

Caravan Guards

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

Version 0.8

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Escort a military supply caravan from Fendrelan to Fort Belvor for the occupation of Molag. No problem, right? A loose sequel to the Molag series for lawful-aligned characters. Members of the Furyondy Military, Church of Heironeous, Church of St. Cuthbert, and Order of the Hart will benefit from playing this adventure. A one-round Furyondy Regional adventure for APLs 2-10.

Special Thanks to John Wyatt, whose work on the original Molag series inspired this adventure.

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

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For questions specific to this document, please e-mail your Circle member at iuzcircle@gmail.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

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To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

Along with this adventure, you'll find an RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To 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.

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

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

	7	7	9	10	11
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Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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

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. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for 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.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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.

TIME UNITS AND UPKEEP

This is a standard one-round Furyondy Regional adventure, set in the County of Crystalreach. All characters with a home region of Furyondy pay 1 Time Unit. Out of metaregion characters pay 2 Time Units.

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 593 CY, the Furyondy Military started an operation to expand their border and, more importantly, to continue their eternal war on the Old One. A full military action with additional mercenary support started a few months later. The Furyondy army was assisted by an army of the former owners of the city, the Horned Society. In 594 CY, when the gates were finally breached, our "allies" attempted to complete a ritual in the Cathedral of Nerull to force our troops from the city and take it back as their own. Thanks to some intrepid adventurers, they failed. Molag remains an occupied city, and the war machine that is the Furyondy Military continues to push to liberate the lands of the Old One, although this responsibility has become more strained due to recent events (not detailed in this adventure).

ADVENTURE SUMMARY

The PCs are recruited to escort a caravan of supplies from Fendrelan to Fort Belvor for Molag. A false ambush distracts the PCs while the real ambush makes off with the most important wagon in the caravan, carrying the monthly payroll, magical healing supplies, and some orders regarding how to locate a component for an elixir which will allow King Belvor to produce a new heir. The PCs are sent to retrieve the missing wagon from the Horned Society.

Introduction: PCs are given their orders and mission.

Encounter One: The PCs are given their mission to escort a supply caravan to Fort Belvor by Warmaster Token of the Military and sent on their way.

Encounter Two: After two days of travel, the PCs are sent ahead of the caravan to check out a notorious ambush site, and encounter an ogre

waiting for them. While the PCs are dealing with this threat, the caravan is hit by the real ambush.

Encounter Three: The PCs return to the caravan to find out that a wagon was taken, what it was carrying, and that they need to go after it.

Encounter Four: The PCs follow the trail of the attackers. If they are good trackers, they'll find the real trail the wagon was taken on. Otherwise, they'll follow a false trail.

Encounter Five: Following the false trail leads the PCs into another ambush. If they capture one of the ambushers, they can learn where the real wagon was taken, preventing the need to re-track the wagon.

Encounter Six: The party finds the wagon and the beings in charge of the attack.

Conclusion: The PCs either finish their escort duty with much reward or return empty-handed and face the consequences.

PREPARATION FOR PLAY

Prior to this and any other Furyondy regional adventure, the DM should ask the PCs the following questions:

- Do you or any items you possess detect as evil?
- If items detect as evil, do you plan to bring them on this adventure?
- Are you presently wanted for any crimes in Furyondy?

If the PCs possess any items that detect as evil, be sure that they are aware that owning such items is criminal in the kingdom and that they are likely to be arrested and prosecuted if captured with such items.

Check with all players to see if they possess the "Enmity of the Hierarchy" from FUR3-02 Operation Molag, FUR3-07 Assault on Molag, or FUR4-01 The Fall of Molag. The recognition chance must be rolled for each foe in the adventure, and any recognized PCs will be the target of attacks if possible; that foe's allies will also be aware of the identity of the "traitor".

Also check to see if any PCs are members of the Furyondy Military, Church of Hieroneous, Church of St. Cuthbert, and/or Order of the Hart (squires and knights). These PCs will receive additional information in the introduction.

INTRODUCTION

Some PCs will be taking this mission on orders from their meta-organizations, as follows:

- Members of the Furyondy Military receive Player Handout #1.

- Members of the Church of Hieroneous receive Player Handout #2.
- Members of the Church of St. Cuthbert receive Player Handout #3.
- Members of the Order of the Hart receive Player Handout #4.

PCs who are not members of these organizations are in Fendrelan for their own reasons and come across a flyer. They receive Player Handout #5. They should decide to go to the military barracks on their own, but if they don't, feel free to nudge them along. The barracks are easy to find, and any local can give them directions.

1: MASTER OF PUPPETS

The barracks is really a large collection of buildings next to the river front where Military scouts, infantry, cavalry, navy, and arcane artillery share space. The city exists as an experiment to create cooperation between the military organizations.

You might have been expecting one building, but what you find is a large collection of buildings next to the river with numerous people wearing the marking of the various branches of the military performing their duties. One building is clearly marked as offices.

When you enter, you notice that the room has many desks, some of which are occupied. A man in the desk nearest the door looks up from his work and says, "What can we do for you?"

When a PC indicates that he is reporting for duty or replying to the flyer, continue:

"Sergeant Token is handling that particular project; just a moment." The corporal rises, moves to a door, and knocks before opening the door. He leans in and says something to the person in the room before stepping out and gesturing for you to enter.

The adjoining room contains a desk covered in papers, behind which a six-foot tall Touv human in spiked full plate emblazoned with an eight-pointed star stands and bids you greetings. "Hello, I'm Sergeant Token, Warmaster, and I'd much rather talk to you than do this blasted paperwork, but it needs to get done. So you're here to sign up, right?"

The holy symbol on Token's armor is a symbol of Kord, CG deity of strength and luck (DC 10 Knowledge (Religion) to identify).

Token is a drill sergeant, loud and to the point, though he can be very good at diplomacy when he needs to be. He shows respect to members of any meta-organization except FAST-C (whom he regards as sell-outs to their faith). He tries to recruit any non-military members to join, but in the end will hire mercenaries as it's difficult to find people willing to escort this close to Luz's lands out of a sense of duty to king and country. He openly questions any PCs who are blatantly disrespectful or appear inept; such PCs must convince Token of their worth to the kingdom for him to hire them.

Any PC who wishes to join the Military at this time must meet the pre-requisites of their branch and starts out at the Private level (per the most recent *Furyondy Meta-Campaign Handbook*). Mercenary PCs are offered 50 wheatsheaves (gp) for one week of escort duty.

Once the recruitment and hiring is out of the way, he'll explain that he's short-handed of experienced persons to escort a caravan of supplies from here to Fort Belvor for the Molag campaign. They need to be here and ready to leave by dawn tomorrow. The PCs are reminded that this is a military mission and they will need to follow the orders of the corporal in charge (PCs who rank above this will be told that as mission commander, they are bound to follow the corporal's orders just as they would follow a general's). At this point, non-military members are dismissed to find their own lodgings, and military members, including new recruits, are offered lodging at the "barracks" for further training. Token answers no questions from the PCs; they may ask the corporal questions when the mission begins.

2: DISPOSABLE HEROES

The next day, the PCs join up with the caravan, which is led by Corporal Isabel (who does not provide her last name), a dark-haired woman of mixed Flan/Rhenee descent. She rides a heavy warhorse and is a by-the-book officer. She is short with military PCs and tries to avoid talking to non-military PCs if she can avoid it, passing on orders to non-military PCs through military PCs whenever possible.

PCs are provided with light or heavy warhorses if they wish to ride with the caravan; otherwise, they will be subject to the uncomfortable ride in the back of the wagon.

If the PCs wish to ask Corporal Isabel questions about the mission, they may do so, but

non-military PCs must succeed at a DC 15 Diplomacy check to get any answers (military PCs need not make a check). Possible topics of conversation are:

- **The contents of the transport:** Isabel informs PCs that they need to know nothing more than that the military is escorting "supplies".
- **The military being short-handed:** Isabel notes that it is her place to neither say nor ask about such things.
- **This caravan needs a lot of guards:** Isabel discloses that the previous caravan was attacked by goblinoids at "Split Rock", a stretch of road flanked by mammoth rocks. New military protocol requires that the area of Split Rock must be scouted before a caravan enters, requiring more (and possibly expendable) guards.

Travel to Split Rock is relatively uneventful, but have the PCs set watches for the first two nights of travel anyway. The first day starts cloudy, and it begins to rain at 11 AM, which persists until midnight. The second day is partially cloudy with no rain. If the PCs investigate the wagons at night and don't get spotted by the privates on watch, they notice basic supplies (food, blankets, tents, bandages, etc). A more thorough search would certainly alert any guards and get the PCs involved arrested and/or court-martialed.

2A: THE SETUP

The third day begins misty with continual light drizzle (-2 penalty to all Listen, Spot and Search checks, no effect on ranged weapons, considered stormy conditions for the purpose of *call lightning*).

The morning is miserable. It's cloudy with a continual cold drizzle that numbs you to the bone, and the area is rocky with some sparse tree groupings. After a couple hours of travel, Corporal Isabel signals for an all stop and for your group to gather to her. Up ahead the ground rises on both sides of the road, making a ravine that looks like a mammoth boulder was dropped from the sky and nearly split in half. "See that ravine?" Corporal Isabel asks. "It's a previous ambush site. I want you to climb to the top and make sure it is safe to continue." Her orders given, she looks expectantly at you.

Isabel warns the PCs that horses should not be taken into the area (and will not permit PCs to take

military-owned horses past this point). The easiest path up the rock, given to the PCs by Isabel, requires three DC 15 Climb checks to use. Parties who successfully take this path can make a DC 20 Track check to identify that a Large giant used the same path within the last day. PCs who do not take this path need not make Climb checks, but take an extra hour to reach the top and may not make a Track check.

Troubleshooting: Around the caravan, hobgoblins are hidden in 3' deep camouflaged pits about 50' off the side of the road. A PC with 5 ranks in Survival who specifically says he or she scouts **this** area may attempt a DC 40 Spot check, modified by distance to notice the camouflaged areas. If any PC investigates within 10' of the pits or attacks an area containing a pit with a spell, all the monsters (from all APLs) in Encounters Four and Five attack. At APLs 8-10, the druid from this encounter joins the fight at the start of the 3rd round of combat. The monsters do NOT kill the PCs or guards after they are knocked unconscious, but instead make away with the "critical" wagon as would happen if the PCs were not present. The PCs are all stabilized and revived before nightfall by surviving Military members. The PCs may continue with the adventure, but all subsequent combats use the NPCs from the next APL tier higher (if playing at APL 10, double the monsters), as the bandits improve the guard on the wagons.

2B: THE DECOY

The top of the rocky outcrop is weathered mostly flat, though someone has built a low semi-circular wall with one side next to the cliff that overlooks the road. Whoever it is must have spent quite some time carrying rocks and mud up here. The identity of the builder won't be hard to guess because he's hiding under a tower shield in his "fort", bellowing as though issuing a challenge.

Starting at APL 6, there are also two eagles circling the "fort". A DC 16 Spot check (modified by weather) notices the birds, and a DC 15 Knowledge (nature) or Survival check allows the spotting PC to realize that this is abnormal behavior for eagles in this kind of weather.

APL 2 (EL 3)

Rex the Ogre: male ogre; hp 29; *Monster Manual* page 199 (plus a tower shield).

APL 4 (EL 5)

Rex the Ogre: male ogre fighter 2; hp 59; *Appendix 1*.

APL 6 (EL 7)

Rex the Ogre: male ogre fighter 1; hp 48; *Appendix 1*.

Blackfeather: male human druid 6 (wild shaped into eagle form); hp 45; *Appendix 1*.

Eagle: animal companion; hp 27; *Appendix 1*.

APL 8 (EL 9)

Ogres (2): male ogre fighter 2; hp 59; *Appendix 1*.

Blackfeather: male human druid 7 (wild shaped into eagle form); hp 52; *Appendix 1*.

Eagle: animal companion; hp 27; *Appendix 1*.

APL 10 (EL 11)

Ogres (2): male ogre fighter 4; hp 83; *Appendix 1*.

Blackfeather: male human druid 9 (wild shaped into eagle form); hp 67; *Appendix 1*.

Eagle: animal companion; hp 38; *Appendix 1*.

Terrain: The ogre's defense wall is made out of rocks held together with mud and clay. Due to the weather, most of the mortar has washed away. The wall is only 4' high and 5' wide at the base, but thins out to about 1' at the top, giving him cover. The wall can be destroyed, thus negating the ogre's cover; it has hardness 4 and 50 hp per 5' section. Destroying a section makes the square it contained count as difficult terrain.

Tactics: The ogres are intensely loyal to the Horned Society and accept their roles as distracting bait. They attempt to delay the PCs as much as possible, using their tower shields if available. When they first spot the party, they bellow at the top of their lungs as if issuing a challenge, but are really signaling to the hobgoblins to begin their attack on the caravan. They fight defensively if reduced below half hit points.

At higher APLs, the Druid casts enhancing spells on the ogre (e.g. *bull's strength*, *barkskin*) and uses *call lightning* and *summon nature's ally* spells while in wild shape. If the ogres are defeated and the druid is reduced to fewer than half his hit points, he flees to warn and assist the hobgoblins.

At APL 2-4, if the party begins to retreat, the ogre taunts them to return, but does not leave his fortification. At APL 6-10, the druid continues to

attack even if the PCs flee until he is reduced to below a quarter of his hit points. At this point, he heals ogres that are unable to travel, and joins up with the hobgoblin ambush.

Treasure: The PCs can gain the following treasure here:

APL 2: Loot 34 gp; Coin 0 gp; Magic 0 gp; Total 34 gp.

APL 4: Loot 109 gp; Coin 0 gp; Magic 0 gp; Total 109 gp.

APL 6: Loot 113 gp; Coin 0 gp; Magic 358 gp; *amulet of health* +2 (333 gp), *potion of cure moderate wounds* (25 gp); Total 471 gp.

APL 8: Loot 227 gp; Coin 0 gp; Magic 520 gp; *amulet of health* +2 (333 gp), 2x *potion of bear's endurance* (25 gp each), 3x *potion of cure moderate wounds* (25 gp each), 2x *potion of resist energy* (25 gp each), *scroll of earthfast* (12 gp); Total 747 gp.

APL 10: Loot 271 gp; Coin 83 gp; Magic 520 gp; *amulet of health* +2 (333 gp), 2x *potion of bear's endurance* (25 gp each), 3x *potion of cure moderate wounds* (25 gp each), 2x *potion of resist energy* (25 gp each), *scroll of earthfast* (12 gp); Total 875 gp.

Detect Magic Results: *amulet of health* (moderate transmutation), *potion of bear's endurance* (faint transmutation), *potion of cure moderate wounds* (faint conjuration), *potion of resist energy* (faint abjuration), *scroll of earthfast* (faint transmutation).

Development: The ogres have no information other than that they were to wait here to attack scouts; a DC 25 Diplomacy or Intimidate check is required to get this information. The druid knows the entire plan and stalls while giving information. He only provides information if Intimidated or with a DC 35 Diplomacy check AND a promise to let all captive NPCs go; Bluff rules apply here as normal. If the PCs use torture (inflicting lethal or non-lethal damage to the NPCs) to gain information, they get a +15 circumstance bonus on the Intimidate check; also make a note on the PC's AR. This is also an alignment infraction for any good-aligned PCs.

3: DAMAGE, INC.

When the PCs return (again, requiring either three DC 15 Climb checks or an extra hour of time), they see a ghastly sight.

Upon your return to the caravan, you notice that Corporal Isabel's plan may have spelled

doom for the mission. You notice that one wagon is missing, although its horses remain. Worse, three infantry and a bandaged Corporal Isabel lay on the ground, and none seem to be bleeding. You are greeted upon your return by Private First Class Greenslivers, who says he took command of the mission after the corporal fell in battle.

The three infantry are dead, but Corporal Isabel is not; she is stable at -2 and can be healed (a DC 10 Heal check confirms this). If she is not healed, however, she may begin to bleed again; see page 146 of the *Player's Handbook* for details.

Both Private Greenslivers and Corporal Isabel can provide some information about what happened:

- The caravan was attacked by goblinoid archers led by humans, who came from pits in the ground shortly after the PCs left.
- A hobgoblin disconnected the horses from one wagon, which floated away after it was placed in the river. The hobgoblins then retreated.
- The wagon contained food, the monthly payroll, and some magical healing supplies. Corporal Isabel – and ONLY Corporal Isabel – knows (and reveals only to PCs who are of rank Corporal or higher in the military) that the wagon also contains instructions regarding how to locate an herb growing near Fort Belvor that is needed for an elixir which will allow the king to produce a new heir to the kingdom.
- The contents of the wagon were not revealed because the PCs did not need to know what they were at the time; now, that information is more important.

The NPC in command (either Isabel or Greenslivers) informs the PCs that their orders have changed – now they are to locate and retrieve the missing wagon and its supplies.

The terrain where the goblinoids fled is rocky and hilly plains with sparse groupings of trees, and the terrain off the road is considered difficult terrain. Tracking the goblinoids requires a DC 12 Track check or a DC 22 Search check.

After five minutes of successful tracking, have the PCs make DC 15 Listen checks to hear movement in the bush to the left of the road. This movement is being made by an unawakened raccoon.

Development: At this point, the PCs' progress depends on their ability to track and their choices.

Following the trail left by the goblinoids continues to require only a DC 12 Track check; following these tracks leads the PCs to Encounter Four. The leaders, however, were more cautious and hid their trails better; tracking them requires a DC 25 Track check at APL 2-4, a DC 28 check at APL 6-8, and a DC 31 check at APL 10. Following this trail brings the PCs to Encounter Five.

4: WELCOME HOME

As you follow the goblinoid creatures' trail, you are led off the main road, where travel is more difficult. As you approach a grove of trees and ferns, it occurs to you that this trail is very easy to follow... perhaps too easy...

After another ten minutes of following the "easy" trail, the PCs make a DC 25 Spot check at APLs 2-6 and a DC 45 Spot check at APLs 8-10 to avoid being surprised unless the PCs are moving stealthily, in which case the hobgoblins also receive a Spot check opposed by the PCs' Hide checks (modify the Spot checks by distance; whichever group sees the other first gets surprise). At APLs 6-10, the PCs must have some way to mask their scent to gain surprise, as the wolves are downwind from the party.

Barring PC stealth affecting the starting encounter distance, the party is spotted 70' from the grove of trees at APL 2, 80' from the grove at APL 4-6, and 90' from the grove at APL 8-10.

APL 2 (EL 5)

Hobgoblins (4): hobgoblin ranger 1; hp 6; *Appendix 1*.

APL 4 (EL 7)

Hobgoblins (4): hobgoblin ranger 2; hp 13; *Appendix 1*.

APL 6 (EL 9)

Hobgoblins (3): hobgoblin ranger 4; hp 26; *Appendix 1*.

Companion Wolves (3): hp 13; *Monster Manual* 283.

Barghest: hp 33; *Monster Manual* 23.

APL 8 (EL 11)

Hobgoblins (3): hobgoblin ranger 6; hp 39; *Appendix 1*.

Companion Wolves (3): hp 30; *Appendix 1*.

Greater Barghest: hp 67; *Monster Manual* 23.

APL 10 (EL 13)

Hobgoblins (4): hobgoblin ranger 6; hp 39; *Appendix 1*.

Elite Hobgoblins (2): hobgoblin ranger 6; hp 51; *Appendix 1*.

Companion Wolves (6): hp 30; *Appendix 1*.

Greater Barghest (2): hp 67; *Monster Manual* 23.

Note: The EL of this encounter has been increased by 1 to account for the advantageous conditions provided the NPCs.

Terrain: All terrain in this encounter is considered difficult terrain. The trees provide the goblins with concealment until they attack and cover.

Tactics (APL 2-4): The hobgoblins shoot at the lead PC (who should be the tracker in the first/surprise round).

If the PCs flee, the hobgoblins attack for as long as they can, loot any PC left behind, and move to join their leader in Encounter Five.

Tactics (APL 6): The hobgoblins cast *arrow mind* and attack, shooting at the lead PC (who should be the tracker in the first/surprise round).

The companion wolves are ordered to attack when a PC comes within 50' of the grove.

The barghest already has *blink* active and readies an action to use *charm monster* on the first character to come within 40'. On its next round, the barghest uses *dimension door* into an opportune position to attack casters in the back of the party or use *crushing despair* on the next round.

If the PCs flee, the hobgoblins and companion wolves attack for two more rounds. The barghests eat any corpses, and the hobgoblins loot.

Tactics (APL 8-10): The hobgoblins cast *arrow mind* and shoot at the lead PC (who should be the tracker in the first/surprise round); one hobgoblin instead casts *entangle*. On the next round, the hobgoblins draw mightier bows or melee weapons and ready actions to attack once they are enlarged by the barghests (unless the barghests are not in a position to enlarge anybody).

The companion wolves are ordered to attack when a PC comes within 50' of the grove.

The greater barghests, who already have *blink* and *invisibility sphere* active, use *mass bull's strength* and *mass enlarge* on their allies, then either move to attack or position themselves with *dimension door*, whichever is more strategically advantageous.

If the PCs flee, the hobgoblins and companion wolves attack for two more rounds. The barghests eat any corpses, and the hobgoblins loot.

Treasure: The PCs can gain the following treasure here:

APL 2: Loot 33 gp; Coin 100 gp; Magic 0 gp; Total 133 gp.

APL 4: Loot 118 gp; Coin 50 gp; Magic 16 gp; 4x *potion of cure light wounds* (4 gp each); Total 184 gp.

APL 6: Loot 145 gp; Coin 0 gp; Magic 650 gp; 3x +1 *composite longbow* (+2 Str) (217 gp each); Total 795 gp.

APL 8: Loot 108 gp; Coin 0 gp; Magic 1450 gp; 3x +1 *composite longbow* (+2 Str) (217 gp each), 3x +1 *composite longbow* (+5 Str) (242 gp each), 3x *potion of cure moderate wounds* (25 gp each); Total 1558 gp.

APL 10: Loot 246 gp; Coin 0 gp; Magic 2386 gp; 4x +1 *composite longbow* (+2 Str) (217 gp each), 4x +1 *composite longbow* (+5 Str) (242 gp each), 6x *potion of cure moderate wounds* (25 gp each), 2x +1 *buckler* (97 gp each), 2x +1 *chain shirt* (104 gp each); Total 2632 gp.

Detect Magic Results: +1 *composite longbow* (+2 Str) (faint evocation), +1 *composite longbow* (+5 Str) (faint evocation), +1 *buckler* (faint abjuration), +1 *chain shirt* (faint abjuration), *potion of cure light wounds* (faint conjuration), *potion of cure moderate wounds* (faint conjuration).

Development: Any captured NPC knows where the leader is hiding and provides information if Intimidated or with a DC 35 Diplomacy check AND a promise to let all captive NPCs go; Bluff rules apply here as normal. If the PCs use torture (inflicting lethal or non-lethal damage to the NPCs) to gain information, they get a +15 circumstance bonus on the Intimidate check; also make a note on the PC's AR. This is also an alignment infraction for any good-aligned PCs.

Troubleshooting: It is possible at this point that the PCs have no leads to follow if they killed all combatants and do not think to check for the more well-hidden trail. If this is the case, they will have to return empty-handed and proceed to Fort Belvor without the missing wagon. If this occurs, proceed to the Conclusion.

5: LEPER MESSIAH

Following the real trail for 15 minutes allows the PCs to reach the stone grotto the bandits are

hiding in. They are hostile to anyone who is not a member of their strike team.

Following the less obvious trail, you notice a twenty-foot high stone grotto with only one entrance. Peering inside, you think it may be occupied.

At APLs 2-4, Den and Jerry are waiting inside the grotto for the remainder of the team. They must both make Listen checks to hear the party approach (base DC 0 if the party is not moving stealthily, modified by distance). If they succeed, they both cast spells (*shield of faith* for Den and *obscuring mist* for Jerry) in a surprise round; this casting is easily heard by the PCs.

At APL 6-10, the hobgoblin(s) is/are watching the way from hiding. If he sees or hears anything other than the rest of the team, he casts *entangle*, which alerts Den and Jerry to the party's presence.

APL 2 (EL 4)

Den: male human cleric 3 (Nerull); hp 19; *Appendix 1*.

Jerry: male human wizard 1; hp 6; *Appendix 1*.

APL 4 (EL 6)

Den: male human cleric 4 (Nerull); hp 26; *Appendix 1*.

Jerry: male human wizard 4; hp 21; *Appendix 1*.

APL 6 (EL 8)

Den: male human cleric 6 (Nerull); hp 39; *Appendix 1*.

Jerry: male human wizard 4; hp 21; *Appendix 1*.

Hobgoblin: hobgoblin ranger 4; hp 30; *Appendix 1*.

Companion Wolf: hp 13; *Monster Manual* 283.

APL 8 (EL 10)

Den: male human cleric 8 (Nerull); hp 60; *Appendix 1*.

Jerry: male human wizard 6; hp 30; *Appendix 1*.

Hobgoblin: hobgoblin ranger 6; hp 51; *Appendix 1*.

Companion Wolf: hp 30; *Appendix 1*.

APL 10 (EL 12)

Den: male human cleric 10 (Nerull); hp 75; *Appendix 1*.

Jerry: male human wizard 8; hp 39; *Appendix 1*.

Hobgoblin (2): hobgoblin ranger 6; hp 51; *Appendix 1*.

Companion Wolves (2): hp 30; *Appendix 1*.

Tactics (APL 2-4): Den and Jerry use their spells as best they can to disable and kill the PCs.

Tactics (APL 6): The hobgoblin moves to join Den and Jerry in the grotto unless all PCs are entangled, in which case he takes potshots with his bow.

Den begins combat by casting *shield other* on Jerry, followed by *shield of faith*, *bull's strength*, and *magic circle vs good* on himself.

Jerry begins by casting *web* across the mouth of the grotto, then *obscuring mist* and *mirror image*.

Tactics (APL 8-10): The hobgoblin(s) move to join Den and Jerry in the grotto unless all PCs are entangled, in which case he takes potshots with his bow.

Den begins combat by casting *shield other* on Jerry, followed by *freedom of movement*, *shield of faith*, and other combat spells.

Jerry begins by casting *web* across the mouth of the grotto (or *wall of fire* at APL 10), then spells to enhance the goblin. Both Den and Jerry try to fight in *obscuring mist*, with Jerry levitating 10' in the air.

Tactics (All): If the party starts to retreat, any hobgoblins continue to fire arrows as long as they can and the wolves give chase until they are called back two rounds later. Den and Jerry continue to blast the party if able. They then grab what they can from the wagon (Jerry can carry all supplies with three charges from the *wand of tenser's floating disk*) and head toward the river to cross and be beyond the PCs' ability to locate.

Development: If captured, Den and Jerry are demoralized about failing their mission. If Intimidated (+10 to the PCs' check) or with a DC 25 Diplomacy check, they reveal that this was meant to be a combined fundraising and terrorism mission to affect morale within the Furyondy military. They also reveal that Hierarch Nezmajen of the Horned Society has a spy in the Furyondy Military (although they do not know who it is). If the PCs use torture (inflicting lethal or non-lethal

damage to the NPCs) to gain information, they get a +15 circumstance bonus on the Intimidate check; also make a note on the PC's AR. This is also an alignment infraction for any good-aligned PCs.

At this point, the PCs must get the wagon and its goods back to the caravan. Den and Jerry will tell the PCs the command word; if they are unavailable to provide this information due to being dead or unconscious, a DC 30 Use Magic Device check activates the wand as well as revealing the means to activate it.

Some PCs also have secondary missions. It takes 5 minutes to copy the military's notes. Note that destroying or stealing the notes is not in the mission description, and brings repercussions from both the military and their organization.

CONCLUSION

If the PCs are able to retrieve the caravan, the military is quite grateful.

GUIDELINES FOR DISTRIBUTING ADVENTURE RECORD ITEMS

Furyondy Military Promotion: All PCs who are members of the Furyondy Military (including those who joined during this adventure) and return the wagon and ALL its goods (including the notes) receive this item.

Favor of the Furyondy Military: All PCs who return the wagon and ALL its goods (including the notes) receive this item.

Enmity of the Hierarch: All PCs who defeat the foes in Encounter Five receive this item.

Influence with _____: PCs who provide a copy of the notes to the Church of St. Cuthbert, Church of Hieroneous, or Order of the Hart, but do not steal or destroy the original notes, receive this item.

Enmity of _____: PCs who steal the notes for the Church of St. Cuthbert, Church of Hieroneous, or Order of the Hart, or destroy the original copy of the notes, receive this item.

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.

2: Disposable Heroes

Defeating the fake ambush/distraction

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

4: Welcome Home (Sanitarium)

Defeating the ambush

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

5: Leper Messiah

Defeating the leader & assistants

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

Discretionary Roleplaying Award

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 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.

1: Master of Puppets

APL 2: Coin 50 gp for Non-military.

APL 4: Coin 50 gp for Non-military.

APL 6: Coin 50 gp for Non-military.

APL 8: Coin 50 gp for Non-military.

APL 10: Coin 50 gp for Non-military.

2: Disposable Heroes

APL 2: Loot 34 gp; Coin 0; Magic 0; Total 34gp.

APL 4: Loot 109 gp; Coin 0; Magic 0; Total 109gp.

APL 6: Loot 113 gp; Coin 0; Magic 358gp: *amulet of health* +2 (333 gp each), *potion of cure moderate wounds* (25 gp each); Total 471 gp.

APL 8: Loot 227 gp; Coin 0; Magic 520 gp: *amulet of health* +2 (333 gp each), 2 *potion of bear's endurance* (25 gp each), 3 *potion of cure moderate wounds* (25 gp each), 2 *potion of resist energy* (25 gp each), *scroll of earthfast* (12 gp each); Total 747 gp.

APL 10: Loot 271 gp; Coin 83 gp; Magic 521 gp: *amulet of health* +2 (333 gp each), 2 *potion of bear's endurance* (25 gp each), 3 *potion of cure moderate wounds* (25 gp each), 2 *potion of resist energy* (25 gp each), *scroll of earthfast* (12 gp each); Total 875 gp.

4: Welcome Home (Sanitarium)

APL 2: Loot 33 gp; Coin 100 gp; Magic 0; Total 133 gp.

APL 4: Loot 118 gp; Coin 50 gp; Magic 16 gp: 4 *potion of cure light wounds* (4 gp each); Total 184 gp.

APL 6: Loot 145 gp; Coin 0; Magic 650 gp: 3 +1 *composite longbow* +2 (217 gp each); Total 795 gp.

APL 8: Loot 108 gp; Coin 0; Magic 1450 gp: 3 +1 *composite longbow* +2 (217 gp each), 3 +1 *composite longbow* +5 (242 gp each), 3 *potion of cure moderate wounds* (25 gp each); Total 1558 gp.

APL 10: Loot 246 gp; Coin 0; Magic 2386 gp: 4 +1 *composite longbow* +2 (217 gp each), 4 +1 *composite longbow* +5 (242 gp each), 6 *potion of cure moderate wounds* (25 gp each), 2 +1 *buckler* (97 gp each), 2 +1 *chain shirt* (104 gp each); Total 2632 gp.

5: Leper Messiah

APL 2: Loot 96 gp; Coin 125 gp; Magic 62 gp: *wand of tenser's floating disc* [CL 5] (10 charges) (6.25 gp per charge); Total 283 gp.

APL 4: Loot 108 gp; Coin 0; Magic 479 gp: +1 *half-plate* (145 gp each), 2 *potion of cure light wounds* (4 gp each), *wand of tenser's floating disc* [CL 5] (10 charges) (6.25 gp per charge); Total 358 gp.

APL 6: Loot 160 gp; Coin 17 gp; Magic 1236 gp: *cloak of resistance* +1 (83 gp each), +1 *cold iron scythe* (361 gp each), +2 *half-plate* (396 gp each), *headband of intellect* +2 (333 gp each), *wand of tenser's floating disc* [CL 5] (10 charges) (6.25 gp per charge); Total 1413 gp.

APL 8: Loot 152 gp; Coin 17 gp; Magic 2708 gp: *amulet of health* +2 (333 gp each), *cloak of resistance* +1 (83 gp each), +2 *cold iron scythe* (681 gp each), +2 *half-plate* (396 gp each), *headband of intellect* +2 (333 gp each), *wand of bull's strength* (375 gp each), *wand of enlarge person* (63 gp each), *wand of tenser's floating disc* [CL 5] (10 charges) (6.25 gp per charge); Total 2877 gp.

APL 10: Loot 273 gp; Coin 17 gp; Magic 3826 gp: 2 *amulet of health* +2 (333 gp each), *cloak of resistance* +2 (333 gp each), 2 +1 *buckler* (96 gp each), 2 +1 *chain shirt* (104 gp each), +2 *cold iron scythe* (681 gp each), +3 *half-plate* (813 gp each), *headband of intellect* +2 (333 gp each), *wand of bull's strength* (375 gp each), *wand of enlarge person* (63 gp each), *wand of tenser's floating disc* [CL 5] (10 charges) (6.25 gp per charge); Total 4116 gp.

Total Possible Treasure

APL 2: Loot 163 gp; Coin 225 gp; Magic 112 gp; Total 500 gp (max 450 gp).

APL 4: Loot 335 gp; Coin 50 gp; Magic 316 gp; Total 701 gp (max 650 gp).

APL 6: Loot 418 gp; Coin 17 gp; Magic 2290 gp; Total 2675 gp (max 900 gp).

APL 8: Loot 487 gp; Coin 17 gp; Magic 4728 gp; Total 5232 gp (max 1,300 gp).

APL 10: Loot 790 gp; Coin 100 gp; Magic 6783 gp; Total 7673 gp (max 2,300 gp).

ADVENTURE RECORD ITEMS

Furyondy Military Promotion: This adventure does not cost upkeep for this PC. Additionally, you may advance one rank in your military branch (e.g. Privates may become Corporals) without spending the prerequisite Time Units. You must still meet all other prerequisites. Alternately, you may decline the promotion and use this favor as an Influence Point with the Furyondy Military.

Influence Point with the Furyondy Military: This influence point may be expended to upgrade any one suit of armor or shield with the *acid resistance*, *cold resistance*, *electricity resistance*, *fire resistance*, or *sonic resistance* enhancements. Armor or shields that already have one of the above enhancements may instead be enhanced with the *improved resistance* or *greater resistance* property of the same energy type. The PC must pay the difference in cost between the new armor/shield and the old one.

Enmity of the Hierarchy: This character has gained the Enmity of the last remaining Hierarchy of the Horned Society. Anytime the character comes into contact with an agent of Hierarchy Nezmajen's or a cleric of Nerull, there is a 25% chance that they will be recognized and treated with hostility. If the character already has this enmity, the recognition increases by 25% per enmity.

Influence with _____: Your organization grant you Regional access to the *holy* and *axiomatic* weapon upgrades. Alternately, you may expend this influence to gain one free instance of spellcasting in a Lawful Good temple in Fyryondy (maximum CL 15); the PC is still responsible for any material components used.

Enmity of _____: You are permanently expelled from this meta-organization and the Fyryondy Military. Furthermore, the attitude of any NPCs affiliated with either group are lowered by one step until you receive an *atonement* spell.

Travelling Spellbook: All non-*PHB* spells can be found in the *Spell Compendium*.

ITEM ACCESS

APL 2:

- *Wand of Tenser's floating disc* [CL 5]; 10 charges (Adventure; DMG; 750 gp)
- Travelling Spellbook (0 – all *PHB* plus *caltrops*, *stick*; 1 – *Tenser's floating disc*, *true strike*) (Adventure; 170 gp)

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

- Travelling Spellbook (APL 2 spellbook plus 0 – *amaneusis*, *launch item*; 1 – *enlarge person*, *shield*; 2 – *locate object*, *web*) (Adventure; 305 gp)

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

- *Scroll of earthfast* (Adventure; SpC; 150 gp)
- Travelling Spellbook (APL 4 spellbook plus 1 - *appraising touch*; 2 – *levitate*; 3 – *clairaudience/clairvoyance*, *unluck*) (Adventure; 515 gp)
- *Wand of bull's strength* (Adventure; DMG; 4,500 gp)

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

- Travelling Spellbook (APL 8 spellbook plus 2 – *swim*; 4 – *arcane eye*, *detect scrying*, *wall of fire*) (Adventure; 725 gp)

APPENDIX 1: ALL APLS

CORPORAL ISABEL **CR 6**
Female human fighter 6
LN medium humanoid (human)
Init +0; **Senses** Listen +1, Spot +1
Languages Common, Orc

AC 20, touch 20, flat-footed 20
(+7 armor, +3 shield)
hp 45 (6 HD)
Fort +8, **Ref** +3, **Will** +6

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.
Melee +1 *lance* +10 (1d8+5) or
mwk cold iron longsword +10 (1d8+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +8
Atk Options Mounted Combat, Ride-By Attack, Spirited Charge

Abilities Str 14, Dex 10, Con 14, Int 12, Wis 12, Cha 12
Feats Iron Will, Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus (*lance*), Weapon Focus (*longsword*), Weapon Specialization (*lance*), Weapon Specialization (*longsword*)
Skills Handle Animal +5, Intimidate +10, Knowledge (Local [Iuz's Border States]) +3, Profession (Soldier) +8, Ride +11
Possessions +1 *banded mail*, +1 *heavy steel shield*, masterwork cold iron longsword, +1 *lance*, +1 *cloak of resistance*, composite longbow +2, 40 arrows, silver dagger, heavy warhorse, other basic supplies.

INFANTRY (8) **CR 1**
Male human warrior 2
LN medium humanoid (human)
Init +0, **Senses** Listen 0, Spot 0
Languages Common

AC 17, touch 10, flat-footed 17
(+5 armor, +2 shield)
hp 12 (2 HD)
Fort +2, **Ref** +0, **Will** +0
Weakness

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.
Melee longsword +2 (1d8)
Ranged heavy crossbow +2 (1d10)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +2

Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Toughness
Skills Handle Animal +5, Profession (Soldier) +2, Ride +7
Possessions chainmail, heavy steel shield, heavy crossbow, longsword, dagger, other basic supplies

5: WELCOME HOME

HOBGOBLIN RANGER (3)

CR 1

Male hobgoblin ranger 1

LE Medium humanoid (goblinoid)

Init +3; Senses Listen +5, Spot +5

Languages Goblin

AC 15, touch 13, flat-footed 12

(+3 Dex, +2 armor)

hp 8 (1 HD)

Fort +4, Ref +5, Will +1

Speed 30 ft. (6 squares)

Melee short sword +3 (1d6+2)

Ranged longbow +4 (1d8)

Space 5 ft.; Reach 5 ft.

Base Atk +1; Grp +3

Atk Options Point Blank Shot, favored enemy (humanoid [human]) +2

Special Actions Track

Abilities Str 14, Dex 17, Con 15, Int 10, Wis 12, Cha 8

SQ wild empathy +0

Feats Point Blank Shot, Track

Skills Handle Animal +3, Hide +7, Listen +5, Move Silently +7, Spot +5, Survival +5

Possessions backpack, bedroll, dagger, leather armor, longbow, short sword, rations, 20 arrows, 50' rope, 200gp.

6: LEPER MESSIAH

DEN OF NERULL

CR 3

Male human (Flan) cleric 3

LE Medium humanoid (human)

Init -1; Senses Listen +2, Spot +2

Languages Common, Giant, Goblin

AC 16, touch 9, flat-footed 16

(-1 Dex, +7 armor)

hp 16 (3 HD)

Fort +4, Ref +0, Will +5

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

Melee mwk cold iron scythe +6 (2d4+3)

Space 5 ft.; Reach 5 ft.

Base Atk +2; Grp +4

Special Actions rebuke undead 4/day (+3, 2d6+3, 3rd), spontaneous casting

Cleric Spells Prepared (CL 3rd):

2nd—*bull's strength*, *cure moderate wounds*, *invisibility*^D ‡

1st—*bless* ‡, *cure light wounds*, *protection from good*^D, *shield of faith*

0—*cure minor wounds*, *detect magic*, *guidance*, *light*

D: Domain spell. Deity: Nerull. Domains: Evil, Trickery

‡ Already cast

Abilities Str 14, Dex 8, Con 13, Int 10, Wis 15, Cha 12

Feats Improved Toughness, Martial Weapon Proficiency (scythe), Weapon Focus (scythe)

Skills Concentration +7, Diplomacy +4, Knowledge (Religion) +5

Possessions backpack, bedroll, half-plate, masterwork cold iron scythe, rations, spell component pouch, silver holy symbol of Nerull, Horned Society Pin, 4 gems (100gp each), 50gp.

JERRY SPELLBANE

CR 1

Male human (Flan) diviner 1

LE Medium humanoid (human)

Init +2; Senses Listen +1, Spot +1

Languages Common, Giant, Goblin

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 6 (1 HD)

Fort +1, Ref +2, Will +3

Speed 30 ft. (6 squares)

Melee dagger +0 (1d4)

Space 5 ft.; Reach 5 ft.

Base Atk +0; Grp +0

Combat Gear

Wizard Spells Prepared (CL 1st):

1st—*burning hands* (DC 13), *obscuring mist*, *true strike*

0—*detect magic*, *flare* (DC 12), *light*, *touch of fatigue* (DC 12)

‡ Already cast

Abilities Str 10, Dex 15, Con 13, Int 14, Wis 12, Cha 8

SQ summon familiar

Feats Scribe Scroll, Skill Focus (concentration), Toughness

Skills Concentration +8, Knowledge (Arcana) +5, Knowledge (the planes) +5, Profession (Gambler) +5, Spellcraft +5

Possessions backpack, bedroll, dagger, spellbook, spell component pouch, rations, *wand of tensor's floating Disc* [CL 5] (10 charges), Horned Society Pin, 3 pearls (100gp each).

Spellbook see AR

2: DISPOSABLE HEROES

REX THE OGRE

CR 5

Male ogre fighter 2

LE Large giant

Init +0; **Senses** darkvision 60 ft., low-light vision, Listen +4, Spot +4

Languages Giant

AC 27, touch 9, flat-footed 27

(-1 size, +5 natural, +9 armor, +6 shield)

hp 59 (6 HD)

Fort +11, **Ref** +1, **Will** +4

Speed 30 ft. in heavy armor (6 squares), base movement 40 ft.

Melee longsword +12 (2d6+7/19-20)

Ranged javelin +12 (1d8+7)

Space 10 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +16

Abilities Str 25, Dex 10, Con 18, Int 6, Wis 12, Cha 4

Feats Brutal Throw, Heavy Armor Optimization, Improved Toughness, Iron Will, Shield Specialization

Skills Climb -4, Listen +4, Spot +4

Possessions large dagger, large half-plate, 5 large javelins, large longsword, large tower shield, rations.

5: WELCOME HOME

HOBGOBLIN RANGER (4)

CR 2

Male hobgoblin ranger 2

LE Medium humanoid (goblinoid)

Init +3; **Senses** Listen +6, Spot +6

Languages Goblin

AC 16, touch 13, flat-footed 13

(+3 Dex, +3 armor)

hp 13 (2 HD)

Fort +5, **Ref** +6, **Will** +1

Speed 30 ft. (6 squares)

Melee cold iron short sword +4 (1d6+2)

Ranged composite longbow (+2 Str) +5 (1d8+2) or Composite longbow (+2 Str) +3/+3 (1d8+3) with Rapid Shot

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

Base Atk +2; **Grp** +4

Atk Options Point Blank Shot, Rapid Shot, favored enemy (humanoid [human]) +2

Special Actions Track

Abilities Str 14, Dex 17, Con 15, Int 10, Wis 12, Cha 8

SQ wild empathy +1

Feats Point Blank Shot, Rapid Shot, Track

Skills Handle Animal +4, Hide +7, Listen +6, Move Silently +7, Spot +6, Survival +6

Possessions backpack, bedroll, dagger, studded leather armor, composite longbow (+2 Str), cold iron short sword, rations, 20 arrows, 50' rope, 75 gp.

6: LEPER MESSIAH

DEN OF NERULL

CR 4

Male human (Flan) cleric 4

LE Medium humanoid (human)

Init -1; **Senses** Listen +3, Spot +3

Languages Common, Giant, Goblin

AC 16, touch 9, flat-footed 16

(-1 Dex, +7 armor)

hp 21 (4 HD)

Fort +5, **Ref** +0, **Will** +7

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

Melee mwk cold iron scythe +7 (2d4+3)

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

Base Atk +3; **Grp** +5

Special Actions rebuke undead 4/day (+3, 2d6+3, 4th), spontaneous casting

Cleric Spells Prepared (CL 3rd):

2nd—*bull's strength*, *cure moderate wounds*, *invisibility*^D †, *spiritual weapon* (+6, 1d8+1)

1st—*bless* †, *cause fear* (DC 14), *cure light wounds*, *protection from good*^D, *shield of faith*

0—*create water*, *cure minor wounds*, *detect magic*, *guidance*, *light*

D: Domain spell. Deity: Nerull. Domains: Evil, Trickery
† Already cast

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

Feats Improved Toughness, Martial Weapon Proficiency (scythe), Weapon Focus (scythe)

Skills Concentration +8, Diplomacy +6, Knowledge (Religion) +5

Possessions backpack, bedroll, dagger, half-plate, masterwork cold iron scythe, rations, spell component pouch, silver holy symbol of Nerull, Horned Society Pin.

JERRY SPELLBANE

CR 4

Male human (Flan) diviner 4

LE Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common, Giant, Goblin

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 21 (4 HD)

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

Speed 30 ft. (6 squares)

Melee dagger +2 (1d4)

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

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

Combat Gear

Wizard Spells Prepared (CL 4th):

2nd—*mirror image*, *see invisibility*, *web* (DC 15)

1st—*burning hands* (DC 14), *obscuring mist*, *shield*, *true strike*

0—*acid splash*, *detect magic*, *flare* (DC 13), *light*,
touch of fatigue (DC 13)

† Already cast

Abilities Str 10, Dex 15, Con 14, Int 16, Wis 12, Cha
8

SQ summon familiar

Feats Craft Wondrous Item, Scribe Scroll, Skill Focus
(concentration), Toughness

Skills Concentration +12, Knowledge (Arcana) +10,
Knowledge (local [Iuz's Border States]) +5,
Knowledge (the planes) +10, Profession (Gambler)
+6, Spellcraft +12

Possessions backpack, bedroll, dagger, *cloak of
resistance* +1, *headband of intellect* +2, spellbook,
spell component pouch, rations, *wand of tenser's
floating Disc [CL 5] (10 charges)*, Horned Society
Pin.

Spellbook see AR

2: DISPOSABLE HEROES

REX THE OGRE

CR 4

Male ogre fighter 1

LE Large giant

Init +0; **Senses** darkvision 60 ft., low-light vision, Listen +4, Spot +4

Languages Giant

AC 25, touch 9, flat-footed 25

(-1 size, +5 natural, +7 armor, +4 shield)

hp 48 (5 HD)

Fort +10, **Ref** +1, **Will** +4

Speed 30 ft. in heavy armor (6 squares), base movement 40 ft.

Melee longsword +11 (2d6+7/19-20)

Ranged javelin +11 (1d8+7)

Space 10 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +15

Abilities Str 25, Dex 10, Con 18, Int 6, Wis 12, Cha 4

Feats Brutal Throw, Improved Toughness, Iron Will

Skills Climb -8, Listen +4, Spot +4

Possessions large dagger, large half-plate, 5 large javelins, large longsword, large tower shield, rations.

BLACKFEATHER THE DRUID

CR 6

Male human druid 6

NE humanoid (flan human)

Init -1, **Senses** Listen +12, Spot +12

Languages Common, Giant, Goblin

AC 11, touch 9, flat-footed 11

(+2 armor)

hp 45 (6 HD)

Fort +8, **Ref** +1, **Will** +8

Speed 30 ft. (6 squares), base movement 30 ft.

Melee dagger +4 (1d4)

Ranged *spell* +3

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

Special Actions spontaneous casting (summon spells), Wild Shape 2/day (one used)

Druid Spells Prepared (CL 6th):

3rd—*call lightning* (DC 16), *cure moderate wounds*, *protection from energy*

2nd—*barkskin*, *bear's endurance*, *bull's strength*, *resist energy*

1st—*cure light wounds*, *faerie fire*, *magic fang*, *produce flame*

0—*create water*, *cure minor wounds*, *detect magic*, *guidance*, *virtue*

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

SQ Wild Empathy +9

Feats Brew Potion, Improved Toughness, Natural Spell, Skill Focus (Concentration)

Skills Concentration +15, Handle Animal +8, Knowledge (Nature) +12, Listen +12, Spellcraft +10, Spot +12

Possessions *amulet of health* +2, backpack, bedroll, dagger, leather armor, rations, spell component

pouch, silver holy symbol of Nerull, Horned Society Pin.

Power-Up Suite (Wild shape - Eagle):

Init +2; **Senses** Listen +12, Spot +20

AC 14, touch 13, flat-footed 12

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

hp 45 (6 HD)

Fort +7, **Ref** +4, **Will** +8

Speed fly 80 ft. (16 squares), land movement 10 ft.;

Melee talon +5 (1d4)

Ranged *produce flame* +7 (1d6+5 fire)

Base Atk +4; **Grp** +0

Special Actions spontaneous casting, wild shape 2/day (one used)

Druid Spells Prepared (CL 6th):

3rd—*call lightning* (DC 16), *cure moderate wounds*, *protection from energy*

2nd—*barkskin*, *bear's endurance*, *bull's strength*, *resist energy*

1st—*cure light wounds*, *faerie fire*, *magic fang*, *produce flame*

0—*create water*, *cure minor wounds*, *detect magic*, *guidance*, *virtue*

† Already cast

Abilities Str 10, Dex 15, Con 14

Skills Concentration +14

BLADEWING THE EAGLE

CR -

Small advanced animal

N animal (eagle)

Init +4, **Senses** low-light vision; Listen +4, Spot +20

Languages Common, Giant, Goblin

AC 20, touch 15, flat-footed 16

(+1 size, +4 Dex, +5 natural)

hp 27 (5 HD)

Resist evasion

Fort +5, **Ref** +8, **Will** +3 (+4 vs. enchantment)

Speed fly 80 ft. (16 squares) (average), land movement 10 ft.

Melee 2 talons +8 (1d4+1) and

Bite +3 (1d4)

Base Atk +3; **Grp** 0

Abilities Str 12, Dex 18, Con 12, Int 2, Wis 14, Cha 6

Feats Alertness, Weapon Finesse, Fly by Attack

Skills Listen +4, Spot +20

Tricks attack, come, defend, down, fetch, guard, heel, seek, stay.

5: WELCOME HOME

HOBGOBLIN RANGER (3)

CR 4

Male hobgoblin ranger 4

LE Medium humanoid (goblinoid)

Init +4; **Senses** Listen +8, Spot +8

Languages Goblin

AC 18, touch 14, flat-footed 14

(+4 Dex, +4 armor)

hp 26 (4 HD)
Fort +6, **Ref** +8, **Will** +2

Speed 30 ft. in chain shirt (6 squares);
Melee mwk cold iron shortsword +7 (1d6+2)
Ranged +1 *composite longbow* (14 Str) +9 (1d8+3) or
+1 *composite longbow* (14 Str) +7/+7 (1d8+3)
with Rapid Shot
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +6
Atk Options Point Blank Shot, Precise Shot, Rapid
Shot, favored enemy (human) +2
Ranger Spells Prepared (CL 2nd):
1st—arrow mind

Abilities Str 14, Dex 18, Con 15, Int 10, Wis 12, Cha
8
SQ wild empathy +5
Feats Endurance, Point Blank Shot, Precise Shot,
Rapid Shot, Track
Skills Handle Animal +6, Hide +9, Listen +8, Move
Silently +9, Spot +8, Survival +8
Possessions backpack, bedroll, +1 *composite*
longbow (14 Str), dagger, mwk cold iron
shortsword, mwk chain shirt, rations, 40 arrows, 50'
rope.

6: LEPER MESSIAH

DEN OF NERULL **CR 6**
Male human (Flan) cleric 6
LE Medium humanoid (human)
Init -1; **Senses** Listen +3, Spot +3
Languages Common, Goblin, Giant

AC 18, touch 9, flat-footed 18
(-1 Dex, +9 armor)
hp 39 (6 HD)
Fort +6, **Ref** +1, **Will** +8

Speed 20 ft. in half plate (4 squares), base movement
30 ft.;
Melee +1 *cold iron scythe* +8 (2d4+4/x4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +6
Special Actions spontaneous casting (*inflict* spells),
rebuke undead 4/day (+3, 2d6+6, 6th)
Cleric Spells Prepared (CL 6th):
3rd—*blindness/deafness* (DC 16), *cure serious*
wounds, *dispel magic*, *magic circle against good*^P
2nd—*bull's strength*, *calm emotions* (DC 15), *cure*
moderate wounds, *invisibility*^P †, *shield other*
1st—*bless* †, *divine favor*, *cure light wounds*,
protection from good, *shield of faith*
0—*create water*, *cure minor wounds*, *detect magic*,
guidance, *light*
D: Domain spell. Deity: Nerull. Domains: Evil, Trickery
† Already cast

Abilities Str 14, Dex 8, Con 13, Int 10, Wis 16, Cha
12
Feats Craft Magic Arms and Armor, Improved
Toughness, Martial Weapon Proficiency (scythe),
Weapon Focus (Scythe)
Skills Concentration +13, Diplomacy +10, Knowledge
(Religion) +5

Possessions backpack, bedroll, dagger, +1 *cold iron*
scythe, +2 *half plate*, platinum ring, rations, spell
component pouch, silver holy symbol of Nerull,
Horned Society pin.

JERRY SPELLBANE **CR 4**
Male human (Flan) diviner 4
LE Medium humanoid (human)
Init +2; **Senses** Listen +1, Spot +1
Languages Common, Giant, Goblin

AC 12, touch 12, flat-footed 10
(+2 Dex)
hp 21 (4 HD)
Fort +4, **Ref** +4, **Will** +6

Speed 30 ft. (6 squares)
Melee dagger +2 (1d4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +2
Combat Gear
Wizard Spells Prepared (CL 4th):
2nd—*mirror image*, see *invisibility*, *web* (DC 15)
1st—*burning hands* (DC 14), *obscuring mist*,
shield, *true strike*
0—*acid splash*, *detect magic*, *flare* (DC 13), *light*,
touch of fatigue (DC 13)
† Already cast

Abilities Str 10, Dex 15, Con 14, Int 16, Wis 12, Cha
8
SQ summon familiar
Feats Craft Wondrous Item, Scribe Scroll, Skill Focus
(concentration), Toughness
Skills Concentration +12, Knowledge (Arcana) +10,
Knowledge (local [Iuz's Border States]) +5,
Knowledge (the planes) +10, Profession (Gambler)
+6, Spellcraft +12
Possessions backpack, bedroll, dagger, *cloak of*
resistance +1, *headband of intellect* +2, spellbook,
spell component pouch, rations, *wand of tenser's*
floating Disc [CL 5] (10 charges), Horned Society
Pin.
Spellbook see AR

HOBGOBLIN RANGER **CR 4**
Male hobgoblin ranger 4
LE Medium humanoid (goblinoid)
Init +3; **Senses** Listen +8, Spot +8
Languages Goblin

AC 17, touch 17, flat-footed 14; Dodge
(+3 Dex, +4 armor)
hp 30 (4 HD)
Fort +7, **Ref** +7, **Will** +2

Speed 30 ft. in chain shirt (6 squares);
Melee mwk cold iron shortsword +8 (1d6+2) or
2 mwk cold iron shortswords +6/+6
(1d6+2/1d6+1) with Two-Weapon Fighting
Ranged mwk composite longbow (14 Str) +8 (1d8+2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +6
Atk Options Dodge, Two-Weapon Fighting, favored
enemy (human) +2

Ranger Spells Prepared (CL 2nd):

1st—*entangle* (DC 12)

Abilities Str 14, Dex 17, Con 16, Int 10, Wis 12, Cha 8

SQ wild empathy +5

Feats Dodge, Endurance, Track, Two-Weapon Fighting, Weapon Focus (shortsword)

Skills Handle Animal +6, Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8

Possessions backpack, bedroll, dagger, mwk chain shirt, 2 mwk cold iron shortsword, mwk composite longbow (14 Str), rations, 20 arrows, 50' rope.

2: DISPOSABLE HEROES

REX AND JEX THE OGRES (2) CR 5

Male ogre fighter 2

LE large giant (ogre)

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

Languages Giant

AC 27, touch 9, flat-footed 27

(-1 size, +8 armor, +5 shield, +5 natural)

hp 59 (6 HD)

Fort +11, Ref +0, Will +5

Speed 30 ft. in heavy armor (6 squares), base movement 40 ft.

Melee longsword +9 (2d6+7)

Ranged javelin +9 (1d8+7) or rock +5 (1d4+7)

Space 10 ft.; Reach 10 ft.

Base Atk +5; Grp +16

Atk Options Brutal Throw

Combat Gear *potion of cure moderate wounds, potion of bear's endurance, potion of resist energy,*

Abilities Str 25, Dex 10, Con 18, Int 6, Wis 12, Cha 4

Feats Brutal Throw, Heavy Armor Optimization, Improved Toughness, Iron Will, Shield Specialization

Skills Climb -4, Listen +4, Spot +4

Possessions combat gear plus large half-plate, 5 large javelins, large tower shield, large dagger, large cold iron longsword, rations

Power-Up Suite (Status – *barkskin, bull's strength, bear's endurance*):

AC 32, touch 9, flat-footed 32

hp 71 (6 HD)

Fort +13

Grapple +18

Melee longsword +11 (2d6+9)

Ranged javelin +11 (1d8+9) rock +7 (1d4+9)

Abilities Str 29, Con 22

Possessions used *potion of bear's endurance*

BLACKFEATHER THE DRUID CR 7

Male human druid 7

NE humanoid (flan human)

Init -1, Senses Listen +13, Spot +13

Languages Common, Giant, Goblin

AC 11, touch 9, flat-footed 11

(+1 Dex)

hp 59 (7 HD)

Fort +8, Ref +1, Will +8

Speed 30 ft. (6 squares)

Melee dagger +5 (1d4)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +5

Special Actions Wild shape 3/day (one use expended), spontaneous casting

Combat Gear *potion of cure moderate wounds, scroll of earthfast,*

Druid Spells Prepared (CL 7th):

4th—*freedom of movement*

3rd—*call lightning* (DC 16), *cure moderate wounds, protection from energy*

2nd—*barkskin* x2, *bull's strength* x2

1st—*charm animal* (DC 14), *cure light wounds, faerie fire, magic fang, produce flame*

0—*create water, cure minor wounds, detect magic, flare, guidance, virtue*

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

SQ wild empathy +10

Feats Brew Potion, Improved Toughness, Natural Spell, Skill Focus (Concentration)

Skills Concentration +16, Handle Animal +9 Knowledge (Nature) +13, Listen +13, Spellcraft +11, Spot +13

Possessions combat gear plus dagger, leather armor, *amulet of health* +2, backpack, bedroll, rations silver holy symbol of Nerull, Horned Society pin

Power-Up Suite (Status – wild shaped into eagle, *freedom of movement, call lightning, protection from energy (electricity)*):

Init +2, Senses Listen +13, Spot +21

AC 14, touch 13, flat-footed 12

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

Resistance Electricity 84 points ignored

Fort +7, Ref +4, Will +8

Speed 10 ft. (2 squares), fly 80 ft. (average)

Melee talon +6 (1d4)

Ranged *Produce Flame* +8 touch (1d6+5 fire)

Base Atk +5; Grp +1

Druid Spells Prepared (CL 7th):

4th—*freedom of movement* †

3rd—*call lightning* †, *cure moderate wounds, protection from energy* †

2nd—*barkskin* x2 †, *bull's strength* x2 †

1st—*charm animal, cure light wounds, faerie fire, magic fang* †, *produce flame*

0—*create water, cure minor wounds, detect magic, flare, guidance, virtue*

† Already cast

Abilities Str 10, Dex 15, Con 14

BLADEWING THE EAGLE CR -

N Small advanced animal

Init +4, Senses Listen +4, Spot +20

AC 20, touch 15, flat-footed 16

(+1 size, +4 armor, +5 natural)

hp 27 (5 HD)

Resist evasion

Fort +5, Ref +8, Will +3 (+4 vs. enchantment)

Speed 10 ft. (2 squares), fly 80 ft. (average)

Melee 2 talons +8 (1d4+1) and

Bite +3 (1d4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +0
Atk Options Flyby Attack

Abilities Str 12, Dex 18, Con 12, Int 2, Wis 14, Cha 6
SQ share spells
Feats Alertness, Flyby Attack, Weapon Finesse
Skills Listen +4, Spot +20
Tricks attack, come, defend, down, fetch, guard, heel, seek, stay

Power-Up Suite (*magic fang*):
Melee 2 talons +9 (1d4+2) and
 Bite +4 (1d4+1)

5: SANITARIUM (WELCOME HOME)

HOBGOBLIN BOW RANGERS (3) **CR 6**
 Male hobgoblin ranger 6
 LE medium humanoids (hobgoblins)
Init +4, **Senses** Listen +10, Spot +10
Languages Goblin

AC 18, touch 14, flat-footed 14
 (+4 Dex, +4 armor)
hp 39 (6 HD)
Fort +7, **Ref** +9, **Will** +6

Speed 30 ft. in light armor (6 squares), base movement 30 ft.
Melee mwk cold iron short sword +9/+4 (1d6+2)
Ranged +1 *composite longbow* (14 Str) +12/+7 (1d8+3) or
 +1 *composite longbow* (14 Str) +8 (2d8+6) with Manyshot or
 +1 *composite longbow* (14 Str) +10/+10/+5 (1d8+3) with Rapid Shot
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +8
Atk Options Manyshot, Point Blank Shot, Precise Shot, Rapid shot, favored enemy (human +4, evil outsider +2)
Combat Gear *potion of cure moderate wounds*.
Ranger Spells Prepared (CL 3rd):
 1st—*arrowmind*, *entangle* (DC 12)

Abilities Str 14, Dex 18, Con 15, Int 10, Wis 12, Cha 8
SQ wild empathy +7
Feats Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Composite Longbow)
Skills Handle Animal +8, Hide +10, Listen +10, Move Silently +10, Spot +10, Survival +10
Possessions combat gear plus +1 *composite longbow* +2, +1 *composite longbow* +5, masterwork cold iron short sword, dagger, chain shirt, 40 arrows, rations, back pack, bedroll, 50' rope

Power-Up Suite (*mass enlarge person, bull's strength from greater barghest*):
AC 16, touch 12, flat-footed 13

(-1 size, +3 Dex, +4 armor)
Ref +8
Grapple +15
Melee mwk cold iron short sword +11/+6 (1d8+5)
Ranged +1 *composite longbow* +10/+5 (2d6+6)
Space 10 ft.; **Reach** 10 ft.
Special Actions Manyshot +6 (4d6+24), Rapid Shot +8/+8/+3 (2d6+6)
Abilities Str 20, Dex 16

WOLF ANIMAL COMPANION (3) **CR -**
 N Medium advanced animal
Init +4, **Senses** low-light vision, scent; Listen +4, Spot +4

AC 18, touch 13, flat-footed 15
 (+3 Dex, +5 natural)
hp 30 (4 HD)
Resist evasion
Fort +7 **Ref** +7, **Will** +2

Speed 50 ft. (10 squares), base movement 50 ft
Melee bite +6 (1d6+3 plus trip)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +5
Atk Options trip +2

Abilities Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6
Feats Improved Natural Armor, Track, Weapon Focus (bite)
Skills Hide +3, Listen +4, Move Silently +3, Spot +4, Survival +1
Tricks attack, defend, down, fetch, guard, heel, seek, track

Power-Up Suite (*bull's strength from greater barghest*):
Melee bite +8 (1d6+6 plus trip)
Atk Options trip +4
Abilities Str 18

6: LEPER MESSIAH

DEN OF NERULL **CR 8**
 Male human cleric 8
 LE medium humanoid (flan human)
Init -1, **Senses** Listen +3, Spot +3
Languages Common, Goblin, Giant, Infernal

AC 18, touch 9, flat-footed 18
 (-1 Dex, +9 armor)
hp 60 (8 HD)
Fort +8 **Ref** +1, **Will** +9

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.
Melee +2 *cold iron scythe* +11/+6 (2d4+5)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +8
Special Actions spontaneous casting (*inflict* spells); rebuke undead 4/day
Cleric Spells Prepared (CL 8th):
 4th—*divine power*, *freedom of movement*, *unholy blight*^P (DC 17)

3rd—*blindness/deafness* (DC 16), *cure serious wounds*, *dispel magic*, *invisibility purge*, *magic circle against good*^P

2nd—*calm emotions* (DC 15), *cure moderate wounds*, *invisibility*^P ‡; *resist energy*, *shield other*

1st—*bless* ‡, *divine favor*, *cure light wounds*, *obscuring mist*, *protection from good*^P, *shield of faith*

0—*create water*, *cure minor wounds* x2, *detect magic*, *guidance*, *light*

D: Domain spell. Deity: Nerull. Domains: Evil, Trickery
‡ Already cast

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

Feats Craft Magic Arms & Armor, Heavy Armor Optimization, Improved Toughness, Martial Weapon Proficiency (Scythe), Weapon Focus (Scythe)

Skills Concentration +16, Diplomacy +14, Knowledge (Religion) +6

Possessions dagger, +2 *cold iron scythe*, +2 *half-plate*, spell component pouch, silver holy symbol of Nerull, *amulet of health* +2, backpack, bedroll, platinum ring, rations, Horned Society Pin.

JERRY SPELLBANE

CR 6

Male human wizard (diviner) 6

LE medium humanoid (flan human)

Init +2, **Senses** Listen +1, Spot +1

Languages Common, Giant, Goblin, infernal

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 33 (6 HD) + 11 temporary

Fort +8, **Ref** +5, **Will** +7

Speed 30 ft. (6 squares)

Melee dagger +3 (1d4)

Ranged dagger +6 (1d4)

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

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

Atk Options Double Wand Wielder, Two-Weapon Fighting

Combat Gear *wand of bull's strength*, *wand of enlarge person*, *wand of tenser's floating Disc* [CL 5] (10 charges)

Wizard Spells Prepared (CL 6th):

3rd—*clairaudience/clairvoyance*, *dispel magic*, *fireball* (DC 16), *slow* (DC 16)

2nd—*false life* ‡, *levitate*, *mirror image*, *see invisibility*, *web* (DC 15)

1st—*burning hands* (DC 14), *mage armor* ‡, *obscuring mist*, *shield*, *true strike*

0—*acid splash*, *detect magic*, *flare* (DC 13), *light*, *touch of fatigue* (DC 13)

‡ Already cast

Ongoing spell effects: *false life*, *mage armor*

Abilities Str 10, Dex 15, Con 14, Int 16, Wis 12, Cha 8

Feats Craft Wand, Craft Wondrous Item, Double Wand Wielder, Scribe Scroll, Skill Focus (Concentration), Two-Weapon Fighting

Skills Concentration +15, Knowledge (Arcana) +12, Knowledge (Local [Iuz's Border States]) +7, Knowledge (The Planes) +12, Profession (gambler) +6, Spellcraft +14

Possessions combat gear plus *cloak of resistance* +1, spell component pouch, backpack, bedroll, *headband of intellect* +2, platinum ring, rations, Horned Society Pin

HOBGOBLIN MELEE RANGER

CR 6

Male hobgoblin ranger 6

LE medium humanoids (hobgoblins)

Init +3, **Senses** Listen +10, Spot +10

Languages Goblin

AC 20, touch 13, flat-footed 17; Improved Buckler Defense

(+3 Dex, +5 armor, +2 shield)

hp 51 (6 HD)

Fort +8, **Ref** +8, **Will** +3

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee mwk cold iron short sword +10/+5 (1d6+2) or 2 mwk cold iron short swords +8/+3 (1d6+2) and +8/+3 (1d6+1)

Ranged mwk composite longbow +10/+5 (1d8+2)

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

Atk Options Improved Two-Weapon Fighting, Two-Weapon Fighting, favored enemies (human +4, evil outsider +2)

Combat Gear *potion of cure moderate wounds*.

Ranger Spells Prepared (CL 3rd):

1st—*blades of fire*, *entangle* (DC 12)

Abilities Str 14, Dex 17, Con 16, Int 10, Wis 12, Cha 8

SQ wild empathy +7

Feats Endurance, Improved Buckler Defense, Improved Toughness, Improved Two-Weapon Fighting, Track, Two-Weapon Fighting, Weapon Focus (Short Sword)

Skills Handle Animal +8, Hide +10, Listen +10, Move Silently +10, Spot +10, Survival +10

Possessions combat gear plus +1 *buckler*, dagger, +1 *chain shirt*, 2 masterwork cold iron short swords, masterwork composite longbow +2, 20 arrows, rations, backpack, bedroll, 50' rope

WOLF ANIMAL COMPANION

CR -

N Medium advanced animal

Init +4, **Senses** low-light vision, scent; Listen +4, Spot +4

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural), (+3 Dex, +5 natural)

hp 30 (4 HD)

Resist evasion

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

Speed 50 ft. (10 squares)

Melee bite +6 (1d6+3 plus trip)

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

Base Atk +3; **Grp** +5

Atk Options trip +2

Abilities Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6
Feats Improved Natural Armor, Track, Weapon Focus (bite)
Skills Hide +3, Listen +4, Move Silently +3, Spot +4, Survival +1
Tricks attack, defend, down, fetch, guard, heel, seek, track

2: DISPOSABLE HEROES

REX THE OGRE

CR 7

Male ogre fighter 4

LE large giant (ogre)

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

Languages Giant

AC 27, touch 9, flat-footed 27

(-1 size, +8 armor, +5 shield, +5 natural)

hp 83 (8 HD)

Fort +12, Ref +1, Will +6

Speed 30 ft. in heavy armor (6 squares), base movement 40 ft.

Melee mwk cold iron longsword +13/+8 (2d6+8)

Ranged javelin +14 (1d8+8) or

rock +10 (1d4+8)

Space 10 ft.; Reach 10 ft.

Base Atk +7; Grp +19

Atk Options Brutal Throw, Improved Shield Mate, Shield Mate

Combat Gear *potion of cure moderate wounds, potion of bear's endurance, potion of resist energy,*

Abilities Str 26, Dex 10, Con 18, Int 6, Wis 12, Cha 4

Feats Brutal Throw, Heavy Armor Optimization, Improved Shield Mate, Iron Will, Shield Mate, Shield Specialization

Skills Climb -1, Listen +4, Spot +4

Possessions combat gear plus large half-plate, 5 large javelins, large tower shield, large dagger, masterwork large cold iron longsword, rations

Power-Up Suite (Status – *barkskin, bull's strength, bear's endurance*):

AC 31, touch 9, flat-footed 31

hp 99 (8 HD)

Fort +14

Grapple +21

Melee mwk large cold iron longsword +15/+10 (2d6+10)

Ranged javelin +14 (1d8+10)

rock +10 (1d4+10)

Abilities Str 30, Con 22

Possessions used *potion of bear's endurance*

JEX THE OGRE

CR 7

Male ogre fighter 4

LE large giant (ogre)

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

Languages Giant

AC 22, touch 9, flat-footed 22

(-1 size, +8 armor, +5 natural)

hp 83 (8 HD);

Fort +12, Ref +1, Will +6

Speed 30 ft. in heavy armor (6 squares), base movement 40 ft.

Melee mwk large cold iron spiked chain +16/+11 (2d6+14)

Ranged javelin +14 (1d8+8) or

rock +10 (1d4+8)

Space 10 ft.; Reach 10 ft. (20 ft. with chain)

Base Atk +7; Grp +19

Atk Options Brutal Throw

Combat Gear *potion of cure moderate wounds, potion of bear's endurance, potion of resist energy,*

Abilities Str 26, Dex 10, Con 18, Int 6, Wis 12, Cha 4

Feats Brutal Throw, Exotic Weapon Proficiency (Spiked Chain), Heavy Armor Optimization, Iron Will, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain)

Skills Climb +8, Listen +4, Spot +4

Possessions combat gear plus large half-plate, 5 large javelins, large tower shield, large dagger, masterwork large cold iron spiked chain, rations

Power-Up Suite (Status – *potion of bear's endurance, barkskin, bull's strength, bear's endurance*):

AC 26, touch 9, flat-footed 26

hp 99 (8 HD)

Fort +14

Grapple +21

Melee mwk large cold iron spiked chain +18/+13 (2d6+17) [20' reach]

Ranged javelin +16 (1d8+10)

rock +12 (1d4+10)

Abilities Str 30, Con 22

Possessions used *potion of bear's endurance*

BLACKFEATHER THE DRUID

CR 9

Male human druid 9

NE humanoid (flan human)

Init -1, Senses Listen +15, Spot +15

Languages Common, Giant, Goblin

AC 11, touch 9, flat-footed 11

(+1 Dex)

hp 76 (9 HD)

Immune poison

Fort +9, Ref +2, Will +9

Speed 30 ft. (6 squares), base movement 30 ft

Melee dagger +6 (1d4)

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +6

Special Actions Wild shape 3/day [small, medium or large size] (one use expended), spontaneous casting

Combat Gear *potion of cure moderate wounds, scroll of earthfast,*

Druid Spells Prepared (CL 9th):

5th—*stoneskin*

4th—*freedom of movement, dispel magic*

3rd—*call lightning* (DC 16), *cure moderate wounds, protection from energy, wind wall*

2nd—*barkskin x2, bull's strength x2, resist energy*

1st—*charm animal* (DC 14), *cure light wounds, faerie fire, magic fang, produce flame*

0—create water, cure minor wounds, detect magic, flare, guidance, virtue

Abilities Str 10, Dex 8, Con 16, Int 12, Wis 17, Cha 13

SQ wild empathy +12

Feats Brew Potion, Improved Toughness, Natural Spell, Skill Focus (Concentration)

Skills Concentration +18, Diplomacy +3, Handle Animal +11, Knowledge (Nature) +13, Listen +15, Spellcraft +13, Spot +15

Possessions combat gear plus diamond dust (500gp), dagger, leather armor, *amulet of health* +2, backpack, bedroll, rations silver holy symbol of Nerull, Horned Society pin

Power-Up Suite (Status – wild shaped into eagle, stonesskin, freedom of movement, call lightning, protection from energy (electricity), resist energy (fire)):

Init +2, **Senses** Listen +15, Spot +21

AC 14, touch 13, flat-footed 12
(+1 size, +2 Dex, +1 natural)

Resistance Fire 20, Electricity 108 points ignored

DR 10/adamantine (up to 90 points)

Fort +8, **Ref** +5, **Will** +9

Speed 10 ft. (2 squares), base movement 10 ft., fly 80 ft. (average)

Melee talon +7 (1d4)

Ranged Produce Flame +9 touch (1d6+5 fire)

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

Druid Spells Prepared (CL 9th):

5th—*stonesskin* †

4th—*freedom of movement* †, *dispel magic*

3rd—*call lightning* †, *cure moderate wounds*, *protection from energy* †, *wind wall*

2nd—*barkskin* x2 †, *bull's strength* x2 †, *resist energy* †

1st—*charm animal*, *cure light wounds*, *faerie fire*, *magic fang* †, *produce flame* †

0—create water, cure minor wounds, detect magic, flare, guidance, virtue

† Already cast

Abilities Str 10, Dex 15, Con 14

BLADEWING THE EAGLE CR -

N Small advanced animal

Init +4, **Senses** Listen +4, Spot +22

AC 22, touch 15, flat-footed 18
(+1 size, +4 armor, +7 natural)

hp 38 (7 HD)

Resist evasion

Fort +6, **Ref** +9, **Will** +4 (+8 vs. enchantment)

Speed 10 ft. (2 squares), base movement 10 ft., fly 80 ft. (average)

Melee 2 talons+10/+10 (1d4+1) and bite +8 (1d4)

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

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

Atk Options Flyby Attack

Special Actions Hover

Abilities Str 13, Dex 19, Con 12, Int 2, Wis 14, Cha 6
SQ share spells

Feats Alertness, Flyby Attack, Hover, Multiattack, Weapon Finesse

Skills Listen +4, Spot +22

Tricks attack, attack II, come, defend, down, fetch, guard, heel, seek, stay

Power-Up Suite (magic fang):

Melee 2 talons+11/+11 (1d4+2) and bite +9 (1d4+1)

5: SANITARIUM (WELCOME HOME)

HOBGOBLIN BOW RANGERS (4) CR 6

Male hobgoblin ranger 6

LE medium humanoids (hobgoblins)

Init +4, **Senses** Listen +10, Spot +10

Languages Goblin

AC 18, touch 14, flat-footed 14
(+4 Dex, +4 armor)

hp 39 (6 HD)

Fort +7, **Ref** +9, **Will** +6

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee mwk cold iron short sword +9/+4 (1d6+2)

Ranged +1 composite longbow (14 Str) +12/+7 (1d8+3) or

+1 composite longbow (14 Str) +8 (2d8+6) with Manyshot or

+1 composite longbow (14 Str) +10/+10/+5 (1d8+3) with Rapid Shot

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

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

Atk Options Manyshot, Point Blank Shot, Precise Shot, Rapid shot, favored enemy (human +4, evil outsider +2)

Combat Gear *potion of cure moderate wounds*.

Ranger Spells Prepared (CL 3rd):

1st—*arrowmind*, *entangle* (DC 12)

Abilities Str 14, Dex 18, Con 15, Int 10, Wis 12, Cha 8

SQ wild empathy +7

Feats Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Composite Longbow)

Skills Handle Animal +8, Hide +10, Listen +10, Move Silently +10, Spot +10, Survival +10

Possessions combat gear plus +1 composite longbow +2, +1 composite longbow +5, masterwork cold iron short sword, dagger, chain shirt, 40 arrows, rations, back pack, bedroll, 50' rope

Power-Up Suite (mass enlarge person, bull's strength from greater barghest):

AC 16, touch 12, flat-footed 13
(-1 size, +3 Dex, +4 armor)

Ref +8

Grapple +15

Melee mwk cold iron short sword +11/+6 (1d8+5)

Ranged +1 *composite longbow* +10/+5 (2d6+6)
Space 10 ft.; **Reach** 10 ft.
Special Actions Manyshot +6 (4d6+24), Rapid Shot +8/+8/+3 (2d6+6)
Abilities Str 20, Dex 16

HOBGOBLIN MELEE RANGERS (2) CR 6

Male hobgoblin ranger 6
LE medium humanoids (hobgoblins)
Init +3, **Senses** Listen +10, Spot +10
Languages Goblin

AC 20, touch 13, flat-footed 17; Improved Buckler Defense (+3 Dex, +5 armor, +2 shield)
hp 51 (6 HD)
Fort +8, **Ref** +8, **Will** +3

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee mwk cold iron short sword +10/+5 (1d6+2) or 2 mwk cold iron short swords +8/+3 (1d6+2) and +8/+3 (1d6+1) with Two-Weapon Fighting

Ranged mwk composite longbow (14 Str) +10/+5 (1d8+2)

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

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

Atk Options Two-Weapon Fighting, favored enemy (human +4, evil outsider +2)

Combat Gear *potion of cure moderate wounds*.

Ranger Spells Prepared (CL 3rd):

1st—*blades of fire*, *entangle* (DC 12)

Abilities Str 14, Dex 17, Con 16, Int 10, Wis 12, Cha 8

SQ wild empathy +7

Feats Endurance, Improved Buckler Defense, Improved Toughness, Improved Two-Weapon Fighting, Track, Two-Weapon Fighting, Weapon Focus (Short Sword)

Skills Handle Animal +8, Hide +10, Listen +10, Move Silently +10, Spot +10, Survival +10

Possessions combat gear plus +1 *buckler*, dagger, +1 *chain shirt*, 2 masterwork cold iron short swords, masterwork composite longbow +2, 20 arrows, rations, back pack, bedroll, 50' rope

Power-Up Suite (mass enlarge person, bull's strength from greater barghest):

AC 18, touch 11, flat-footed 16
(-1 size, +2 Dex, +5 armor, +2 shield)

Ref +7

Grapple +15

Melee mwk cold iron short sword +12/+7 (1d8+5) or 2 mwk cold iron short swords +10/+5 (1d8+5) and +9/+4 (1d8+2) with Two-Weapon Fighting

Space 10 ft.; **Reach** 10 ft.

Abilities Str 20, Dex 15

WOLF ANIMAL COMPANION (6) CR -

N Medium advanced animal

Init +4, **Senses** low-light vision, scent; Listen +4, Spot +4

AC 18, touch 13, flat-footed 15
(+3 Dex, +5 natural)

hp 30 (4 HD)

Resist evasion

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

Speed 50 ft. (10 squares), base movement 50 ft

Melee bite +6 (1d6+3 plus trip)

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

Base Atk +3; **Grp** +5

Atk Options trip +2

Abilities Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6

Feats Improved Natural Armor, Track, Weapon Focus (bite)

Skills Hide +3, Listen +4, Move Silently +3, Spot +4, Survival +1

Tricks attack, defend, down, fetch, guard, heel, seek, track

Power-Up Suite (bull's strength from greater barghest):

Melee bite +8 (1d6+6 plus trip)

Atk Options trip +4

Abilities Str 18

6: LEPER MESSIAH

DEN OF NERULL

CR 10

Male human cleric 10

LE medium humanoid (flan human)

Init -1, **Senses** Listen +3, Spot +3

Languages Common, Goblin, Giant, Infernal

AC 20, touch 9, flat-footed 20

(-1 Dex, +11 armor)

hp 85 (10 HD)

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

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.

Melee +2 *cold iron scythe* +12/+7 (2d4+5)

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

Base Atk +7; **Grp** +9

Special Actions spontaneous casting (*inflict* spells); rebuke undead 4/day

Combat Gear

Cleric Spells Prepared (CL 10th):

5th—*dispel good*^P (DC 18), *righteous might*, *slay living* (DC 18)

4th—*cure critical wounds*, *divine power*, *freedom of movement*, *unholy blight*^P (DC 17)

3rd—*blindness/deafness* (DC 16), *cure serious wounds*, *dispel magic*, *magic circle against good*^P, *protection from energy*

2nd—*bear's endurance*, *calm emotions* (DC 15), *cure moderate wounds*, *invisibility*^P †; *resist energy*, *shield other*

1st—*bless* †, *divine favor*, *cure light wounds*, *obscuring mist*, *protection from good*^P, *shield of faith*

0—*create water*, *cure minor wounds* x2, *detect magic*, *guidance*, *light*

D: Domain spell. Deity: Nerull. Domains: Evil, Trickery

‡ Already cast

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

Feats Craft Magic Arms & Armor, Heavy Armor Optimization, Improved Toughness, Martial Weapon Proficiency (Scythe), Weapon Focus (Scythe)

Skills Concentration +16, Diplomacy +14, Knowledge (Religion) +6

Possessions dagger, +2 *cold iron scythe*, +3 *half-plate*, spell component pouch, silver holy symbol of Nerull, *amulet of health* +2, backpack, bedroll, platinum ring, rations, Horned Society Pin.

JERRY SPELLBANE

CR 8

Male human wizard (diviner) 8

LE medium humanoid (flan human)

Init +2, **Senses** Listen +1, Spot +1

Languages Common, Giant, Goblin, infernal

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 armor)

hp 44 (8 HD) + 13 temporary

Fort +9, **Ref** +7, **Will** +10

Speed 30 ft. (6 squares), base movement 30 ft.

Melee dagger +4 (1d4)

Ranged dagger +6 (1d4)

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

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

Atk Options Double Wand Wielder, Two-Weapon Fighting

Combat Gear *wand of bull's strength*, *wand of enlarge person*, *wand of tenser's floating Disc [CL 5] (10 charges)*

Wizard Spells Prepared (CL 8th):

4th—*arcane eye* ‡, *greater invisibility*, *wall of fire* (DC 17)

3rd—*clairaudience/clairvoyance*, *dispel magic*, *fireball* (DC 16), *haste*, *slow* (DC 16)

2nd—*false life* ‡, *levitate*, *mirror image*, *see invisibility*, *web* (DC 15)

1st—*burning hands* (DC 14), *mage armor* ‡, *obscuring mist*, *ray of enfeeblement*, *true strike*

0—*acid splash*, *detect magic*, *flare* (DC 13), *light*, *touch of fatigue* (DC 13)

‡ Already cast

Ongoing spell effects: *arcane eye*, *false life*, *mage armor*

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

Feats Craft Wand, Craft Wondrous Item, Double Wand Wielder, Scribe Scroll, Skill Focus (Concentration), Two-Weapon Fighting

Skills Concentration +17, Knowledge (Arcana) +14, Knowledge (Local [Iuz's Border States]) +10, Knowledge (The Planes) +14, Spellcraft +16

Possessions combat gear plus *cloak of resistance* +2, spell component pouch, *amulet of health* +2, backpack, bedroll, *headband of intellect* +2, platinum ring, rations, Horned Society Pin

HOBGOBLIN MELEE RANGERS (2)

CR 6

Male hobgoblin ranger 6

LE medium humanoids (hobgoblins)

Init +3, **Senses** Listen +10, Spot +10

Languages Goblin

AC 20, touch 13, flat-footed 17; Improved Buckler Defense

(+3 Dex, +5 armor, +2 shield)

hp 51 (6 HD)

Fort +8, **Ref** +8, **Will** +3

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee mwk cold iron short sword +10/+5 (1d6+2) or 2 mwk cold iron short swords +8/+3 (1d6+2) and +8/+3 (1d6+1)

Ranged mwk composite longbow +10/+5 (1d8+2)

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

Atk Options Improved Two-Weapon Fighting, Two-Weapon Fighting, favored enemies (human +4, evil outsider +2)

Combat Gear *potion of cure moderate wounds*.

Ranger Spells Prepared (CL 3rd):

1st—*blades of fire*, *entangle* (DC 12)

Abilities Str 14, Dex 17, Con 16, Int 10, Wis 12, Cha 8

SQ wild empathy +7

Feats Endurance, Improved Buckler Defense, Improved Toughness, Improved Two-Weapon Fighting, Track, Two-Weapon Fighting, Weapon Focus (Short Sword)

Skills Handle Animal +8, Hide +10, Listen +10, Move Silently +10, Spot +10, Survival +10

Possessions combat gear plus +1 *buckler*, dagger, +1 *chain shirt*, 2 masterwork cold iron short swords, masterwork composite longbow +2, 20 arrows, rations, backpack, bedroll, 50' rope

WOLF ANIMAL COMPANION (2)

CR -

N Medium advanced animal

Init +4, **Senses** low-light vision, scent; Listen +4, Spot +4

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural), (+3 Dex, +5 natural)

hp 30 (4 HD)

Resist evasion

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

Speed 50 ft. (10 squares)

Melee bite +6 (1d6+3 plus trip)

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

Base Atk +3; **Grp** +5

Atk Options trip +2

Abilities Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6

Feats Improved Natural Armor, Track, Weapon Focus (bite)

Skills Hide +3, Listen +4, Move Silently +3, Spot +4, Survival +1

Tricks attack, defend, down, fetch, guard, heel, seek, track

APPENDIX 2: NEW RULES ITEMS

FEATS

Brutal Throw (General)

You have learned how to hurl weapons to deadly effect.

Benefit: You can add your Strength modifier (instead of your Dexterity modifier) to attack rolls with thrown weapons.

Normal: A character attacking with a ranged weapon adds his Dexterity modifier to the attack roll.

Source: *Complete Adventurer* 106.

Double Wand Wielder

You can activate two wands at the same time.

Prerequisites: Craft Wand, Two-Weapon Fighting.

Benefit: As a full-round action, you can wield a wand in each hand (if you have both hands free), with one wand designated as your primary wand and the other your secondary wand. Each use of the secondary wand expends 2 charges from it instead of 1.

Source: *Complete Arcane* 77.

Heavy Armor Optimization (General)

You have trained extensively in heavy armor, and you have learned to take advantage of the protection it offers.

Prerequisites: Armor Proficiency (heavy), base attack bonus +4.

Benefit: When you are wearing heavy armor, lessen the armor check penalty of the armor by 1 and increase the armor bonus by 1.

Source: *Races of Stone* 141.

Improved Buckler Defense (General)

You can attack with an off-hand weapon while retaining a buckler's shield bonus to your Armor Class.

Prerequisite: Shield Proficiency.

Benefit: When you attack with a weapon in your off hand, you may still apply your buckler's shield bonus to your Armor Class.

Normal: Without this feat, a character wielding a buckler who attacks with an off-hand weapon loses the buckler's shield bonus to AC until his or her next turn.

Special: A fighter may select Improved Buckler Defense as one of his fighter bonus feats.

Source: *Complete Warrior* 100.

Improved Shieldmate (General)

You have an outstanding ability to protect those near you with your shield.

Prerequisites: Shieldmate, base attack bonus +4.

Benefit: As Shieldmate, except that the bonus is +2, or +3 if you are using a tower shield.

Source: *Miniatures Handbook* 27.

Improved Toughness (General)

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefit: 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.

Source: *Complete Warrior* 101.

Shieldmate (General)

You can protect those near you with your shield.

Prerequisites: Base attack bonus +1.

Benefit: When you are using a shield with which you are proficient, friendly creatures adjacent to you get a +1 shield bonus to their Armor Class. If you are using a tower shield, those creatures get a +2 shield bonus.

The creatures lose the bonus if they are no longer adjacent to you, if you're grappling, or if you're stunned, paralyzed, or otherwise unable to take actions.

This shield bonus doesn't stack with other shield bonuses the allied creatures may have.

Source: *Miniatures Handbook* 28.

Shield Specialization (General)

You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

Prerequisites: Proficiency with shields.

Benefit: Choose one type of shield from the following list: buckler, heavy or light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

Source: *Player Handbook II* 82.

SPELLS

Arrow Mind

Divination

Level: Ranger 1, sorcerer/wizard 1

Components: V,S,M

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 minute/level (D)

The bow in your hand feels more like an extension of your body as you complete the spell – as if it's become a part of your arm. Creatures nearby seem sharper to your eyes, more in focus.

While this spell is in effect and you are wielding a projectile weapon that fires arrows, such as a longbow or a shortbow, you threaten all squares within your normal melee reach with your bow, allowing you to make attacks of opportunity with arrows shot from the bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened range.

Material Component: A flint arrowhead.

Source: *Spell Compendium* 16.

Blades of Fire

Conjuration (Creation) [Fire]

Level: Ranger 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Touch

Targets: Up to two melee weapons you are wielding

Duration: 1 round

Saving Throw: None

Spell Resistance: No

With a word your weapons burst into flame. You feel no heat and the flames merely tickle your skin.

Your melee weapons each deal an extra 1d8 points of fire damage. This damage stacks with any energy damage your weapons already deal.

Source: *Spell Compendium* 31.

Earthfast

Transmutation

Level: Druid 2

Components: V,S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One stone structure or rock formation, up to 25 cubic ft./level

Duration: Instantaneous

Saving Throw: None

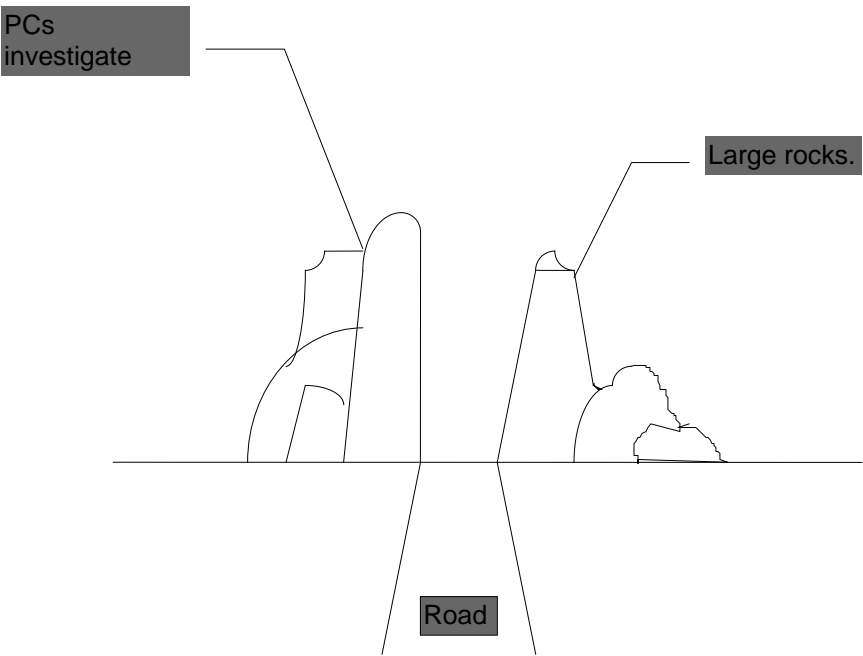
Spell Resistance: Yes (object)

Gray bands extend from your fingertips, wrapping themselves around the wall like a brace, strengthening it for the coming assault.

You reinforce a rock formation or stone structure. The *earthfast* spell doubles the structure's hit points and increases its hardness to 10. This spell does not function on constructs.

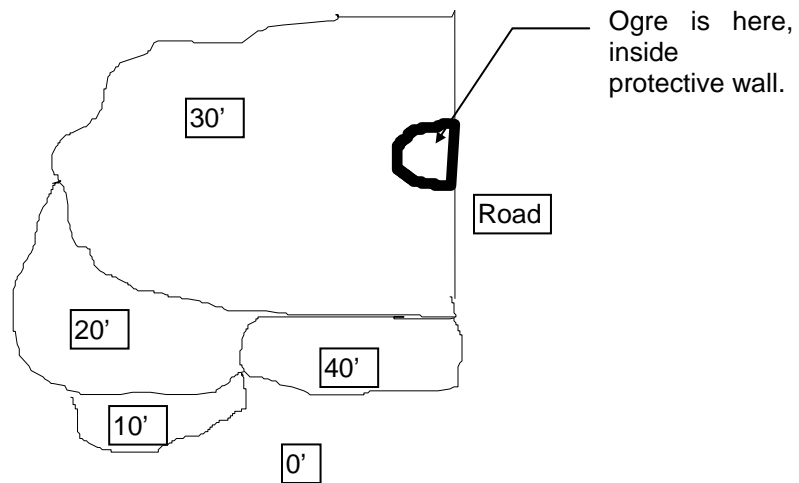
Source: *Spell Compendium* 76.

Scene of "Split rock" pass.



Encounter Two - Disposable Heroes

Top view of left side of ambush pass.



PLAYERS' HANDOUT 1: FURYONDY MILITARY

Dear Sir or Madam,

You are required to report for duty at the joint Military office in Fendrelan. Report to the highest ranking officer on site.

Warmaster Sergeant Token

PLAYER'S HANDOUT 2: CHURCH OF HEIRONEOUS

You receive a missive from Gareth Heldenster, head of the Church of Heironeous in Chendl. It reads: "We have a mission of the utmost importance and secrecy for you. A caravan leaving Fendrelan for Fort Belvor has some critical information regarding the location of a component for the elixir to revitalize the king. These directions are the property of the military, and should not be removed from the caravan. However, if you could copy the notes and bring them to us, it would ensure that this essential information is not lost if the caravan is beset by banditry. Note, though, that this information is confidential, and the military mission commanders cannot know that you know this information exists. May the blessings of the Archpaladin be with you."

PLAYER'S HANDOUT 3: CHURCH OF ST. CUTHBERT

You receive a missive from Overseer Redankin Desmart, head of the Church of St. Cuthbert. It reads: "We have a mission of the utmost importance and secrecy for you. A caravan leaving Fendrelan for Fort Belvor has some critical information regarding the location of a component for the elixir to revitalize the king. These directions are the property of the military, and should not be removed from the caravan. However, if you could copy the notes and bring them to us, it would ensure that this essential information is not lost if the caravan is beset by banditry. Note, though, that this information is confidential, and the military mission commanders cannot know that you know this information exists. May the blessings of the Cudgel be with you."

PLAYER'S HANDOUT 4: ORDER OF THE HART

You receive a missive from Sir Kiprien Rahlden, one of your superiors in the Order of the Hart. It reads, "We need you to volunteer for a military mission in Fendrelan, escorting a caravan to Fort Belvor. While in this employ, you need to locate and copy a set of directions which lead to a component for the elixir to revitalize King Belvor. Do not steal the directions, as they are military property, but for this information to exist solely in the hands of the military is too high a risk, and the military refuses to share the information. Do not fail us in this mission, as it is essential to the safety and security of the kingdom that we receive this information."

PLAYER'S HANDOUT 5: EVERYBODY ELSE

***Do you want to defend your homeland,
bring liberation to our neighbors
& SPIT in the OLD ONE'S EYE!
Then we want you to join the
Furyondian Military!***

***Come to the barracks' office and serve you
country and your King!***

Also temporarily hiring mercenaries.

***Posted by order of
King Belvor IV***

PLAYER'S HANDOUT 6: EXTRA INFORMATION

The notes also contain information on four people:

- Baroness Jelleneth Kalinstren: Great supporter of the war on luz. Strong support from military, seems to have some ire from Cudgellers. Possibly related to Trithereon connection.
- Lady Elena Mori of Veluna: Seems to be well-supported by the Order of the Hart – possibly due to associations made during time spent there. Church of Heironeous speaking against – keeping things in the country?
- Gynaren Derwent: Daughter of a southern province's head – WILL draw away from the war effort. Heironeans seem to back – safe choice for them?
- Arvendra D'Orbonnes: Where did she come from? Highly supported by St. Cuthbert – "queen of the common person"? Castle Hart opposes her, probably for the same reason.