d6+6)

**Base Atk** +4; **Grp** +11

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**Abilities** Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

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**PRIEST CR 4**

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Male orc cleric 4  
CE Medium humanoid (orc)  
**Init** -1; **Senses** Darkvision 60ft., Listen +2, Spot +2  
**Languages** Orc

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**AC** 17, touch 9, flat-footed 17  
(-1 Dex, +6 splint mail, +2 heavy wooden shield)  
**hp** 32 (4d8+8 HD);  
**Fort** +6, **Ref** +0, **Will** +6  
**Weakness** Light sensitivity

---

**Speed** 20 ft. in splint mail (4 squares), base movement 30 ft.;

**Melee** mw heavy mace +6 (1d8+2)

**Ranged** javelin +2 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +5

**Atk Options** Spells, rebuke undead, turn water elementals, rebuke fire elementals, smite 1/day (+4 hit, +4 damage)

**Combat Gear** mw heavy mace, splint mail, heavy wooden shield, 4x javelins, *potion of cure light wounds*

**Cleric Spells Prepared** (CL 4th):

2nd—*summon monster II*, *stabilize* (x2), *produce flame* (D)

1st—*bless*, *summon monster I*, *vigor-lesser* (x2), *burning hands* (D)

0—*cure minor wounds* (x2), *detect magic* (x2), *read magic*

**D:** Domain spell. Deity: Pyremius. Domains: Fire, Destruction

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**Abilities** Str 14, Dex 8, Con 14, Int 11, Wis 14, Cha 10

**Feats** Spell Focus (conjunction), Augment Summoning

**Skills** Heal +7, Knowledge (religion) +1, Knowledge (the planes) +1, Spellcraft +7

**Possessions** combat gear plus holy symbol, spell component pouch

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## 8: THE BURNING SHIP

### TORRUNUS THE IMMOLATOR CR 5

Male half-fiend orc fighter 4

NE Medium outsider (augmented humanoid) (native) (orc)

**Init** +5; **Senses** Listen +0, Spot +0

**Languages** Orc

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**AC** 21, touch 15, flat-footed 16

(+5 Dex, +5 *mithral chain shirt* +1, +1 natural)

**hp** 40 (4d10+12 HD); **DR** 5/magic

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 14

**Fort** +7, **Ref** +6, **Will** +1

**Weakness** Light sensitivity

---

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.; fly 30 ft.;

**Melee** mw longsword +11 (1d8+5/19-20) or;

mw longsword +9 (1d8+5/19-20) and

mw longsword +9 (1d8+2/19-20) and

bite +2 (1d6+2) or;

2 x claws +9 (1d4+5) and

bite +4 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +9

**Atk Options** Two weapon fighting, Power attack, Smite good 1/day (+4 damage)

**Combat Gear** mw longsword (x2), +1 *mithral chain shirt*, *brooch of shielding*, *potion of cure light wounds*

**Spell-Like Abilities** (CL 4th):

2nd—*darkness* 3/day, *desecrate*

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**Abilities** Str 21, Dex 20, Con 16, Int 12, Wis 10, Cha 8

**Feats** Two Weapon Fighting, Oversized Two Weapon Fighting, Weapon Focus (longsword), True Believer, Power Attack

**Skills** Climb +9, Intimidate +6, Jump +9, Knowledge (religion) +4

**Possessions** combat gear

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### ORDOK THE ARCHER CR 3

Male orc fighter 3

CE Medium humanoid (orc)

**Init** +2; **Senses** Darkvision 60ft., Listen +0, Spot +0

**Languages** Orc

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**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 chain shirt)

**hp** 24 (3d10+3 HD);

**Fort** +4, **Ref** +3, **Will** +1

**Weakness** Light sensitivity

---

**Speed** 30 ft. in studded chain shirt (6 squares), base movement 30 ft.;

**Melee** scimitar +7 (1d6+4/18-20)

**Ranged** mw mighty (+4 str) composite longbow +7 (1d8+4/x3) or;

2 x mw mighty (+4 str) composite longbow +5 (1d8+4/x3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +8

**Atk Options** Rapid shot

**Combat Gear** scimitar, chain shirt, mw might (+4 str) composite longbow, 60 arrows, *quiver of Ehlonna*, *potion of cure light wounds*

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**Abilities** Str 18, Dex 15, Con 13, Int 8, Wis 10, Cha 6

**Feats** Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

**Skills** Craft (bowmaking) +1, Knowledge (religion) +1

**Possessions** combat gear

## 4: THE BURNING VILLAGE

### TORSH THE PRIEST

CR 6

Male orc cleric 6

CE Medium humanoid (orc)

**Init** -1; **Senses** Darkvision 60ft., Listen +3, Spot +3

**Languages** Orc

**AC** 24, touch 12, flat-footed 24

(-1 Dex, +6 splint mail, +2 heavy wooden shield, +2 *magic vestment*, +2 *magic vestment*, +3 *shield of faith*)

**hp** 48 (6d8+12 HD) plus 11 temps (*aid*);

**Resist** fire 10

**Fort** +7, **Ref** +1, **Will** +8

**Weakness** Light sensitivity

**Speed** 20 ft. in splint mail armor (4 squares), base movement 30 ft.;

**Melee** mw heavy mace +8 (1d8+2)

**Ranged** javelin +3 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +6

**Atk Options** Spells, rebuke undead, turn water elementals, rebuke fire elementals, smite 1/day (+4 to hit, +6 damage)

**Combat Gear** mw heavy mace, splint mail, heavy wooden shield, 4x javelins, *periapt of wisdom* +2, *rod of metamagic-extend (lesser)*, *potion of cure light wounds*

**Cleric Spells Prepared** (CL 6th):

3rd—*magic vestment* (x2)  $\frac{1}{2}$   $\frac{1}{2}$ , *summon monster III*, *resist energy-fire* (D)  $\frac{1}{2}$

2nd—*aid*  $\frac{1}{2}$ , *bull's strength*  $\frac{1}{2}$ , *summon monster II*, *stabilize*, *produce flame* (D)

1st—*divine favor*, *shield of faith*  $\frac{1}{2}$ , *summon monster I*, *vigor-lesser*, *burning hands* (D)

0—*cure minor wounds* (x2), *detect magic* (x2), *read magic*

**D:** Domain spell. Deity: Pyremius. Domains: Fire, Destruction

$\frac{1}{2}$  Already cast

**Abilities** Str 14, Dex 8, Con 14, Int 11, Wis 14(16), Cha 10

**Feats** Spell Focus (conjuration), Augment Summoning, Augment Healing

**Skills** Heal +10, Knowledge (religion) +1, Knowledge (the planes) +1, Spellcraft +9

**Possessions** combat gear plus holy symbol, spell component pouch

### WARRIOR

CR 2

Male orc barbarian 2

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +5, Spot +0

**Languages** Orc

**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

**hp** 22 (2d12+4 HD);

**Fort** +5, **Ref** +1, **Will** +0

**Weakness** Light sensitivity

**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

**Melee** scimitar +6 (1d6+4/18-20)

**Ranged** javelin +3 (1d6+4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +6

**Atk Options** Rage 1/day

**Combat Gear** scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

**Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

**SQ** fast movement, illiteracy, uncanny dodge

**Feats** Power Attack

**Skills** Intimidate +3, Listen +5, Survival +5

**Possessions** combat gear

### WARRIOR (RAGING)

CR 2

**AC** 14, touch 9, flat-footed 13

(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)

**hp** 26 (2d12+8 HD);

**Fort** +7, **Ref** +1, **Will** +2

**Melee** scimitar +8 (1d6+6/18-20)

**Ranged** javelin +3 (1d6+6)

**Base Atk** +2; **Grp** +8

**Abilities** Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

## 5: THE FURROW IN THE FIELDS

### WARRIOR

CR 2

Male orc barbarian 2

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +5, Spot +0

**Languages** Orc

**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

**hp** 22 (2d12+4 HD);

**Fort** +5, **Ref** +1, **Will** +0

**Weakness** Light sensitivity

**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

**Melee** scimitar +6 (1d6+4/18-20)

**Ranged** javelin +3 (1d6+4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +6

**Atk Options** Rage 1/day

**Combat Gear** scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

**Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

**SQ** fast movement, illiteracy, uncanny dodge

**Feats** Power Attack

**Skills** Intimidate +3, Listen +5, Survival +5

**Possessions** combat gear

## WARRIOR (RAGING) CR 2

**AC** 14, touch 9, flat-footed 13  
(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)  
**hp** 26 (2d12+8 HD);  
**Fort** +7, **Ref** +1, **Will** +2

**Melee** scimitar +8 (1d6+6/18-20)  
**Ranged** javelin +3 (1d6+6)  
**Base Atk** +2; **Grp** +8

**Abilities** Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

## VETERAN CR 4

Male orc barbarian 4  
CE Medium humanoid (orc)  
**Init** +0; **Senses** Darkvision 60ft., Listen +7, Spot +0  
**Languages** Orc

**AC** 16, touch 11, flat-footed 15  
(+1 Dex, +3 studded leather, +2 heavy wooden shield)  
**hp** 44 (4d12+8 HD);  
**Fort** +6, **Ref** +2, **Will** +1  
**Weakness** Light sensitivity

**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

**Melee** scimitar +9 (1d6+5/18-20)

**Ranged** javelin +5 (1d6+4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +9

**Atk Options** Rage 2/day

**Combat Gear** scimitar, studded leather, 4x javelins, *potion of cure light wounds*

**Abilities** Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6  
**SQ** fast movement, illiteracy, uncanny dodge, trap sense +1

**Feats** Power Attack, Weapon Focus (scimitar)

**Skills** Intimidate +5, Listen +7, Survival +7

**Possessions** combat gear

## VETERAN (RAGING) CR 4

**AC** 14, touch 9, flat-footed 13  
(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)  
**hp** 52 (4d12+16 HD);  
**Fort** +8, **Ref** +2, **Will** +3

**Melee** scimitar +11 (1d6+7/18-20)

**Ranged** javelin +5 (1d6+6)

**Base Atk** +4; **Grp** +11

**Abilities** Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

## 7: GUERRILLA WARFARE

### WARRIOR CR 2

Male orc barbarian 2  
CE Medium humanoid (orc)  
**Init** +0; **Senses** Darkvision 60ft., Listen +5, Spot +0  
**Languages** Orc

**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

**hp** 22 (2d12+4 HD);

**Fort** +5, **Ref** +1, **Will** +0

**Weakness** Light sensitivity

**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

**Melee** scimitar +6 (1d6+4/18-20)

**Ranged** javelin +3 (1d6+4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +6

**Atk Options** Rage 1/day

**Combat Gear** scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

**Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

**SQ** fast movement, illiteracy, uncanny dodge

**Feats** Power Attack

**Skills** Intimidate +3, Listen +5, Survival +5

**Possessions** combat gear

### WARRIOR (RAGING) CR 2

**AC** 14, touch 9, flat-footed 13

(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)

**hp** 26 (2d12+8 HD);

**Fort** +7, **Ref** +1, **Will** +2

**Melee** scimitar +8 (1d6+6/18-20)

**Ranged** javelin +3 (1d6+6)

**Base Atk** +2; **Grp** +8

**Abilities** Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

### VETERAN CR 4

Male orc barbarian 4

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +7, Spot +0

**Languages** Orc

**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

**hp** 44 (4d12+8 HD);

**Fort** +6, **Ref** +2, **Will** +1

**Weakness** Light sensitivity

**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

**Melee** scimitar +9 (1d6+5/18-20)

**Ranged** javelin +5 (1d6+4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +9

**Atk Options** Rage 2/day

**Combat Gear** scimitar, studded leather, 4x javelins, *potion of cure light wounds*

**Abilities** Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6

**SQ** Darkvision 60ft., fast movement, illiteracy, uncanny dodge, trap sense +1

**Feats** Power Attack, Weapon Focus (scimitar)

**Skills** Intimidate +5, Listen +7, Survival +7

**Possessions** combat gear

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**VETERAN (RAGING) CR 4**

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**AC** 14, touch 9, flat-footed 13  
(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)  
**hp** 52 (4d12+16 HD);  
**Fort** +8, **Ref** +2, **Will** +3

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**Melee** scimitar +11 (1d6+7/18-20)  
**Ranged** javelin +5 (1d6+6)  
**Base Atk** +4; **Grp** +11  
**Abilities** Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

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**DRUMMER CR 4**

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Male orc bard 4  
CE Medium humanoid (orc)  
**Init** +6; **Senses** Listen +5, Spot -2  
**Languages** Orc, Common

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**AC** 15, touch 12, flat-footed 13  
(+2 Dex, +3 studded leather)  
**hp** 20 (4d6+4 HD);  
**Fort** +2, **Ref** +6, **Will** +4  
**Weakness** Light sensitivity

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**Speed** 30 ft. in studded leather armor (6 squares), base movement 30 ft.;  
**Melee** club +5 (1d6+2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +3; **Grp** +5  
**Atk Options** Spells  
**Special Actions** Bardic Music, *fascinate*, inspire courage +1, inspire competence  
**Combat Gear** Club, studded leather, drums, *potion of cure light wounds*  
**Bard Spells Known** (CL 4th):  
2nd (1/day)—*hold person*, *tongues*  
1st (3/day)—*expeditious retreat*, *inspirational boost*, *Tasha's hideous laughter*  
0 (3/day)—*dancing lights*, *detect magic*, *ghost sound*, *lullaby*, *prestidigitation*, *summon instrument*

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**Abilities** Str 14, Dex 14, Con 12, Int 11, Wis 6, Cha 14  
**SQ** Bardic knowledge 1d20+4  
**Feats** Improved Initiative, Iron Will  
**Skills** Bluff +8, Concentration +8, Diplomacy +10, Perform (percussion) +10, Perform (oratory) +6, Listen +5  
**Possessions** combat gear

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**SERGEANT CR 6**

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Male orc barbarian 6  
CE Medium humanoid (orc)  
**Init** +0; **Senses** Darkvision 60ft., Listen +9, Spot +0  
**Languages** Orc  
**AC** 15, touch 11, flat-footed 14  
(+1 Dex, +4 chain shirt)  
**hp** 66 (6d12+12 HD);  
**Fort** +7, **Ref** +3, **Will** +2  
**Weakness** Light sensitivity

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**Speed** 40 ft. in chain shirt (8 squares), base movement 40 ft.;

**Melee** mw falchion +12/+7 (2d4+7/18-20)

**Ranged** javelin +7/+2 (1d6+4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +11

**Atk Options** Rage 2/day

**Combat Gear** mw falchion, chain shirt, 4x javelins, *potion of cure light wounds*

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**Abilities** Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6

**SQ** fast movement, illiteracy, improved uncanny dodge, trap sense +2

**Feats** Power Attack, Weapon Focus (falchion), Cleave

**Skills** Intimidate +7, Listen +9, Survival +9

**Possessions** combat gear

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**SERGEANT (RAGING) CR 6**

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**AC** 15, touch 9, flat-footed 14  
(+1 Dex, +4 chain shirt, -2 raging)  
**hp** 78 (6d12+24 HD);  
**Fort** +9, **Ref** +3, **Will** +4

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**Melee** mw falchion +14/+9 (2d4+10/18-20)

**Ranged** javelin +7/+2 (1d6+6)

**Base Atk** +6; **Grp** +13

**Abilities** Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

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**PRIEST CR 6**

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Male orc cleric 6  
CE Medium humanoid (orc)  
**Init** -1; **Senses** Darkvision 60ft., Listen +2, Spot +2  
**Languages** Orc

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**AC** 17, touch 9, flat-footed 17  
(-1 Dex, +6 splint mail, +2 heavy wooden shield)  
**hp** 48 (6d8+12 HD);  
**Fort** +7, **Ref** +1, **Will** +8  
**Weakness** Light sensitivity

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**Speed** 20 ft. in splint mail armor (4 squares), base movement 30 ft.;

**Melee** mw heavy mace +7 (1d8+2)

**Ranged** javelin +3 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +6

**Atk Options** Spells, *rebuke undead*, turn water elementals, *rebuke fire elementals*, *smite* 1/day (+4 to hit, +6 damage)

**Combat Gear** mw heavy mace, splint mail, heavy wooden shield, 4x javelins, *potion of cure light wounds*

**Cleric Spells Prepared** (CL 6th):

3rd—*healing lorecall*, *insignia of healing*, *summon monster III*, *resist energy* (D)

2nd—*summon monster II* (x2), *stabilize* (x2), *produce flame* (D)

1st—*bleed*, *summon monster I*, *vigor-lesser* (x2), *burning hands* (D)

0—*cure minor wounds* (x2), *detect magic* (x2), *read magic*

---

**D:** Domain spell. Deity: Pyremius. Domains: Fire, Destruction

---

**Abilities** Str 14, Dex 8, Con 14, Int 11, Wis 14, Cha 10

**SQ** Darkvision 60ft.

**Feats** Spell Focus (conjunction), Augment Summoning, Augment Healing

**Skills** Heal +9, Knowledge (religion) +1, Knowledge (the planes) +1, Spellcraft +9

**Possessions** combat gear plus holy symbol, spell component pouch

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## 8: THE BURNING SHIP

### TORRUNUS THE IMMOLATOR CR 7

Male half-fiend orc fighter 5

NE Medium outsider (augmented humanoid) (native) (orc)

**Init** +5; **Senses** Listen +0, Spot +0

**Languages** Orc

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**AC** 21, touch 15, flat-footed 16

(+5 Dex, +5 *mithral chain shirt* +1, +1 natural)

**hp** 50 (5d10+15 HD); **DR** 5/magic

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 15

**Fort** +7, **Ref** +6, **Will** +1

**Weakness** Light sensitivity

---

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.; fly 30 ft.;

**Melee** mw longsword +12 (1d8+5/19-20) or;

mw longsword +10 (1d8+5/19-20) and  
mw longsword +10 (1d8+2/19-20) and  
bite +3 (1d6+2) or;

2 x claws +10 (1d4+5) and  
bite +5 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +5; **Grp** +10

**Atk Options** Two weapon fighting, Power attack, Smite good 1/day (+5 damage)

**Combat Gear** mw longsword (x2), +1 *mithral chain shirt*, *brooch of shielding*, *potion of cure light wounds*, *potion of bull's strength*, *potion of see invisibility*

**Spell-Like Abilities** (CL 5th):

4th—*unholy blight*

2nd—*darkness* 3/day, *desecrate*

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**Abilities** Str 21, Dex 20, Con 16, Int 12, Wis 10, Cha 8

**Feats** Two Weapon Fighting, Oversized Two Weapon Fighting, Weapon Focus (longsword), True Believer, Power Attack

**Skills** Climb +9, Intimidate +7, Jump +9, Knowledge (religion) +5

**Possessions** combat gear

---

### ORDOK THE ARCHER

CR 5

Male orc fighter 5

CE Medium humanoid (orc)

**Init** +3; **Senses** Darkvision 60ft., Listen +0, Spot +0

**Languages** Orc

---

**AC** 17, touch 13, flat-footed 14

(+3 Dex, +4 chain shirt)

**hp** 40 (5d10+5 HD);

**Fort** +5, **Ref** +4, **Will** +1

**Weakness** Light sensitivity

---

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;

**Melee** mw scimitar +10 (1d6+4/18-20)

**Ranged** mw mighty (+4 str) composite longbow +11 (1d8+6/x3) or;  
2 x mw mighty (+4 str) composite longbow +9 (1d8+6/x3)

**Space** 5 ft.; **Reach** 5 ft.

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

**Atk Options** Rapid shot

**Combat Gear** mw scimitar, chain shirt, mw might (+4 str) composite longbow, 60 arrows, *quiver of Ehlonna*, *bracers of archery-lesser*, *potion of cure light wounds*

---

**Abilities** Str 18, Dex 16, Con 13, Int 8, Wis 10, Cha 6

**Feats** Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow)

**Skills** Craft (bowmaking) +3, Knowledge (religion) +1

**Possessions** combat gear

**4: THE BURNING VILLAGE****TORSH THE PRIEST****CR 8**

Male orc cleric 8

CE Medium humanoid (orc)

**Init** -1; **Senses** Darkvision 60ft., Listen +3, Spot +3**Languages** Orc**AC** 26, touch 12, flat-footed 26(-1 Dex, +8 full plate, +2 heavy wooden shield, +2 *magic vestment*, +2 *magic vestment*, +3 *shield of faith*)**hp** 64 (8d8+16 HD) plus 13 temps (*aid*);**Resist** fire 20**Fort** +8, **Ref** +1, **Will** +9**Weakness** Light sensitivity**Speed** 20 ft. in full plate armor (4 squares), base movement 30 ft.;**Melee** mw heavy mace (plus magic weapon-greater) +13/+8 (1d8+6)**Ranged** javelin +5 (1d6+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +10**Atk Options** Spells, *rebuke undead*, turn water elementals, *rebuke fire elementals*, *smite* 1/day (+4 to hit, +8 damage)**Combat Gear** mw heavy mace, full plate, heavy wooden shield, 4x javelins, *periapt of wisdom* +2, *rod of metamagic-extend (lesser)*, *potion of cure light wounds***Cleric Spells Prepared** (CL 8th):4th—*magic weapon-greater* †, *summon monster IV*, *wall of fire* (D)3rd—*invisibility purge* †, *magic vestment* (x2) † †, *summon monster III*, *resist energy-fire* (D) †2nd—*aid* †, *bull's strength* †, *summon monster II*, *stabilize*, *produce flame* (D)1st—*divine favor*, *shield of faith* †, *summon monster I*, *vigor-lesser*(x2) †, *burning hands* (D)0—*cure minor wounds* (x2), *detect magic* (x2), *read magic***D:** Domain spell. Deity: Pyremius. Domains: Fire, Destruction

† Already cast

**Abilities** Str 14(18), Dex 8, Con 14, Int 11, Wis 15(17), Cha 10**SQ** Darkvision 60ft.**Feats** Spell Focus (conjuration), Augment Summoning, Augment Healing**Skills** Heal +14, Knowledge (religion) +1, Knowledge (the planes) +1, Spellcraft +9**Possessions** combat gear plus holy symbol, spell component pouch**WARRIOR****CR 2**

Male orc barbarian 2

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +5, Spot +0**Languages** Orc**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

**hp** 22 (2d12+4 HD);**Fort** +5, **Ref** +1, **Will** +0**Weakness** Light sensitivity**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;**Melee** scimitar +6 (1d6+4/18-20)**Ranged** javelin +3 (1d6+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +6**Atk Options** Rage 1/day**Combat Gear** scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds***Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6**SQ** fast movement, illiteracy, uncanny dodge**Feats** Power Attack**Skills** Intimidate +3, Listen +5, Survival +5**Possessions** combat gear**WARRIOR (RAGING)****CR 2****AC** 14, touch 9, flat-footed 13

(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)

**hp** 26 (2d12+8 HD);**Fort** +7, **Ref** +1, **Will** +2**Melee** scimitar +8 (1d6+6/18-20)**Ranged** javelin +3 (1d6+6)**Base Atk** +2; **Grp** +8**Abilities** Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6**5: THE FURROW IN THE FIELDS****WARRIOR****CR 2**

Male orc barbarian 2

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +5, Spot +0**Languages** Orc**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

**hp** 22 (2d12+4 HD);**Fort** +5, **Ref** +1, **Will** +0**Weakness** Light sensitivity**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;**Melee** scimitar +6 (1d6+4/18-20)**Ranged** javelin +3 (1d6+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +6**Atk Options** Rage 1/day**Combat Gear** scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds***Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

**SQ** fast movement, illiteracy, uncanny dodge  
**Feats** Power Attack  
**Skills** Intimidate +3, Listen +5, Survival +5  
**Possessions** combat gear

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### **WARRIOR (RAGING) CR 2**

**AC** 14, touch 9, flat-footed 13  
(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)  
**hp** 26 (2d12+8 HD);  
**Fort** +7, **Ref** +1, **Will** +2

---

**Melee** scimitar +8 (1d6+6/18-20)  
**Ranged** javelin +3 (1d6+6)  
**Base Atk** +2; **Grp** +8  
**Abilities** Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

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### **VETERAN CR 4**

Male orc barbarian 4  
CE Medium humanoid (orc)  
**Init** +0; **Senses** Darkvision 60ft., Listen +7, Spot +0  
**Languages** Orc

---

**AC** 16, touch 11, flat-footed 15  
(+1 Dex, +3 studded leather, +2 heavy wooden shield)  
**hp** 44 (4d12+8 HD);  
**Fort** +6, **Ref** +2, **Will** +1  
**Weakness** Light sensitivity

---

**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

**Melee** scimitar +9 (1d6+5/18-20)

**Ranged** javelin +5 (1d6+4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +9

**Atk Options** Rage 2/day

**Combat Gear** scimitar, studded leather, 4x javelins, *potion of cure light wounds*

---

**Abilities** Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6

**SQ** fast movement, illiteracy, uncanny dodge, trap sense +1

**Feats** Power Attack, Weapon Focus (scimitar)

**Skills** Intimidate +5, Listen +7, Survival +7

**Possessions** combat gear

---

### **VETERAN (RAGING) CR 4**

**AC** 14, touch 9, flat-footed 13  
(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)  
**hp** 52 (4d12+16 HD);  
**Fort** +8, **Ref** +2, **Will** +3

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**Melee** scimitar +11 (1d6+7/18-20)

**Ranged** javelin +5 (1d6+6)

**Base Atk** +4; **Grp** +11

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**Abilities** Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

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## **7: GUERRILLA WARFARE**

### **WARRIOR CR 2**

Male orc barbarian 2  
CE Medium humanoid (orc)  
**Init** +0; **Senses** Darkvision 60ft., Listen +5, Spot +0  
**Languages** Orc

---

**AC** 16, touch 11, flat-footed 15  
(+1 Dex, +3 studded leather, +2 heavy wooden shield)

**hp** 22 (2d12+4 HD);

**Fort** +5, **Ref** +1, **Will** +0

**Weakness** Light sensitivity

---

**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

**Melee** scimitar +6 (1d6+4/18-20)

**Ranged** javelin +3 (1d6+4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +6

**Atk Options** Rage 1/day

**Combat Gear** scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

---

**Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

**SQ** Darkvision 60ft., fast movement, illiteracy, uncanny dodge

**Feats** Power Attack

**Skills** Intimidate +3, Listen +5, Survival +5

**Possessions** combat gear

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### **WARRIOR (RAGING) CR 2**

**AC** 14, touch 9, flat-footed 13  
(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)

**hp** 26 (2d12+8 HD);

**Fort** +7, **Ref** +1, **Will** +2

---

**Melee** scimitar +8 (1d6+6/18-20)

**Ranged** javelin +3 (1d6+6)

**Base Atk** +2; **Grp** +8

---

**Abilities** Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

---

### **VETERAN CR 4**

Male orc barbarian 4  
CE Medium humanoid (orc)  
**Init** +0; **Senses** Darkvision 60ft., Listen +7, Spot +0  
**Languages** Orc

---

**AC** 16, touch 11, flat-footed 15  
(+1 Dex, +3 studded leather, +2 heavy wooden shield)

**hp** 44 (4d12+8 HD);

**Fort** +6, **Ref** +2, **Will** +1

**Weakness** Light sensitivity

---

**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

**Melee** scimitar +9 (1d6+5/18-20)

**Ranged** javelin +5 (1d6+4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +9

---



**Atk Options** Rage 2/day  
**Combat Gear** scimitar, studded leather, 4x javelins,  
*potion of cure light wounds*  
**Abilities** Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6  
**SQ** fast movement, illiteracy, uncanny dodge, trap  
sense +1  
**Feats** Power Attack, Weapon Focus (scimitar)  
**Skills** Intimidate +5, Listen +7, Survival +7  
**Possessions** combat gear

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### VETERAN (RAGING) CR 4

**AC** 14, touch 9, flat-footed 13  
(+1 Dex, +3 studded leather armor, +2 heavy  
wooden shield, -2 raging)  
**hp** 52 (4d12+16 HD);  
**Fort** +8, **Ref** +2, **Will** +3  
**Melee** scimitar +11 (1d6+7/18-20)  
**Ranged** javelin +5 (1d6+6)  
**Base Atk** +4; **Grp** +11  
**Abilities** Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

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### DRUMMER CR 4

Male orc bard 4  
CE Medium humanoid (orc)  
**Init** +6; **Senses** Darkvision 60ft., Listen +5, Spot -2  
**Languages** Orc, common  
**AC** 15, touch 12, flat-footed 13  
(+2 Dex, +3 studded leather)  
**hp** 20 (4d6+4 HD);  
**Fort** +2, **Ref** +6, **Will** +4  
**Weakness** Light sensitivity  
**Speed** 30 ft. in studded leather armor (6 squares),  
base movement 30 ft.;  
**Melee** club +5 (1d6+2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +3; **Grp** +5  
**Atk Options** Spells  
**Special Actions** Bardic Music, *fascinate*, inspire  
courage +1, inspire competence  
**Combat Gear** Club, studded leather, war drums,  
*potion of cure light wounds*  
**Bard Spells Known** (CL 4th):  
2nd (1/day)—*hold person*, *tongues*  
1st (3/day)—*expeditious retreat*, *inspirational boost*,  
*Tasha's hideous laughter*  
0 (3/day)—*dancing lights*, *detect magic*, *ghost*  
*sound*, *lullaby*, *prestidigitation*, *summon*  
*instrument*  
**Abilities** Str 14, Dex 14, Con 12, Int 11, Wis 6, Cha  
14  
**SQ** Bardic knowledge 1d20+4  
**Feats** Improved Initiative, Iron Will  
**Skills** Bluff +8, Concentration +8, Diplomacy +10,  
Perform (percussion) +10, Perform (oratory) +6,  
Listen +5  
**Possessions** combat gear

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### SERGEANT CR 6

Male orc barbarian 6

CE Medium humanoid (orc)  
**Init** +0; **Senses** Darkvision 60ft., Listen +9, Spot +0  
**Languages** Orc  
**AC** 15, touch 11, flat-footed 14  
(+1 Dex, +4 chain shirt)  
**hp** 66 (6d12+12 HD);  
**Fort** +7, **Ref** +3, **Will** +2  
**Weakness** Light sensitivity  
**Speed** 40 ft. in chain shirt (8 squares), base  
movement 40 ft.;  
**Melee** mw falchion +12/+7 (2d4+7/18-20)  
**Ranged** javelin +7/+2 (1d6+4)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +6; **Grp** +11  
**Atk Options** Rage 2/day  
**Combat Gear** mw falchion, chain shirt, 4x javelins,  
*potion of cure light wounds*  
**Abilities** Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6  
**SQ** fast movement, illiteracy, improved uncanny  
dodge, trap sense +2  
**Feats** Power Attack, Weapon Focus (falchion),  
Cleave  
**Skills** Intimidate +7, Listen +9, Survival +9  
**Possessions** combat gear

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### SERGEANT (RAGING) CR 6

**AC** 15, touch 9, flat-footed 14  
(+1 Dex, +4 chain shirt, -2 raging)  
**hp** 78 (6d12+24 HD);  
**Fort** +9, **Ref** +3, **Will** +4  
**Melee** mw falchion +14/+9 (2d4+10/18-20)  
**Ranged** javelin +7/+2 (1d6+6)  
**Base Atk** +6; **Grp** +13  
**Abilities** Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

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### PRIEST CR 6

Male orc cleric 6  
CE Medium humanoid (orc)  
**Init** -1; **Senses** Listen +2, Spot +2  
**Languages** Orc  
**AC** 17, touch 9, flat-footed 17  
(-1 Dex, +6 splint mail, +2 heavy wooden shield)  
**hp** 48 (6d8+12 HD);  
**Fort** +7, **Ref** +1, **Will** +8  
**Weakness** Light sensitivity  
**Speed** 20 ft. in splint mail armor (4 squares), base  
movement 30 ft.;  
**Melee** mw heavy mace +7 (1d8+2)  
**Ranged** javelin +3 (1d6+2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +4; **Grp** +6  
**Atk Options** Spells, *rebuken undead*, turn water  
elementals, *rebuken fire elementals*, *smite* 1/day (+4  
to hit, +6 damage)  
**Combat Gear** mw heavy mace, splint mail, heavy  
wooden shield, 4x javelins, *potion of cure light*  
*wounds*  
**Cleric Spells Prepared** (CL 6th):

3rd—healing lorecall, insignia of healing, summon monster III, resist energy (D)  
 2nd—summon monster II (x2), stabilize (x2), produce flame (D)  
 1st—bless, summon monster I, vigor-lesser (x2), burning hands (D)  
 0—cure minor wounds (x2), detect magic (x2), read magic

**D:** Domain spell. Deity: Pyremius. Domains: Fire, Destruction

**Abilities** Str 14, Dex 8, Con 14, Int 11, Wis 14, Cha 10

**Feats** Spell Focus (conjuration), Augment Summoning, Augment Healing

**Skills** Heal +9, Knowledge (religion) +1, Knowledge (the planes) +1, Spellcraft +9

**Possessions** combat gear plus holy symbol, spell component pouch

## 8: THE BURNING SHIP

### TORRUNUS THE IMMOLATOR CR 9

Male half-fiend orc fighter 5/pious templar 2  
 NE Medium outsider (augmented humanoid) (native) (orc)

**Init** +5; **Senses** Darkvision 60ft., Listen +0, Spot +0  
**Languages** Orc

**AC** 21, touch 15, flat-footed 16  
 (+5 Dex, +5 mithral chain shirt +1, +1 natural)

**hp** 70 (7d10+21 HD); **DR** 5/magic

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 17

**Fort** +10, **Ref** +6, **Will** +4

**Weakness** Light sensitivity

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.; fly 30 ft.;

**Melee** mw longsword +14/+9 (1d8+5/19-20) or;

mw longsword +12/+7 (1d8+5/19-20) and  
 mw longsword +12/+7 (1d8+2/19-20) and  
 bite +5 (1d6+2) or;

2 x claws +12 (1d4+5) and  
 bite +7 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +7; **Grp** +12

**Atk Options** Two weapon fighting, Power attack, smite good 1/day (+7 damage)

**Combat Gear** mw longsword (x2), +1 mithral chain shirt, brooch of shielding, potion of cure light wounds, potion of bull's strength, potion of see invisibility, barkskin +3, potion of shield of faith +4, potion of displacement

**Spell-Like Abilities** (CL 7th):

4th—unholy blight, poison 3/day

2nd—darkness 3/day, desecrate

**Abilities** Str 21, Dex 20, Con 16, Int 12, Wis 10, Cha 8

**SQ** mettle, smite 1/day (+4 to hit, +2 damage)

**Feats** Two Weapon Fighting, Oversized Two Weapon Fighting, Weapon Focus (longsword), True

Believer, Power Attack, Improved Two Weapon Fighting

**Skills** Climb +9, Concentration +10, Intimidate +7, Jump +9, Knowledge (religion) +5

**Possessions** combat gear

**Mettle (Su):** A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a Pious Templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

**Smite (Su):** Once per day, a pious templar of 2<sup>nd</sup> level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6<sup>th</sup> level, a pious templar can smite twice per day and at 10<sup>th</sup> three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra at 6<sup>th</sup> level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar plus cleric or paladin level).

### ORDOK THE ARCHER CR 7

Male orc fighter 6/order of the bow initiate 1  
 CE Medium humanoid (orc)

**Init** +4; **Senses** Darkvision 60ft., Listen +0, Spot +1  
**Languages** Orc

**AC** 18, touch 14, flat-footed 14  
 (+4 Dex, +4 chain shirt)

**hp** 56 (7d10+7 HD);

**Fort** +5, **Ref** +7, **Will** +3

**Weakness** Light sensitivity

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;

**Melee** mw scimitar +12/+7 (1d6+4/18-20)

**Ranged** mw mighty (+4 str) composite longbow +14 (1d8+6/x3) or;  
 mw mighty (+4 str) composite longbow +14/+14/+9 (1d8+6/x3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +7; **Grp** +11

**Atk Options** Improved rapid shot, manyshot, precise shot +1d8

**Combat Gear** mw scimitar, chain shirt, mw might (+4 str) composite longbow, 60 arrows, quiver of Ehlonna, gloves of dexterity +2, bracers of archery-lesser, potion of cure light wounds

---

**Abilities** Str 18, Dex 16(18), Con 13, Int 8, Wis 10, Cha 6

**Feats** Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow), Manyshot, Improved Rapid Shot

**Skills** Craft (bowmaking) +4, Knowledge (religion) +1, Spot +1

**Possessions** combat gear

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**Ranged Precision (Ex):** As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate's ranged precision attack only works against living creatures with discernable anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from the extra damage.

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways.

The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

**4: THE BURNING VILLAGE****TORSH THE PRIEST****CR****10**

Male orc cleric 10

CE Medium humanoid (orc)

**Init** -1; **Senses** Darkvision 60ft., Listen +4, Spot +4**Languages** Orc**AC** 26, touch 12, flat-footed 26(-1 Dex, +8 full plate, +2 heavy wooden shield, +2 *magic vestment*, +2 *magic vestment*, +3 *shield of faith*)**hp** 100 (10d8+40 HD) plus 15 temp (*aid*);**Resist** fire 20; **SR** 22**Fort** +9(+11), **Ref** +2, **Will** +11**Weakness** Light sensitivity**Speed** 20 ft. in full plate armor (4 squares), base movement 30 ft.;**Melee** mw heavy mace (plus magic weapon-greater) +14/+9 (1d8+6)**Ranged** javelin +6 (1d6+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +11**Atk Options** Power Attack, spells, *rebuke undead*, turn water elementals, *rebuke fire elementals*, *smite* 1/day (+4 to hit, +10 damage),**Combat Gear** mw heavy mace, full plate, heavy wooden shield, 4x javelins, *periapt of wisdom* +4, *rod of metamagic-extend (lesser)*, *potion of cure light wounds***Cleric Spells Prepared** (CL 10th):5th—*righteous might*, *spell resistance* †, *fire shield* (D)4th—*divine power*, *freedom of movement* †, *magic weapon-greater* †, *summon monster IV*, *wall of fire* (D)3rd—*invisibility purge* †, *magic vestment* (x2) † †, *summon monster III*, *resist energy-fire* (D) †2nd—*aid* †, *bull's strength* †, *bear's endurance* †, *summon monster II*, *stabilize*, *produce flame* (D)1st—*divine favor*, *shield of faith* †, *summon monster I*, *vigor-lesser* (x2) †, *burning hands* (D)0—*cure minor wounds* (x2), *detect magic* (x2), *read magic***D:** Domain spell. Deity: Pyremius. Domains: Fire, Destruction

† Already cast

**Abilities** Str 14(18), Dex 8, Con 14(18), Int 11, Wis 15(19), Cha 10**Feats** Spell Focus (conjuration), Augment Summoning, Augment Healing, Power Attack**Skills** Heal +15, Knowledge (religion) +1, Knowledge (the planes) +1, Spellcraft +13**Possessions** combat gear plus holy symbol, spell component pouch**WARRIOR****CR 2**

Male orc barbarian 2

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +5, Spot +0**Languages** Orc**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

**hp** 22 (2d12+4 HD);**Fort** +5, **Ref** +1, **Will** +0**Weakness** Light sensitivity**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;**Melee** scimitar +6 (1d6+4/18-20)**Ranged** javelin +3 (1d6+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +6**Atk Options** Rage 1/day**Combat Gear** scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds***Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6**SQ** fast movement, illiteracy, uncanny dodge**Feats** Power Attack**Skills** Intimidate +3, Listen +5, Survival +5**Possessions** combat gear**WARRIOR (RAGING)****CR 2****AC** 14, touch 9, flat-footed 13

(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)

**hp** 26 (2d12+8 HD);**Fort** +7, **Ref** +1, **Will** +2**Melee** scimitar +8 (1d6+6/18-20)**Ranged** javelin +3 (1d6+6)**Base Atk** +2; **Grp** +8**Abilities** Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6**5: THE FURROW IN THE FIELDS****WARRIOR****CR 2**

Male orc barbarian 2

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +5, Spot +0**Languages** Orc**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

**hp** 22 (2d12+4 HD);**Fort** +5, **Ref** +1, **Will** +0**Weakness** Light sensitivity**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;**Melee** scimitar +6 (1d6+4/18-20)**Ranged** javelin +3 (1d6+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +6**Atk Options** Rage 1/day

**Combat Gear** scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

**Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

**SQ** fast movement, illiteracy, uncanny dodge

**Feats** Power Attack

**Skills** Intimidate +3, Listen +5, Survival +5

**Possessions** combat gear

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### WARRIOR (RAGING) CR 2

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**AC** 14, touch 9, flat-footed 13

(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)

**hp** 26 (2d12+8 HD);

**Fort** +7, **Ref** +1, **Will** +2

**Melee** scimitar +8 (1d6+6/18-20)

**Ranged** javelin +3 (1d6+6)

**Base Atk** +2; **Grp** +8

**Abilities** Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

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### VETERAN CR 4

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Male orc barbarian 4

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +7, Spot +0

**Languages** Orc

**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

**hp** 44 (4d12+8 HD);

**Fort** +6, **Ref** +2, **Will** +1

**Weakness** Light sensitivity

**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

**Melee** scimitar +9 (1d6+5/18-20)

**Ranged** javelin +5 (1d6+4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +9

**Atk Options** Rage 2/day

**Combat Gear** scimitar, studded leather, 4x javelins, *potion of cure light wounds*

**Abilities** Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6

**SQ** fast movement, illiteracy, uncanny dodge, trap sense +1

**Feats** Power Attack, Weapon Focus (scimitar)

**Skills** Intimidate +5, Listen +7, Survival +7

**Possessions** combat gear

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### VETERAN (RAGING) CR 4

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**AC** 14, touch 9, flat-footed 13

(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)

**hp** 52 (4d12+16 HD);

**Fort** +8, **Ref** +2, **Will** +3

**Melee** scimitar +11 (1d6+7/18-20)

**Ranged** javelin +5 (1d6+6)

**Base Atk** +4; **Grp** +11

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**Abilities** Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

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## 7: GUERRILLA WARFARE

### WARRIOR CR 2

Male orc barbarian 2

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +5, Spot +0

**Languages** Orc

**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

**hp** 22 (2d12+4 HD);

**Fort** +5, **Ref** +1, **Will** +0

**Weakness** Light sensitivity

**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

**Melee** scimitar +6 (1d6+4/18-20)

**Ranged** javelin +3 (1d6+4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +6

**Atk Options** Rage 1/day

**Combat Gear** scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

**Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

**SQ** fast movement, illiteracy, uncanny dodge

**Feats** Power Attack

**Skills** Intimidate +3, Listen +5, Survival +5

**Possessions** combat gear

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### WARRIOR (RAGING) CR 2

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**AC** 14, touch 9, flat-footed 13

(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)

**hp** 26 (2d12+8 HD);

**Fort** +7, **Ref** +1, **Will** +2

**Melee** scimitar +8 (1d6+6/18-20)

**Ranged** javelin +3 (1d6+6)

**Base Atk** +2; **Grp** +8

**Abilities** Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

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### VETERAN CR 4

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Male orc barbarian 4

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +7, Spot +0

**Languages** Orc

**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

**hp** 44 (4d12+8 HD);

**Fort** +6, **Ref** +2, **Will** +1

**Weakness** Light sensitivity

**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

**Melee** scimitar +9 (1d6+5/18-20)

**Ranged** javelin +5 (1d6+4)

**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +4; **Grp** +9  
**Atk Options** Rage 2/day  
**Combat Gear** scimitar, studded leather, 4x javelins, *potion of cure light wounds*  


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**Abilities** Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6  
**SQ** fast movement, illiteracy, uncanny dodge, trap sense +1  
**Feats** Power Attack, Weapon Focus (scimitar)  
**Skills** Intimidate +5, Listen +7, Survival +7  
**Possessions** combat gear

## VETERAN (RAGING) CR 4

**AC** 14, touch 9, flat-footed 13  
 (+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)  
**hp** 52 (4d12+16 HD);  
**Fort** +8, **Ref** +2, **Will** +3

**Melee** scimitar +11 (1d6+7/18-20)  
**Ranged** javelin +5 (1d6+6)  
**Base Atk** +4; **Grp** +11  
**Abilities** Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

## DRUMMER CR 4

Male orc bard 4  
 CE Medium humanoid (orc)  
**Init** +6; **Senses** Darkvision 60ft., Listen +5, Spot -2  
**Languages** Orc, Common  


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**AC** 15, touch 12, flat-footed 13  
 (+2 Dex, +3 studded leather)  
**hp** 20 (4d6+4 HD);  
**Fort** +2, **Ref** +6, **Will** +4  
**Weakness** Light sensitivity  


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**Speed** 30 ft. in studded leather armor (6 squares), base movement 30 ft.;  
**Melee** club +5 (1d6+2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +3; **Grp** +5  
**Atk Options** Spells  
**Special Actions** Bardic music, *fascinate*, *inspire courage* +1, *inspire competence*  
**Combat Gear** Club, studded leather, drums, *potion of cure light wounds*  
**Bard Spells Known** (CL 4th):  
 2nd (1/day)—*hold person*, *tongues*  
 1st (3/day)—*expeditious retreat*, *inspirational boost*, *Tasha's hideous laughter*  
 0 (3/day)—*dancing lights*, *detect magic*, *ghost sound*, *lullaby*, *prestidigitation*, *summon instrument*  


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**Abilities** Str 14, Dex 14, Con 12, Int 11, Wis 6, Cha 14  
**SQ** Bardic knowledge 1d20+4  
**Feats** Improved Initiative, Iron Will  
**Skills** Bluff +8, Concentration +8, Diplomacy +10, Perform (percussion) +10, Perform (oratory) +6, Listen +5  
**Possessions** combat gear

## SERGEANT CR 6

Male orc barbarian 6  
 CE Medium humanoid (orc)  
**Init** +0; **Senses** Darkvision 60ft., Listen +9, Spot +0  
**Languages** Orc  


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**AC** 15, touch 11, flat-footed 14  
 (+1 Dex, +4 chain shirt)  
**hp** 66 (6d12+12 HD);  
**Fort** +7, **Ref** +3, **Will** +2  
**Weakness** Light sensitivity  


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**Speed** 40 ft. in chain shirt (8 squares), base movement 40 ft.;  
**Melee** mw falchion +12/+7 (2d4+7/18-20)  
**Ranged** javelin +7/+2 (1d6+4)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +6; **Grp** +11  
**Atk Options** Rage 2/day  
**Combat Gear** mw falchion, chain shirt, 4x javelins, *potion of cure light wounds*  


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**Abilities** Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6  
**SQ** fast movement, illiteracy, improved uncanny dodge, trap sense +2  
**Feats** Power Attack, Weapon Focus (falchion), Cleave  
**Skills** Intimidate +7, Listen +9, Survival +9  
**Possessions** combat gear

## SERGEANT (RAGING) CR 6

**AC** 15, touch 9, flat-footed 14  
 (+1 Dex, +4 chain shirt, -2 raging)  
**hp** 78 (6d12+24 HD);  
**Fort** +9, **Ref** +3, **Will** +4  


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**Melee** mw falchion +14/+9 (2d4+10/18-20)  
**Ranged** javelin +7/+2 (1d6+6)  
**Base Atk** +6; **Grp** +13  
**Abilities** Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

## PRIEST CR 6

Male orc cleric 6  
 CE Medium humanoid (orc)  
**Init** -1; **Senses** Darkvision 60ft., Listen +2, Spot +2  
**Languages** Orc  


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**AC** 17, touch 9, flat-footed 17  
 (-1 Dex, +6 splint mail, +2 heavy wooden shield)  
**hp** 48 (6d8+12 HD);  
**Fort** +7, **Ref** +1, **Will** +8  
**Weakness** Light sensitivity  


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**Speed** 20 ft. in splint mail armor (4 squares), base movement 30 ft.;  
**Melee** mw heavy mace +7 (1d8+2)  
**Ranged** javelin +3 (1d6+2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +4; **Grp** +6  
**Atk Options** Spells, *rebuke undead*, turn water elementals, *rebuke fire elementals*, *smite* 1/day (+4 to hit, +6 damage)

**Combat Gear** mw heavy mace, splint mail, heavy wooden shield, 4x javelins, *potion of cure light wounds*

**Cleric Spells Prepared** (CL 6th):

3rd—*healing lorecall*, *insignia of healing*, *summon monster III*, *resist energy* (D)

2nd—*summon monster II* (x2), *stabilize* (x2), *produce flame* (D)

1st—*bless*, *summon monster I*, *vigor-lesser* (x2), *burning hands* (D)

0—*cure minor wounds* (x2), *detect magic* (x2), *read magic*

**D:** Domain spell. Deity: Pyremius. Domains: Fire, Destruction

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**Abilities** Str 14, Dex 8, Con 14, Int 11, Wis 14, Cha 10

**Feats** Spell Focus (conjuration), Augment Summoning, Augment Healing

**Skills** Heal +9, Knowledge (religion) +1, Knowledge (the planes) +1, Spellcraft +9

**Possessions** combat gear plus holy symbol, spell component pouch

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## 8: THE BURNING SHIP

### TORRUNUS THE IMMOLATOR CR 11

Male half-fiend orc fighter 5/pious templar 4  
NE Medium outsider (augmented humanoid) (native) (orc)

**Init** +5; **Senses** Darkvision 60ft., Listen +0, Spot +0  
**Languages** Orc

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**AC** 21, touch 15, flat-footed 16  
(+5 Dex, +5 *mithral chain shirt* +1, +1 natural)

**hp** 99 (9d10+36 HD); **DR** 5/magic, 1/-

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 19

**Fort** +13, **Ref** +9, **Will** +7

**Weakness** Light sensitivity

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**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.; fly 30 ft.;

**Melee** mw longsword +17/+12 (1d8+8/17-20) or;

mw longsword +15/+10 (1d8+8/17-20) and  
mw longsword +15/+10 (1d8+5/17-20) and  
bite +8 (1d6+3) or;

2 x claws +15 (1d4+6) and  
bite +10 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +9; **Gp** +15

**Atk Options** Two weapon fighting, Power attack, *smite good* 1/day (+9 damage)

**Combat Gear** mw longsword (x2), +1 *mithral chain shirt*, +2 *vest of resistance*, *brooch of shielding*, *potion of cure light wounds*, *potion of bull's strength*, *potion of see invisibility*, *barkskin* +3, *potion of shield of faith* +4, *potion of displacement*

**Spell-Like Abilities** (CL 9th):

4th—*unholy blight*, *poison* 3/day, *contagion*

2nd—*darkness* 3/day, *desecrate*

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**Abilities** Str 22, Dex 20, Con 16, Int 12, Wis 10, Cha 8

**SQ** *mettle*, *smite* 1/day (+4 to hit, +4 damage)

**Feats** Two Weapon Fighting, Oversized Two Weapon Fighting, Weapon Focus (longsword), True Believer, Power Attack, Improved Two Weapon Fighting, Weapon Specialization (longsword), Improved Toughness, Improved Critical (longsword)

**Skills** Climb +9, Concentration +15, Intimidate +7, Jump +9, Knowledge (religion) +5

**Possessions** combat gear

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**Mettle (Su):** A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a Pious Templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

**Smite (Su):** Once per day, a pious templar of 2<sup>nd</sup> level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6<sup>th</sup> level, a pious templar can smite twice per day and at 10<sup>th</sup> three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra at 6<sup>th</sup> level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar plus cleric or paladin level).

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### ORDOK THE ARCHER CR 9

Male orc fighter 6/order of the bow initiate 3  
CE Medium humanoid (orc)

**Init** +4; **Senses** Darkvision 60ft., Listen +0, Spot +8

**Languages** Orc

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**AC** 18, touch 14, flat-footed 14  
(+4 Dex, +4 chain shirt)

**hp** 81 (9d10+18 HD);

**Fort** +7, **Ref** +8, **Will** +4

**Weakness** Light sensitivity

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**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;

**Melee** mw scimitar +14/+9 (1d6+4/18-20)

**Ranged** mw mighty (+4 str) composite longbow +16 (1d8+6/19-20x3) or;

mw mighty (+4 str) composite longbow  
+16/+16/+11 (1d8+6/19-20x3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +9; **Grp** +13

**Atk Options** Improved rapid shot, manyshot, precise shot +2d8, close combat shot

**Combat Gear** mw scimitar, chain shirt, mw might (+4 str) composite longbow, 60 arrows, *quiver of Ehlonna*, *gloves of dexterity* +2, *bracers of archery-lesser*, *eyes of the eagle*, *potion of cure light wounds*

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**Abilities** Str 18, Dex 16(18), Con 14, Int 8, Wis 10, Cha 6

**Feats** Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow), Manyshot, Improved Rapid Shot, Improved Critical (longbow)

**Skills** Craft (bowmaking) +4, Knowledge (religion) +1, Spot +8

**Possessions** combat gear

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**Ranged Precision (Ex):** As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of

his target. An initiate's ranged precision attack only works against living creatures with discernable anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from the extra damage.

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways.

The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

**Close Combat Shot:** At 2nd level, an initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

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**4: THE BURNING VILLAGE****TORSH THE PRIEST****CR****12**

Male orc cleric 12

CE Medium humanoid (orc)

**Init** -1; **Senses** Darkvision 60ft., Listen +5, Spot +5**Languages** Orc**AC** 29, touch 13, flat-footed 29(-1 Dex, +8 full plate, +2 heavy wooden shield, +3 *magic vestment*, +3 *magic vestment*, +4 *shield of faith*)**hp** 132 (12d8+60 HD) plus 15 temps (*aid*);**Resist** fire 30; **SR** 24**Fort** +10(+12), **Ref** +3, **Will** +13**Weakness** Light sensitivity**Speed** 20 ft. in full plate armor (4 squares), base movement 30 ft.;**Melee** mw heavy mace (plus magic weapon-greater) +17/+12 (1d8+7)**Ranged** javelin +8 (1d6+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +13**Atk Options** Spells, *rebuken undead*, turn water elementals, *rebuken fire elementals*, *smite* 1/day (+4 to hit, +12 damage), power attack**Combat Gear** mw heavy mace, full plate, heavy wooden shield, 4x javelins, *periapt of wisdom* +4, *rod of metamagic-extend (lesser)*, *rod of metamagic-extend*, *potion of cure light wounds***Cleric Spells Prepared** (CL 12th):6th—*blade barrier*, *heal*, *harm* (D)5th—*flame strike*, *righteous might*, spell resistance  $\frac{1}{2}$ , *fire shield* (D)4th—*divine power*, *freedom of movement*  $\frac{1}{2}$ , *magic weapon-greater*  $\frac{1}{2}$ , *summon monster IV*, *wall of fire* (D)3rd—*invisibility purge*  $\frac{1}{2}$ , *magic vestment* (x2)  $\frac{1}{2}$ , *summon monster III* (x2), *resist energy-fire* (D)  $\frac{1}{2}$ 2nd—*aid*  $\frac{1}{2}$ , *bull's strength*  $\frac{1}{2}$ , *bear's endurance*  $\frac{1}{2}$ , *summon monster II*, *stabilize*, *produce flame* (D)1st—*divine favor*, *shield of faith*  $\frac{1}{2}$ , *summon monster I*, *vigor-lesser* (x4)  $\frac{1}{2}$ , *burning hands* (D)0—*cure minor wounds* (x2), *detect magic* (x2), *read magic***D:** Domain spell. Deity: Pyremius. Domains: Fire, Destruction $\frac{1}{2}$  Already cast**Abilities** Str 14(18), Dex 8, Con 14(18), Int 11, Wis 16(20), Cha 10**Feats** Spell Focus (conjuration), Augment Summoning, Augment Healing, Power Attack, Improved Toughness**Skills** Heal +16, Knowledge (religion) +1, Knowledge (the planes) +1, Spellcraft +13**Possessions** combat gear plus holy symbol, spell component pouch**WARRIOR****CR 2**

Male orc barbarian 2

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +5, Spot +0**Languages** Orc**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

**hp** 22 (2d12+4 HD);**Fort** +5, **Ref** +1, **Will** +0**Weakness** Light sensitivity**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;**Melee** scimitar +6 (1d6+4/18-20)**Ranged** javelin +3 (1d6+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +6**Atk Options** Rage 1/day**Combat Gear** scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds***Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6**SQ** fast movement, illiteracy, uncanny dodge**Feats** Power Attack**Skills** Intimidate +3, Listen +5, Survival +5**Possessions** combat gear**WARRIOR (RAGING)****CR 2****AC** 14, touch 9, flat-footed 13

(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)

**hp** 26 (2d12+8 HD);**Fort** +7, **Ref** +1, **Will** +2**Melee** scimitar +8 (1d6+6/18-20)**Ranged** javelin +3 (1d6+6)**Base Atk** +2; **Grp** +8**Abilities** Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6**5: THE FURROW IN THE FIELDS****WARRIOR****CR 2**

Male orc barbarian 2

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +5, Spot +0**Languages** Orc**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

**hp** 22 (2d12+4 HD);**Fort** +5, **Ref** +1, **Will** +0**Weakness** Light sensitivity**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;**Melee** scimitar +6 (1d6+4/18-20)

**Ranged** javelin +3 (1d6+4)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +2; **Grp** +6  
**Atk Options** Rage 1/day  
**Combat Gear** scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

**Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6  
**SQ** fast movement, illiteracy, uncanny dodge  
**Feats** Power Attack  
**Skills** Intimidate +3, Listen +5, Survival +5  
**Possessions** combat gear

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### WARRIOR (RAGING) CR 2

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**AC** 14, touch 9, flat-footed 13  
(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)  
**hp** 26 (2d12+8 HD);  
**Fort** +7, **Ref** +1, **Will** +2

**Melee** scimitar +8 (1d6+6/18-20)  
**Ranged** javelin +3 (1d6+6)  
**Base Atk** +2; **Grp** +8  
**Abilities** Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

---

### VETERAN CR 4

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Male orc barbarian 4  
CE Medium humanoid (orc)  
**Init** +0; **Senses** Darkvision 60ft., Listen +7, Spot +0  
**Languages** Orc

**AC** 16, touch 11, flat-footed 15  
(+1 Dex, +3 studded leather, +2 heavy wooden shield)  
**hp** 44 (4d12+8 HD);  
**Fort** +6, **Ref** +2, **Will** +1  
**Weakness** Light sensitivity

**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

**Melee** scimitar +9 (1d6+5/18-20)

**Ranged** javelin +5 (1d6+4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +9

**Atk Options** Rage 2/day

**Combat Gear** scimitar, studded leather, 4x javelins, *potion of cure light wounds*

**Abilities** Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6  
**SQ** fast movement, illiteracy, uncanny dodge, trap sense +1

**Feats** Power Attack, Weapon Focus (scimitar)

**Skills** Intimidate +5, Listen +7, Survival +7

**Possessions** combat gear

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### VETERAN (RAGING) CR 4

---

**AC** 14, touch 9, flat-footed 13  
(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)  
**hp** 52 (4d12+16 HD);  
**Fort** +8, **Ref** +2, **Will** +3

---

**Melee** scimitar +11 (1d6+7/18-20)

**Ranged** javelin +5 (1d6+6)

**Base Atk** +4; **Grp** +11

**Abilities** Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

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## 7: GUERRILLA WARFARE

### WARRIOR CR 2

Male orc barbarian 2

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +5, Spot +0

**Languages** Orc

**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

**hp** 22 (2d12+4 HD);

**Fort** +5, **Ref** +1, **Will** +0

**Weakness** Light sensitivity

**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

**Melee** scimitar +6 (1d6+4/18-20)

**Ranged** javelin +3 (1d6+4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +6

**Atk Options** Rage 1/day

**Combat Gear** scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

**Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

**SQ** fast movement, illiteracy, uncanny dodge

**Feats** Power Attack

**Skills** Intimidate +3, Listen +5, Survival +5

**Possessions** combat gear

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### WARRIOR (RAGING) CR 2

---

**AC** 14, touch 9, flat-footed 13

(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)

**hp** 26 (2d12+8 HD);

**Fort** +7, **Ref** +1, **Will** +2

**Melee** scimitar +8 (1d6+6/18-20)

**Ranged** javelin +3 (1d6+6)

**Base Atk** +2; **Grp** +8

**Abilities** Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

---

### VETERAN CR 4

Male orc barbarian 4

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +7, Spot +0

**Languages** Orc

**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

**hp** 44 (4d12+8 HD);

**Fort** +6, **Ref** +2, **Will** +1

**Weakness** Light sensitivity

**Speed** 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

**Melee** scimitar +9 (1d6+5/18-20)

**Ranged** javelin +5 (1d6+4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +9

**Atk Options** Rage 2/day

**Combat Gear** scimitar, studded leather, 4x javelins, *potion of cure light wounds*

---

**Abilities** Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6

**SQ** fast movement, illiteracy, uncanny dodge, trap sense +1

**Feats** Power Attack, Weapon Focus (scimitar)

**Skills** Intimidate +5, Listen +7, Survival +7

**Possessions** combat gear

### VETERAN (RAGING) CR 4

**AC** 14, touch 9, flat-footed 13  
(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)

**hp** 52 (4d12+16 HD);

**Fort** +8, **Ref** +2, **Will** +3

**Melee** scimitar +11 (1d6+7/18-20)

**Ranged** javelin +5 (1d6+6)

**Base Atk** +4; **Grp** +11

**Abilities** Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

### DRUMMER CR 4

Male orc bard 4

CE Medium humanoid (orc)

**Init** +6; **Senses** Darkvision 60ft., Listen +5, Spot -2

**Languages** Orc, Common

**AC** 15, touch 12, flat-footed 13  
(+2 Dex, +3 studded leather)

**hp** 20 (4d6+4 HD);

**Fort** +2, **Ref** +6, **Will** +4

**Weakness** Light sensitivity

**Speed** 30 ft. in studded leather armor (6 squares), base movement 30 ft.;

**Melee** club +5 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +5

**Atk Options** Spells

**Special Actions** Bardic Music, *fascinate*, inspire courage +1, inspire competence

**Combat Gear** Club, studded leather, drums, *potion of cure light wounds*

**Bard Spells Known** (CL 4th):

2nd (1/day)—*hold person*, *tongues*

1st (3/day)—*expeditious retreat*, *inspirational boost*, *Tasha's hideous laughter*

0 (3/day)—*dancing lights*, *detect magic*, *ghost sound*, *lullaby*, *prestidigitation*, *summon instrument*

**Abilities** Str 14, Dex 14, Con 12, Int 11, Wis 6, Cha 14

**SQ** Bardic knowledge 1d20+4

**Feats** Improved Initiative, Iron Will

**Skills** Bluff +8, Concentration +8, Diplomacy +10, Perform (percussion) +10, Perform (oratory) +6, Listen +5

**Possessions** combat gear

### SERGEANT CR 6

Male orc barbarian 6

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60ft., Listen +9, Spot +0

**Languages** Orc

**AC** 15, touch 11, flat-footed 14  
(+1 Dex, +4 chain shirt)

**hp** 66 (6d12+12 HD);

**Fort** +7, **Ref** +3, **Will** +2

**Weakness** Light sensitivity

**Speed** 40 ft. in chain shirt (8 squares), base movement 40 ft.;

**Melee** mw falchion +12/+7 (2d4+7/18-20)

**Ranged** javelin +7/+2 (1d6+4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +11

**Atk Options** Rage 2/day

**Combat Gear** mw falchion, chain shirt, 4x javelins, *potion of cure light wounds*

**Abilities** Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6

**SQ** fast movement, illiteracy, improved uncanny dodge, trap sense +2

**Feats** Power Attack, Weapon Focus (falchion), Cleave

**Skills** Intimidate +7, Listen +9, Survival +9

**Possessions** combat gear

### SERGEANT (RAGING) CR 6

**AC** 15, touch 9, flat-footed 14  
(+1 Dex, +4 chain shirt, -2 raging)

**hp** 78 (6d12+24 HD);

**Fort** +9, **Ref** +3, **Will** +4

**Melee** mw falchion +14/+9 (2d4+10/18-20)

**Ranged** javelin +7/+2 (1d6+6)

**Base Atk** +6; **Grp** +13

**Abilities** Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

### PRIEST CR 6

Male orc cleric 6

CE Medium humanoid (orc)

**Init** -1; **Senses** Darkvision 60ft., Listen +2, Spot +2

**Languages** Orc

**AC** 17, touch 9, flat-footed 17

(-1 Dex, +6 splint mail, +2 heavy wooden shield)

**hp** 48 (6d8+12 HD);

**Fort** +7, **Ref** +1, **Will** +8

**Weakness** Light sensitivity

**Speed** 20 ft. in splint mail armor (4 squares), base movement 30 ft.;

**Melee** mw heavy mace +7 (1d8+2)

**Ranged** javelin +3 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +6

**Atk Options** Spells, *rebuken undead*, turn water elementals, *rebuken fire elementals*, *smite* 1/day (+4 to hit, +6 damage)

**Combat Gear** mw heavy mace, splint mail, heavy wooden shield, 4x javelins, *potion of cure light wounds*

**Cleric Spells Prepared** (CL 6th):

3rd—*healing lorecall*, *insignia of healing*, *summon monster III*, *resist energy* (D)

2nd—*summon monster II* (x2), *stabilize* (x2), *produce flame* (D)

1st—*bles*, *summon monster I*, *vigor-lesser* (x2), *burning hands* (D)

0—*cure minor wounds* (x2), *detect magic* (x2), *read magic*

**D:** Domain spell. Deity: Pyremius. Domains: Fire, Destruction

**Abilities** Str 14, Dex 8, Con 14, Int 11, Wis 14, Cha 10

**Feats** Spell Focus (conjuration), Augment Summoning, Augment Healing

**Skills** Heal +9, Knowledge (religion) +1, Knowledge (the planes) +1, Spellcraft +9

**Possessions** combat gear plus holy symbol, spell component pouch

## 8: THE BURNING SHIP

### TORRUNUS THE IMMOLATOR CR 12

Male half-fiend orc fighter 6/pious templar 4  
NE Medium outsider (augmented humanoid) (native) (orc)

**Init** +6; **Senses** Darkvision 60ft., Listen +0, Spot +0  
**Languages** Orc

**AC** 24, touch 16, flat-footed 16  
(+6 Dex, +5 *mithral chain shirt* +1, +1 natural, +1 shield)

**hp** 110 (10d10+40 HD); **DR** 5/magic, 1/-  
**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 20  
**Fort** +14, **Ref** +11, **Will** +8

**Weakness** Light sensitivity

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.; fly 30 ft.;

**Melee** mw longsword +18/+13 (1d8+8/17-20) or;

mw longsword +16/+11 (1d8+8/17-20) and  
mw longsword +16/+11 (1d8+5/17-20) and  
bite +9 (1d6+3) or;

2 x claws +16 (1d4+6) and  
bite +11 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +10; **Grp** +16

**Atk Options** Two weapon fighting, Power attack, Smite good 1/day (+10 damage)

**Combat Gear** mw longsword (x2), +1 *mithral chain shirt*, +2 *vest of resistance*, +2 *gloves of dexterity*, *brooch of shielding*, *potion of cure light wounds*, *potion of bull's strength*, *potion of see invisibility*,

*barkskin* +3, *potion of shield of faith* +4, *potion of displacement*

**Spell-Like Abilities** (CL 10th):

4th—*unholy blight*, *poison* 3/day, *contagion*

2nd—*darkness* 3/day, *desecrate*

**Abilities** Str 22, Dex 22, Con 16, Int 12, Wis 10, Cha 8

**SQ** *mettle*, *smite* 1/day (+4 to hit, +4 damage)

**Feats** Two Weapon Fighting, Oversized Two Weapon Fighting, Weapon Focus (longsword), True Believer, Power Attack, Improved Two Weapon Fighting, Weapon Specialization (longsword), Improved Toughness, Improved Critical (longsword), Two Weapon Defense

**Skills** Climb +9, Concentration +15, Intimidate +10, Jump +9, Knowledge (religion) +5

**Possessions** combat gear

### ORDOK THE ARCHER CR 12

Male orc fighter 6/order of the bow initiate 6

CE Medium humanoid (orc)

**Init** +4; **Senses** Darkvision 60ft., Listen +0, Spot +11  
**Languages** Orc

**AC** 18, touch 14, flat-footed 14  
(+4 Dex, +4 chain shirt)

**hp** 108 (12d10+24 HD);

**Fort** +8, **Ref** +10, **Will** +6

**Weakness** Light sensitivity

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;

**Melee** mw scimitar +17/+12/+7 (1d6+4/18-20)

**Ranged** mw mighty (+4 str) composite longbow +21 (1d8+7/19-20x3) or;  
mw mighty (+4 str) composite longbow  
+21/+21/+16/+11 (1d8+7/19-20x3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +12; **Grp** +16

**Atk Options** Improved rapid shot, manyshot, precise shot +3d8, close combat shot

**Combat Gear** mw scimitar, chain shirt, mw might (+4 str) composite longbow, 60 arrows, *quiver of Ehlonna*, *gloves of dexterity* +2, *bracers of archery-greater*, *eyes of the eagle*, *potion of cure light wounds*

**Abilities** Str 18, Dex 17(19), Con 14, Int 8, Wis 10, Cha 6

**Feats** Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow), Manyshot, Improved Rapid Shot, Improved Critical (longbow), Greater Weapon Focus (longbow), Sharp Shooting, Improved Precise Shot

**Skills** Craft (bowmaking) +4, Knowledge (religion) +1, Spot +11

**Possessions** combat gear

**Ranged Precision (Ex):** As a standard action, an initiate may make a single precisely aimed attack

with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate's ranged precision attack only works against living creatures with discernable anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from the extra damage.

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its

Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways.

The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

**Close Combat Shot:** At 2nd level, an initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

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## FEATS

### Augment Healing

**Prerequisite:** Heal 4 ranks

**Benefit:** Add +2 points per spell level to the amount of damage healed by any Conjunction [Healing] spell that you cast.

For example, a 1<sup>st</sup>-level cleric with this feat casting *cure light wounds* would restore 1d8+3 hp. An 8<sup>th</sup>-level cleric with the Healing domain and this feat casting *cure moderate wounds* would restore 2d8+13 hp (9 for his caster level including the +1 caster level bonus for the Healing domain, +4 for the feat). A 13<sup>th</sup>-level druid casting *heal* would restore 144 hp (130 for her caster level + 14 for the feat, since *heal* is a 7<sup>th</sup>-level druid spell).

**Source:** *Complete Divine*, page 79

### Improved Rapid Shot

You are an expert at firing weapons with exceptional speed.

**Prerequisites:** Manyshot, Point Blank Shot, Rapid Shot.

**Benefits:** When using the Rapid Shot feat, you may ignore the -2 penalty on all your ranged attack rolls.

**Special:** A fighter may select Improved Rapid Shot as one of his fighter bonus feats.

**Source:** *Complete Warrior* p101

### Improved Toughness

You are significantly tougher than normal.

**Prerequisites:** Base Fortitude save bonus +2.

**Benefits:** You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level) you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

**Special:** A fighter may select Improved Toughness as one of his fighter bonus feats.

**Source:** *Complete Warrior* p101

### Oversized Two Weapon Fighting

You are adept at wielding larger than normal weapons in your off hand.

**Prerequisites:** Str 13, Two-Weapon Fighting.

**Benefit:** When wielding a one-handed weapon in your off hand, you take penalties for fighting with two weapons as if you were wielding a light weapon in your off hand (see page 160 of the *Players Handbook*).

**Special:** A fighter may select Oversized Two Weapon Fighting as one of his fighter bonus feats.

**Source:** *Complete Adventurer* p111

### Sharp Shooting

Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.

## APPENDIX 2: NEW RULES ITEMS

**Prerequisites:** Point Blank Shot, Precise Shot, base attack bonus +3.

**Benefit:** Your target's only receive a +2 bonus to Armor Class due to cover. This feat has no effect against foes with no cover or total cover.

**Normal:** Cover normally gives a +4 bonus to AC.

**Special:** A fighter may select Sharp-Shooting as one of his fighter bonus feats.

**Source:** *Complete Warrior* p105

### True Believer

Your deity rewards your unquestioning faith and dedication.

**Prerequisites:** Must choose a single deity to worship. Must be within one step of that god's alignment.

**Benefits:** Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic (see relics, page 88 of *Complete Divine*) of the deity you worship.

**Source:** *Complete Divine*, page 86

## MAGIC ITEMS

### Vest of Resistance

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster level must be three times that of item's bonus; Price: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5).

**Source:** *Complete Arcane* p150

## SPELLS

### Healing Lorecall

Divination

**Level:** Cleric 2, druid 2, ranger 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

A caster with 5 or more ranks in Heal can, when casting a conjunction (healing) spell, choose to remove any one of the following conditions affecting the subject of the spell, in addition to the spell's normal effects: dazed, dazzled, or fatigued. A caster with 10 or more ranks in Heal can choose from the following conditions in addition to those above: exhausted, nauseated, or sickened.

Also, when determining the amount of damage healed by your conjunction (healing) spells, you can substitute your total ranks in Heal for your caster level. The normal caster level limit for individual spells still applies; thus a 3rd-level cleric with 6 ranks in Heal

when under the effect of *healing lorecall* cures 1d8+5 points of damage with a *cure light wounds* spell.

**Material Component:** A mint leaf.

**Source:** *Spell Compendium* p110

### Insignia of Healing

Conjuration (Healing)

**Level:** Bard 3, Cleric 3

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Long (400ft. + 40ft./level)

**Area:** 400ft. + 40ft./level spread, centered on you.

**Target:** All wearers of special insignia within range.

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

This spell works just like *insignia of alarm* except the insignia wearers are instead healed by positive energy. The spell cures 1d8 points of damage +1 point per caster level (maximum +10) to all wearers of the insignia.

Since undead are powered by negative energy, this spells deals damage to them instead of curing their wounds. Any undead creature can apply spell resistance and attempt a Will save to take half damage.

**Source:** *Races of Destiny* p166

### Inspirational Boost

Enchantment (Compulsion) [Mind-Affecting, Sonic]

**Level:** Bard 1

**Components:** V, S

**Casting Time:** 1 swift action

**Range:** Personal

**Targets:** You

**Duration:** 1 round or special; see text

When you play your instrument, sing your song, recite your epic poem, or speak your words of encouragement, you fill your allies with greater confidence than normal. When this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

**Source:** *Spell Compendium* p124

### Stabilize

Conjuration (Healing)

**Level:** Paladin 2, Cleric 2

**Components:** V, S, DF

**Casting Time:** 1 swift action

**Area:** 50-ft radius burst-centered on you

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless); see text

**Spell Resistance:** Yes (harmless)

This spell, designed to work on the battlefield, allows you to stabilize the dying all around you. A burst of positive energy spreads out from you, healing 1

point of damage to all living creatures in the affected area, whether allied or not. This spell deals 1 point of damage to undead creatures, which are allowed a Will saving throw to negate the effect.

**Source:** *Spell Compendium* p204

### Vigor, Lesser

Conjuration (Healing)

**Level:** Cleric 1, Druid 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** 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* p229

## APPENDIX 3: PERSONALITIES IN STENIGAR

### **SIR CADMAEL LE ROI**

Marshall 4/Fighter 5; Age:32; Flan; NG; Pelor.

Sir Cadmael is a banneret knight of House Cormik, with 7 household knights, 22 sergeants-at-arms and 40 men-at-arms under his banner. He inherited his title from his father, who earned the title and the lands for service to the Arch-Baron, Lexnol. Sir Cadmael is obviously of Flan descent, an unusual heritage for knights in Ratik. Most of his household knights are Oeridian, but many of his soldiers, both mounted and foot, are of Flan descent.

Sir Cadmael is an inspired leader, and an acknowledged master of tactics on the battlefield. He is married to the Lady Analise, a daughter of House Abonhoth and cousin to the current Lord Abonhoth. Most find this a strange pairing, and put it down to political alliances.

Sir Cadmael openly worships Pelor, and is very proud of his Flan heritage. He is a very friendly man, open and honest man. He always makes a great effort to make visitors feel welcome. He is famous for always greeting visitors personally, no matter what their social class.

### **LADY ANALISE LE ROI**

Aristocrat 5; Age:25; Suel; NG; Lydia.

Lady Analise is the wife of Sir Cadmael, in what most assume to be a political marriage. However, both Cadmael and Analise are deeply in love and devoted to each other.

Unlike Cadmael, Analise is very good at the political side of court life. Where Cadmael is honest to a fault, Analise is skilled at intrigue and is very good at using people's assumptions to manipulate them. Her blonde hair and good looks are another weapon in her arsenal, causing people to underestimate her intelligence and abilities.

Analise is obviously Suel, and very beautiful. She is a follower of Lydia, though she does not display her choice of faith. She is charming and gets along well with most people, but usually allows her husband to take the limelight while she quietly assesses. Lady Analise also manages the business side of the banneretcy, and has managed to greatly increase the family fortune in the last 5 years, as well as making life much better for the people of Stenigar.

Cadmael and Analise have three children, all under the age of five. They are not part of this adventure.

### **SIR ALEIF MOREL**

Aristocrat 2/Fighter 6; Age:66; Suel; N; Kord.

Sir Aleif is an older banneret knight of House Abonhoth. He has 5 household knights, 2 vassal knights, 20 sergeants-at-arms and 50 men-at-arms under his banner. Sir Aleif can trace his lineage back several hundred years, and is closely related to the

current Lord Abonhoth. Sir Aleif is of Suel descent, and had a great reputation as a noble warrior in his day. Now in his sixties, he leaves most of the fighting to his son.

Sir Aleif has a reputation as a fair and just man. He is a brave warrior, but has no great reputation as an inspired leader or battlefield tactician. Sir Aleif lost his three eldest sons in Prince Alain's campaign against the forces of Spinecastle. Sir Anton is now his heir, and Sir Aleif is anxious to see him marry and carry on the family name.

Sir Aleif is a second cousin of Lady Analise, and as such is counted as family in the keep at Stenigar. However, when visiting he prefers to stay with Sir Enrolf the Castellan.

Sir Aleif is an older man who is passing his power to his son. He is happier spending time with people of his own generation than making an appearance at court, but he is still very aware of his responsibilities. He will answer courtesy with courtesy, and anything else with a sword.

### **SIR ANTON MOREL**

Knight 6; Age:24; Suel; NG; Kord.

Sir Anton is Sir Aleif's eldest surviving son, and his heir. Sir Anton's three elder brothers died alongside Prince Alain during the campaign to free Spinecastle.

Sir Anton has a reputation as a knight of extreme honour, holding himself to standards that others might find impossible. He is brave and true, but seems to lack real maturity and experience. He has never fought upon a real field of battle, and is yet to marry or have children.

Sir Anton is a nice person, but he tries too hard. He leaves the impression of somebody who is compensating, either for a lack of real experience, or for the memory of his dead brothers. As a result, Sir Anton can be a little arrogant with anybody other than his father or Lady Analise.

### **SIR ENROLF THE RED, CASTELLAN OF STENIGAR**

Fighter 7; Age:62; Oeridian; LN; Heironeous.

Sir Enrolf is an old knight, and has served both Sir Cadmael and his father. As castellan of Stenigar, Sir Enrolf is responsible for the defence of the keep and the town, and for the policing of the local populace. He has a number of deputies who are quite good at their jobs, making his job a lot less of a burden than it could be.

Sir Enrolf has his own manor house in town, and he usually entertains Sir Aleif when he visits. Both of these older knights have seen the same battles, and the same changes to society, and have a long standing friendship.

Sir Enrolf is a steady, if unimaginative man. He performs his job well, but does not like surprises or



change. He is devoted to Sir Cadmael, but thinks that Lady Anwen should marry, and give up the worship of her Old Faith.

Sir Enrolf is the Master of the Lists for this tournament, a job he takes very seriously. Sir Cadmael has instructed him to allow any person with a horse to enter the competition, but Sir Enrolf is very wary of such a policy. He will be watching 'strangers' (ie the PCs) very closely for any signs of cheating.

### **LADY ANWEN LE ROI**

Cleric 9(Beory); Age:30; Flan; NG; Beory

Lady Anwen is Sir Cadmael's sister. While she is very proud of her brother, she would prefer to lead a more normal life, unattached to the nobility of Ratik. She is a practicing priestess of Beory, but does not have an official congregation.

Lady Anwen is a lonely woman, uncomfortable with court life, but unable to find acceptance among the common folk due to her brother's title. She is highly respected by the people of Stenigar though, and many of the common folk turn to her for help rather than the official authorities.

Lady Anwen holds services for the major holidays of the Old Faith, but is very careful not to step on the toes of Father Arnulf.

### **FATHER ARNULF HARNERSUN**

Cleric 5(Atroa); Age: 26; Oeridian; NG; Atroa

Father Arnulf is the official priest of Stenigar. He is a young and energetic priest of Atroa, and does everything he can to aid all the people in his diocese, regardless of their cultural background.

Father Arnulf has a strong reputation as a good man, always willing to help. At the tourney, he will often come forward and use his clerical powers to heal those wounded in their bouts.

Father Arnulf is aware that Lady Anwen's power is much greater than his own. He is also aware that she makes every effort to support him as the official priest of the town.

Arnulf is also aware of how lonely Anwen is, and has stayed in Stenigar for as long as he has in an effort to become closer to her. So far, she has not responded to his advances.

## APPENDIX 4: INTERROGATION AND DIVINATION RESULTS

### INTERROGATION

If the PCs capture any regular orcs, they can find out the following information given a successful Intimidate check, use of Diplomacy to change their attitude from Hostile to Friendly, or magic such as *charm person*.

- The shamans in the mountains called for the orcs to fetch boats to sacrifice.
- The shamans supplied the great air bladders to carry the ship. See, the shamans make orcs powerful magic too.
- The templar on the boat was the leader – very powerful orc, don't make him angry.

If the PCs capture the templar, they can find out the following additional information given a successful Intimidate check, use of Diplomacy to change his attitude from Hostile to Friendly, or magic such as *charm person*.

- Soon the orcs shall take over all of great forest. Fire will burn bright then.
- The boats are to fuel the great fire.
- The great fire honours the Blazing Killer, who leads the orcs to glory. A DC 13 Knowledge (religion) check will identify The Blazing Killer as Pyremius, a +1 bonus applies for Suel PCs.

If the PCs capture the templar, they can find out the following additional information given a successful Intimidate check, use of Diplomacy to change his attitude from Hostile to Friendly, or magic such as *charm person*.

- That the PCs have stopped this ship is no great loss. All up and down the coast of the Timberway, orcs are now bringing in boats for the fire.
- The next closest orc raiding party is operating just up the coast from Abonhoth.

### DIVINATION

The PCs may have access to divination magic such as augury, divination, commune or legend lore. The responses to magic of this variety should be determined from the adventure text where relevant as well as these specific questions.

- **Is there some power behind the orcs?** Yes
- **Is the power Pyremius?** No
- **Is the power native to the Rakers?** Yes
- **Was the taking of the village Thellonsfield intended?** Yes
- **Did the orcs need to sacrifice a boat?** Unknown

## APPENDIX 5: FORMAL JOUSTING IN RATIK

For official competitions, no magic is to be used when fighting a joust. It is a matter of honour that knights compete on skill, not wealth. Masterwork and special materials are allowed, just no spells or magical equipment (with the easy availability of *Detect Magic* even the poorest knight can afford to check his opponent if they suspect cheating). Exceptions to this may occur but will be covered in the adventure text when appropriate.

There is an exception for the use of bardic music. The bard works the crowd, not the knight and rolls their Perform (and expend a bardic music attempt) against the “Influencing NPC Attitudes” table, PHB pg72. If they achieve a Friendly result, the knight may benefit from *Inspire Courage*; if they achieve a Helpful result, the knight may benefit from *Inspire Greatness* or *Inspire Heroics*. The bard must be able to use the appropriate Bardic Music ability to bestow it upon their knight.

### JOUSTING RULES

Summarised from *Complete Warrior*, pg130-131.

In a traditional joust, two knights on horseback charge each other with blunted lances, separated by a rail that divides two parallel tracks. When they meet in the middle, they clash with great momentum and force, they continue down the track on their side of the rail. They repeat the process until one knight yields or is knocked from the saddle. A great deal of pageantry and ritual accompanies most jousts, and colourful heraldry, dress, or banners often identify knights.

Because the jousters are running full-tilt at one another with blunted weapons, jousts function differently from mounted combat. Initiative isn't necessary; during each pass, each knight simply makes a special attack with the blunted lance, and the results of both attacks are resolved simultaneously. Each knight can also attempt to unhorse the rider (treat as a trip attack) or make a sunder attempt against the enemy's weapon or shield. Neither the trip attempt nor the sunder attempt provokes an attack of opportunity. A successful blow deals lance damage (double because the knights are both charging), but its non-lethal damage. A knight with the Ride-By Attack feat gains a +4 bonus on attack rolls during a joust.

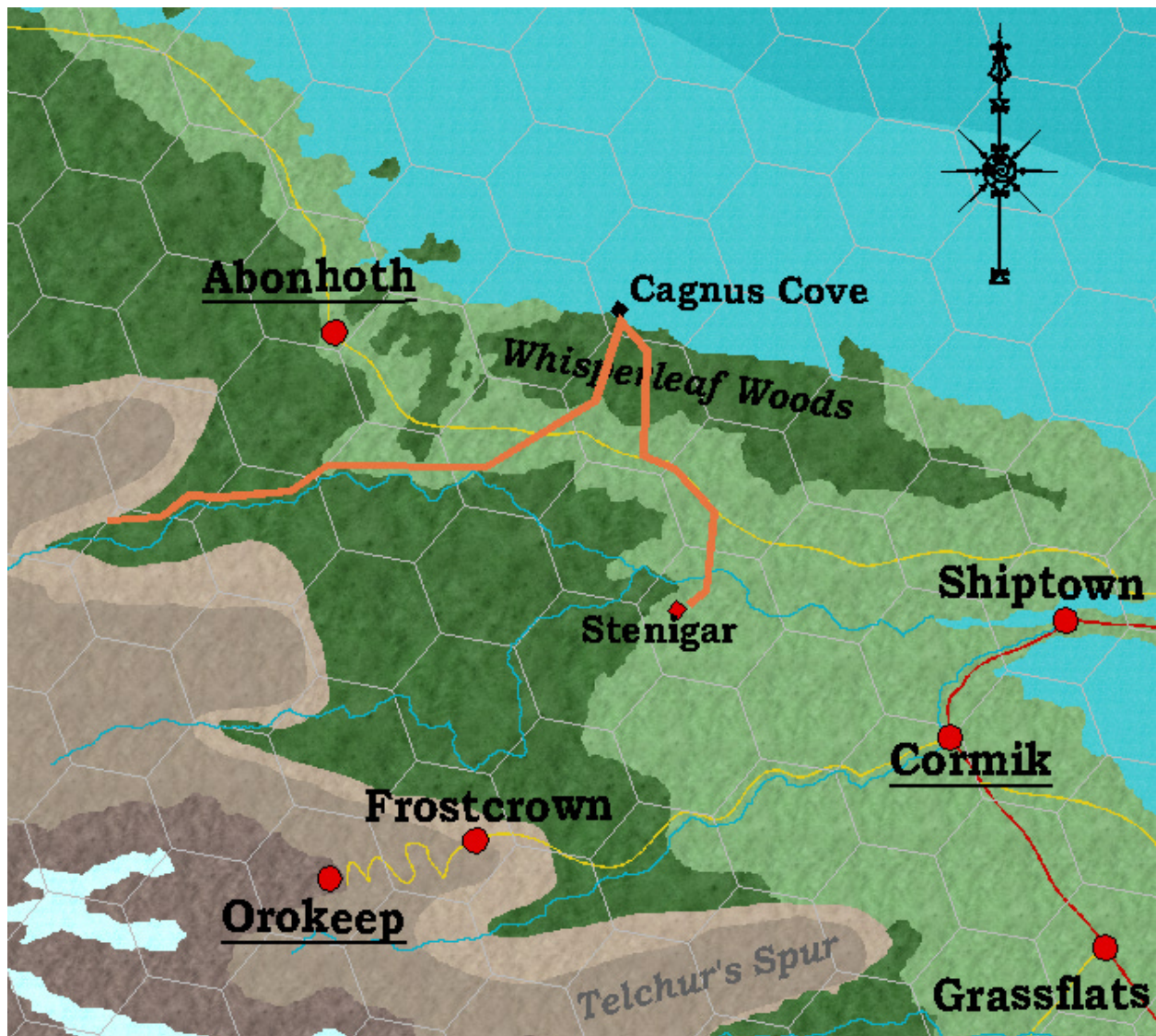
In some versions of the joust, a knight can continue with a blunted longsword or mace (ie strike for non-lethal damage at -4 attack penalty) if he loses his lance. Such a weapon deals non-lethal damage and can make the free sunder attempt described above, but not the trip attack.

The most obvious variation on the traditional joust is simply to use real lances and attack with lethal force. This functions exactly as normal mounted combat, except that a knight can still make a free trip or sunder attempt if his attack hits (the momentum of two opposing charges makes these special attacks possible, not the prowess of the knights).

#### To summarise, for a formal tourney in Ratik:

1. Attack rolls are simultaneous. Knights cannot choose any special attack options (but may still use feats such as Combat Expertise or Power Attack).
2. A knight with the Ride-By Attack feat gains a +4 attack bonus.
3. A successful hit deals non-lethal damage (can be lethal damage for duels) and forces a DC5 Ride check for taking damage while mounted.
4. A successful hit also allows the knight a free trip attack (vs Ride skill usually) or sunder attack (opposed check). The sunder still works even though lances are normally Piercing damage.
5. Resolve any special results (such as the Cavalry Charger “Unhorse” ability).
6. Knights are allowed 1 shield and 3 lances per joust. If all 3 lances are sundered, then their opponent wins by default. If both knights lose their third lance in the same pass, then the joust continues with longsword, mace or bastard sword (wielded in one hand only) until one knight is unhorsed (or unconscious). Draws are possible (and frequent).
7. If for religious reasons (such as clerics of Kelanan) a knight is unable to use a lance or sword, they may substitute their religious weapon, but will always strike \*after\* their opponent (due to the lance's reach). This requires dispensation by the Master of the Lists or the tourney's patron.

## REGIONAL MAP

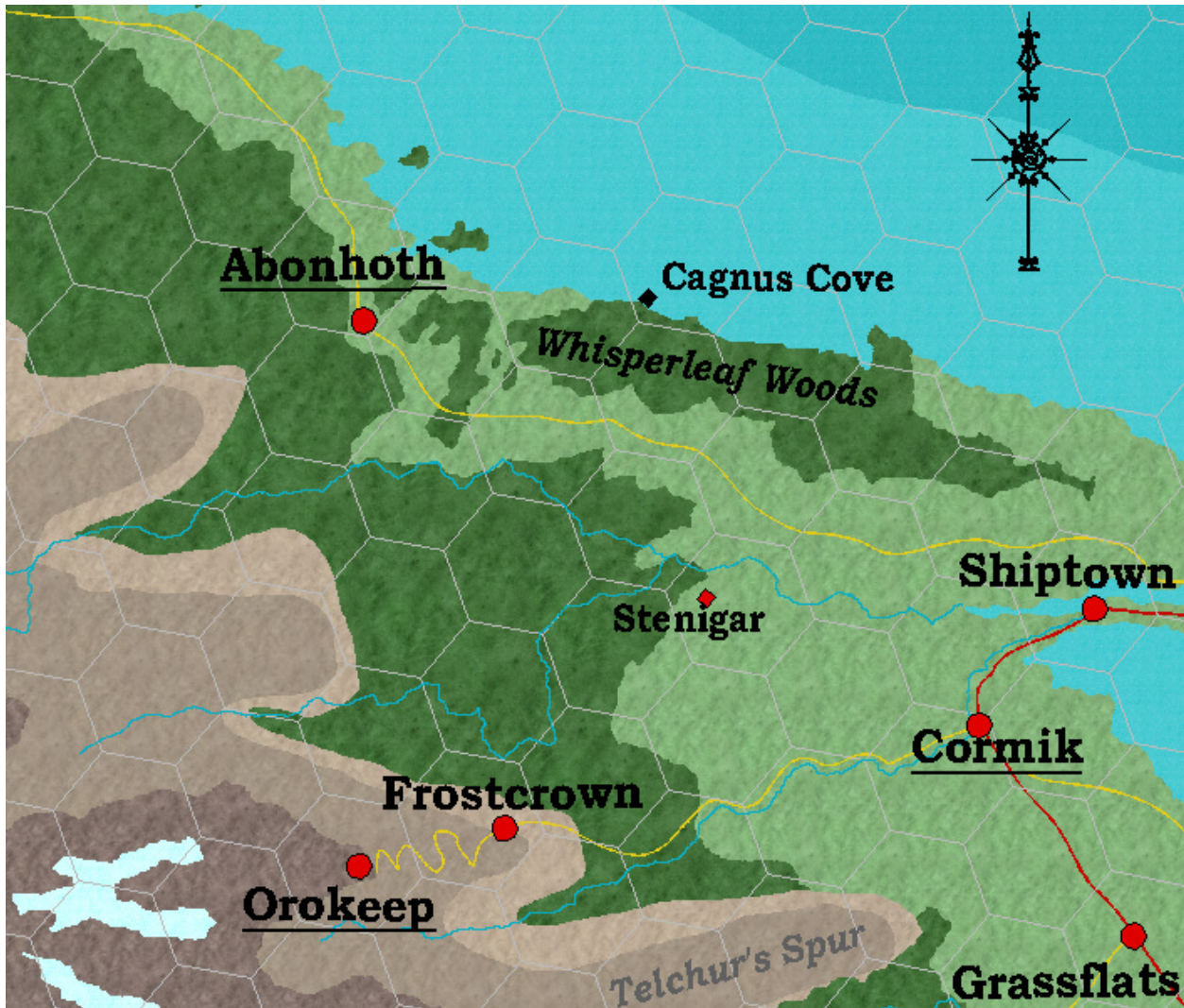


1 hex = 10 miles

The path of the PCs and the orcs is shown in orange.



## PLAYER HANDOUT 1



1 hex = 10 miles