

IUZ3-03

Fractures

A One-Round D&D LIVING GREYHAWK®
Iuz's Border States Regional Adventure

Version 1.0

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Pursuit of a murderer leads to a quest that may shape the future of the Bandit Lands...for better or worse. For characters levels 5-13.

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

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

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray

boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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

	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	

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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

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

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Iuz's Border States. Characters native to Bandit Kingdoms, Furyondy, Highfolk, Perrenland, or Shield Lands pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Background

In the ancient past, the orc god Gruumsh faced off in battle against Corellon, lord of the elves. In the course of the battle, the elven deity struck and destroyed Gruumsh's left eye, leaving the orc to flee in shame and anger. Infuriated by his defeat, Gruumsh began to plan his revenge against the elves. Taking a splinter from his own divine spear, he cast it to the Flanaess where it landed among the ancestors of the northern orcs. Granting a vision to his priests, the orcs crafted the splinter into the spear *Sunblight*, dedicated to destroying the hated elves. Possession of the spear became a symbol of leadership to the orcs, and they rallied behind their warlords to bring terror to the elves of the Fellreev and Vesve.

Several centuries ago, however, the spear was lost to the orcs, whether by trickery or incompetence no one is certain. The orcs hunted throughout the North for the weapon, razing villages and killing hundreds, but as the hunt wore on the orcs began to fracture without the symbol of power to bind them under one leader. Within two years, the northern orcs fractured into several tribes – the Jebli, the Celbit, the Urzun, and the Kazgund.

With the beginning of the Greyhawk Wars and the invasion of the Combination of Free Lords by the armies of the Old One, everything changed. Cranzer, Lord of Riftcrag and Boneheart of Iuz, came before the Urzun claiming to possess *Sunblight* and demanding their obedience and servitude in exchange for the return of the spear in the future. Weakened by their centuries long feud and the threat of attack by Cranzer's forces, the Urzun took up Iuz's banner and marched along side the Boneheart army. Under their axes, they conquered much of the Kingdom of Johrase and held it for their new lord.

For the past ten years, the Urzun have served Cranzer. They have long grown tired of waiting for him to present them with *Sunblight* and have become more and more unruly, raiding along their borders and destroying resources within fallen Johrase. While Cranzer would like to bring the orcs to heel, his manpower is stretched, dealing with the army of General Hok that is rising in the Warfields, as well as increased raiding on the silver caravans coming out of the Rift. His job is further complicated by the fact that he has never possessed *Sunblight* and simply used the legend of the artifact to obtain control of the orc horde.

Zyrkul, an outcast of the Urzun and seer of Gruumsh has recently begun having visions of the spear and of uniting the splintered orc tribes. Calling together a warband, he has begun to hunt across the Midlands following his visions in search of the sacred weapon...

In the Fellreev, the grugach diplomat Marsinian has played guest to the Fanlareshen elves for over a year,

ingratiating himself and turning the thoughts of the clan to isolation. Using his tongue and wit, he has found many supporters among the Fanlareshen who would evict all non-elves from their borders. He has also made a case to the Oaken Copse, one of the ruling Houses of the Fanlareshen, for weapons to be sent back to the Vesve.

Although weapons are in high demand with war on the horizon, the Copse managed to obtain a shipment of weapons coming from Alhaster and have directed it to come to Fort Hendricks, where they can repackage it and begin to ship overland.

And in a wagon rolling along the road to Fort Hendricks, a black wooden spear rests quietly among the blades and axes.

Adventure Summary

As the adventure begins, the party is in pursuit of a murderer fleeing north from Hallorn. The night before, they found a lead that indicated he was traveling with a caravan towards Rookroost. However, when the party catches up with the caravan, they discover that the murderer, as well as all of the teamsters have been slaughtered on the road, the wagons left burning.

Investigating the site, the party is able to discern many details, including the nature of the attackers – a band of orc warriors. Depending on how thorough the PC's are the investigation can drag on for several hours. While they are looking around, a squadron of the Warfield Army arrives, led by Sergeant Hennen.

Hennen is not interested in disrupting the PC's investigation, instead focused on recovering the contents of the wagons, a weapons shipment they had intended to attack further up the road. Hennen is amiable and will happily converse with the party, encouraging their investigation as well as spread some propaganda regarding Guardian General Hok and his army. Once the PC's or his men are ready to leave, Hennen will bid them farewell and encourage them to visit him and his men in the hamlet of Talloc if they wish to learn more about the Warfield Army.

Back on the trail of the orcs, the party makes their way along the northern edge of the Tangles, working east towards Johrase. By evening, they spot a campsite in the distance, patrolled by orcish guards. Capturing a patrol or investigating the campsite thru stealth will allow the party to learn of Zyrkul, a renegade priest of Gruumsh who sought out the caravan in search of an unholy weapon of the orcs, Sunblight. Zyrkul intends to unite the northern tribes into a new Orcish horde set to drown the North in the blood of humanity. He has also captured several spies sent by the elves and is holding them captive to power his blood magic.

If the party seeks to steal the weapon, they will face Zyrkul and his bodyguards, as well a few traps the paranoid priest has prepared in advance. During the battle with Zyrkul, a hidden spy in the orc camp attempts to steal the weapon for his mistress, Xavandra. Depending on the party's actions, they will defeat the orcs and claim the spear, allow Minoc to escape with the weapon, or be defeated themselves.

Once the battle is done, the party will be able to rescue the last survivor of the elven spies, a grugach elf named Sayid (whom some adventurer's may have met in BDK1-06 Elven Connection). Sayid and his companions were captured by the orcs while preparing to attack the elven weapons shipment. Zyrkul had learned of the elves plan and Sayid is eager to get away before the adventurers can learn his secret.

Assuming the adventure's claim the spear, they must decide what to do with the weapon. Bards, loremasters, and certain magicks can possibly reveal the nature of the weapon and it will be up to the party whether to turn the weapon over to the forces of good, to try to destroy the weapon, or to attempt to use the weapon as a bargaining tool with one of the factions in the region. Particularly powerful characters may even choose to claim the weapon as their own.

Regardless of the characters choice, the steadily worsening weather will force them to return to civilization, the closest example being the Charging Boar Inn, along the road from Hallorn to Rookroost. At the inn, they will meet a band of scouts from the Fellreev who were sent to meet the weapons shipment as well as Lukas, an agent of General Hok. Both parties will make offers for Sunblight if made aware of the weapon, the Fellreev elves to destroy the weapon and Lukas to use the weapon against the Boneheart Cranzer.

Once they've made a decision regarding the spear, the party will need to travel either to Talloc (to meet with Hok's men) or to Lo'enial (to meet with the elven leaders). During their journey, they are attacked in the night by the risen spirit of Zyrkul who seeks to reclaim the weapon for his people.

The spirit defeated, the party will continue to their destination and will bargain with an agent of either the elves or the Warfield's army. The bargaining completed, the agent will claim the weapon and reward the party.

Introduction

While robbery and death are in no short supply east of the Ritensa, even most hardened bandits feel a knot in their stomach when a child is murdered for no reason other than sport. The death of a young peasant girl in Stahzer several days ago led to posses of skilled warriors scouring the city and nearby

countryside for the killer, but when it became obvious that the murderer had fled towards Hallorn, most of the hunters found better things to do with their time than venture to the undead-ridden village. Whether it was the tearful pleas from the child's mother or the gold purse that her father placed in your hands, you took up the hunt for the killer, heading east across the Warfields into the western Bandit Kingdoms.

Reaching Hallorn was easy enough, the road barren of both raiders and of Iuz's patrols. There is a sense of trepidation as you travel, for it is well known that the masters of Hallorn allow undead to freely walk the streets, and in fact use them as tools in enforcing the local law. Nonetheless, you are still surprised by the sight of zombie patrols at the town's edge, gathering fallen stones from ruined buildings while teams of peasant and undead workers attempt to fortify the village walls.

👑 **Hallorn (Village):** Magical; AL NE; 200 gp limit; Assets 3000 gp; Population 540; Mixed (human 79%, half-orc 9%, halfling 5%, elf 3%, gnome 2%, dwarf 1%, half-elf 1%).

Authority Figures: Earl Aundurach, male human Clr13 of Iuz.

Note: In addition to the living inhabitants of Hallorn, there are scores of undead commonly found within the city, including skeletons, zombies, ghouls, and wights. More powerful undead are contained by the Earl's lieutenants and only released for specific purposes.

The Town Walls

The walls of Hallorn are poorly crafted and readily show the years of ill fated attempts to repair and improve the walls. The latest repairs are being supervised by black cloaked figures near the town gate, overseeing the efforts of several dozen men and women. While sweat rolls down the arms and backs of men who labor at the walls, placing stones and fixing them with mortar, the pale and wretched forms of zombies haul bundles of rock from quarry wagons to the base of the wall. Several women move along the walls with buckets, offering water to the workers, watching the progress of the undead to make certain to keep out of their paths.

It is entirely possible at this point that the party may decide to attack the necromancer's and their undead followers. Not the wisest course of action, but hey, it's their choice.

Long and short of it, they are able to quickly dispatch some of the undead and one or two necromancers before

a force comes from within the town that is more than they can handle (at low APL's it's a bunch of wights, at higher APL's a nightwing). They fight, realize it's a lost cause, and withdraw.

Regardless, the path of the murderer is lost to the party (even a divination spell will only turn up "He is on the path to his own destruction") and the adventure is over before it ever began.

If the party attempts to question the workers, they will be disappointed. Most of the men and women working the walls are pretty focused on their work and are not interested in conversing with strangers. Some will offer the suggestion of asking questions at the Dingy Coffin inside town, others will simply curse at the party. If the party remains persistent in their questioning, one of the black cloaked men approaches.

☞ **Uidon**, male human Wiz6.

- ☞ A middle aged Oeridian with dark brown hair and a light olive complexion.
- ☞ Dressed in black robes with a black cloak, a knotted cord at his waist holding several pouches and fetishes tied to its length.
- ☞ Tired from lack of sleep, Uidon is short tempered and curt with everyone, including other necromancers.
- ☞ Wants to know the party's business in Hallorn
- ☞ Doesn't recognize the description of the murderer and suggests that the party ask at the taverns "where lazy people have time for your silly questions"
- ☞ If asked why the walls are being worked on, he will reply by rote "Because Earl Aundurach decided it was time to, and that is enough."
- ☞ If the party suggests the workers are slaves or enslaved, Uidon will become indignant "There are no living slaves in Hallorn, other than those who are kept by the coin."
- ☞ Uidon is not interested in chit chat and will storm off if he receives a suitable answer as to the parties business and the party has no relevant questions.

All APL's

☞ **Necromancers**, human Clr 5 of Iuz (3): hp 23 each.

☞ **Zombies** (30): hp 9 (each); see Monster Manual.

The Dingy Coffin

Passing the battered gate, you have little problem finding your way to a simple inn and tavern within spitting distance of the walls...the suitably titled "Dingy Coffin".

The inn is a sturdy-if-worn affair with a large common room featuring several well used dartboards along the

back wall. The tavern is mostly empty when the party arrives, with only the barkeeper, a barmaid, and two patrons at a table. With so few customers, the barkeep will be eager for the characters coin and will provide the party with what information he can...slowly, to milk as much silver out of their purses as possible. The barmaid and the two customers have information as well, some less relevant to the PC's chase, but useful to know in the area.

☞ **Rufoldus, the Bartender**: Male human Com1.

- ☞ Rufoldus is thin and gaunt.
- ☞ He has gray hair that is thinning wildly. He attempts to comb it over, but it is wispy and floats about.
- ☞ He licks his lips frequently and constantly glances towards the door.
- ☞ He speaks in hushed tones.
- ☞ He is protective of Feya, who he treats as a niece, but is often torn between her safety and the coin purses of the men who harass her.
- ☞ The haggard looking human doesn't look like he has slept well or eaten in a couple of days. He owns a bar in Hallorn. Enough said.
- ☞ Rufoldus is thankful that there have been so many travelers lately, since the locals have been too busy to frequent his tavern.
- ☞ The Earl has offered a silver a day to each man and woman that will work on the walls. The work is hard and the necromancers are strict overseers, but the coin is more than many of the locals have seen in a long time.
- ☞ He is not certain what the renewed interest is in rebuilding the walls, but he thinks it is related to the rumors of Hok's return. The necromancers deny it, but he can see fear in their eyes when Hok's name is mentioned.
- ☞ More than once in the last month, agents have waited in Hallorn for caravans to arrive from Wormhall or Rookroost and have left disappointed. A large patrol from Riftcrag passed through to try and locate one caravan in particular, but returned empty handed with no word of the caravan or of any attackers.
- ☞ A man matching the description of the murderer from Stahzer arrived yesterday morning. He was quiet and didn't cause any problems (Sense Motive DC 15 will reveal he is lying), until noon when he left to hook up with a caravan.
- ☞ He doesn't know where the caravan the man left with went to, although he thinks there was only one caravan that left yesterday.
- ☞ If the offer the man made for Feya is brought up or if the PC's push him regarding the man's behavior, he will quietly begin to weep and beg forgiveness for

his weakness. He will admit that he very nearly did sell Feya to the man and that he has been desperate for enough coin to leave this forsaken town. He didn't give in to the temptation, but he fears that it is a matter of time and weakness before he may do so.

🔮 **Feya, the Barmaid:** Female human Com1.

- Feya is, or rather was, a beautiful young woman. She has golden yellow hair, a shapely figure, and an emerald green eye. However, her missing right eye is covered with a patch and a web of dark scars runs across the right side of her face.
- She is graceful, but cautious, accommodating her reduced vision.
- Her speech is slurred as the right side of her mouth does not move as it should.
- She is very timid and used to being taunted and harassed by male travelers. She has come to interpret any flattery directed towards her as mockery and her spirit is nearly broken.
- It is nearly impossible for a male to have a conversation with her (DC 30 diplomacy check to get her to open up). If a female character pulls Feya aside, she is much more willing to talk (DC 10).
- Her eye was taken by a half-orc when she the caravan she was traveling with was attacked by orc raiders several years ago. He kept her as a slave for several months until she was accidentally rescued by a group of adventurer's that were hunting orc.
- She traveled town to town trying to find work, but Hallorn was the only place where a one-eyed barmaid wasn't a big deal, at least compared to the undead town guard.
- There have been a lot more strangers coming thru town lately. In the past week there have been three caravans and lone travelers are much more common.
- Few travelers stay more than a day, many for only long enough to re-supply and eat a warm meal. Most would rather spend the night on the road than sleep in Hallorn.
- A man matching the description of the murderer from Stahzer was in the tavern yesterday morning. He was cruel, as all men are (at least to her eyes) and tried to pay Rofoldus to let him take her to a room upstairs. He offered Rofoldus a fair bit of coin and she was almost certain the bartender was going to give in, but he didn't.

🔮 **Pell and Tog,** Teamsters from Alhaster, Male human War1.

- Both men are large and rugged, with distinctive Flan features.
- Pell is the larger of the two, with a wide flaring mustache and a bellowing voice.

- Tog is shorter, but wider with a barrel chest and bushy eyebrows.
- The two men have been friends for a long time and have few secrets between them. They can read each other's movements and complete each other's sentences regularly.
- The two men are perfectly willing to share information with the party...as long as its over a pint or two of ale, on the party's purse of course.
- They arrived in Hallorn two day's ago as part of an arms caravan heading north to Rookroost.
- Once in Hallorn, they got word that several caravans had been getting hit in the area, most likely by General Hok's forces. Rather than risk being killed, a few of the teamsters decided that they would leave the caravan and either head to Riftcrag to find work or return south.
- The caravan master had a fit when the teamsters quit and wouldn't give them their pay. A couple of the drivers attacked the caravan master to get the money, but ended up being hauled off by one of the cities "patrols".
- With several teamsters in jail and more threatening to walk away, the caravan master promised triple pay to those who would stay on. Most of the rest of the teamsters decided to rejoin the caravan, but Pell and Tog chose to cut their losses.
- They know that the caravan master was able to pick up some locals to fill the positions left open, but they don't know anything about the people he hired.
- The caravan left yesterday afternoon heading north on the road towards Rookroost.
- They can provide some details regarding the caravan (two wagons, a half dozen carts, a score of horses and as many men, half of them guards). The contents of the carts are nothing special, mostly just swords, axes, and spears out of the forges of Alhaster and points south.

Armed with information from the tavern, the party can continue their pursuit of the murderer. If the party wishes to spend the night in Hallorn, they may do so uneventfully although the town does seem to weigh heavily upon their souls while they remain there. Throughout the night the sounds of stones being moved can be heard in the distance as well as the occasional shrieks of the undead calling out into the darkness.

Troubleshooting

The only real problems the party may face at this point are those they bring upon themselves, by either attacking the patrol's working on the town walls or by attacking the patrons of the bar. In either case, it is likely that the party

will lose access to the information that they will require to continue their pursuit of the murderer.

The main source of information that the PC's require is the destination of the caravan that the murderer left with. If the party has somehow managed to eliminate all other possible means of obtaining that info, they may be able to find it by using Gather Information (DC 25) to find out about the caravan that left the day before heading north towards Rookroost.

Encounter One

Continuing to the north, you find the road empty of other travelers and the plains largely barren. In almost all directions the sky fades into a distant horizon unblocked by any distinguishing landmarks or terrain, the sole exception being the dark line of the Tangles to the east. The first two days are largely uneventful; the only break in the monotony is the simple fording of a small river. By midmorning of the third day there is a definite change. On the horizon you can make out plumes of smoke rising from the road ahead, black and billowing...the signs of pillage, not of simple campfires.

Allow the party to make any preparations they wish. By the time that they notice the smoke, they will still be nearly a mile away and will take about ten minutes to reach moving at a hustle (it may take less if the party is on horse-back or has other methods of travel). Start keeping track of the amount of time that passes while the party is at the site, as it will be necessary for figuring out the time of day when the party arrives at Encounter Three. Once the party is within 200 ft. of the fires, they can see the remains of a caravan.

Lying in a shallow dip along the road are the burning remains of a dozen wagons, circled in a defensive ring. Scattered around the wreckage are soot-covered forms, likely the bodies of the caravan teamsters and their guards. In addition, several of the wagons have broken open, their walls burned thru or shattered as a wheel collapsed, revealing a silvery cargo that has spilt out onto the ground below.

The PC's can take whatever precautions they wish as they search the caravan site. None of the raiders are present and there is no danger to the party until an Army of the Warfields patrol arrives about 20 minutes after the party (see Encounter Two).

Putting out the Fires

If the PC's intend to search the wagons, it will be easiest if they put out the fires first. The easiest way to do

so is via magic (i.e. *create water*), but any reasonable attempt will work. Putting out a wagon with magic takes about a minute (*create water* only takes a round to cast, but it takes more time to spread the water and fully douse the flames). Other methods of putting out fires will take longer (average 5 minutes). If the party does not put out the fires, the DC to search the wagons will increase by 3 for every 10 minutes that have passed since the party arrived. Searching a wagon that has not been put out will increase the DC by 5 (above that for fire damage) and searchers will risk 1d4 points of fire damage and 1d3 subdual (from smoke) per round searching.

After 90 minutes the flames will go out on their own (+27 to the Search DC's).

Searching the Wagons

Searching a wagon normally takes about six rounds (rolling normally or "taking 10"). If the PC's choose to "take 20" searching a wagon, it takes about 12 minutes per wagon.

Each wagon has different cargos and information that may be determined during a search. The DC's below reflect the minimum difficulty, without regard to fire damage.

Carts One and Three:

- DC 10: The cart was loaded down with bushels of arrows, now irreparably damaged by the flames. The charred corpse of a teamster lays strewn across the front of the cart, the burnt remains of a javelin extending from the chest.
- DC 20: Pooled in the bottom of one of the baskets is a small mass of silver. Upon closer examination, it looks as though several bundles of silver arrows were heated enough by the flames to melt the arrowheads, dripping the silver to the bushel's bottom.

Carts Two and Four:

- DC 10: The cart was not quite as damaged as many of the others. Several barrel's fill the bed, the lids burst open and the contents of spilled out onto the floor of the cart.
- DC 20: The barrels apparently burst open when the contents began to boil from the heat. A mix of wine, ale, and water spilled out, alternately fanning or dowsing the flames.

Carts Five and Six:

- DC 10: The cart looks like it was carrying several foot lockers and travel chests. The contents (mostly clothing) have been ruined by the fire and smoke.

Wagon One:

- DC 10: This wagon was loaded down with a variety of weapons, primarily spears, swords, and bows. The spears and bows are damaged beyond repair, although it is possible that the swords may be in serviceable condition once the hilts are replaced. The body of a driver lays strewn over the bed of the wagon, his torso severed by a massive gash.
- DC 20: The canvas that had been covering the cargo was cut and thrown back before the wagon was set on fire. One of the leather cords holding the remains of a bundle of spears was obviously cut and the spears scattered in the bed.
- DC 30: A false panel in the bed of the wagon has been burnt through. Several pages of documents and scrolls have been burnt away, but a leather covered journal remains within (see players handout #1).

Wagon Two:

- DC 10: The smell of cooking meat rises from this wagon. Several casks containing salted pork have cracked open, while the fires have burned and cooked the meat inside. In addition, sacks of grain and vegetables have been ruined by the raging fire.

Tracking the Site

Initial investigation of the site (without use of any skills) will reveal the following information:

- There are a total of 25 bodies on the ground. All have been killed by either javelins or large gashes.
- One of the bodies on the edge of the site matches the description of the murderer. A closer examination finds a lock of fine blonde hair tucked into his shirt. He was killed by a javelin into his back.

Heal checks (DC 10) on the corpses will reveal the following:

- The large gashes were likely caused by axes.
- None of the bodies were "finished off". They were either killed as they stood, or left to bleed out.
- Aside from the bodies on the wagons, none of the corpses suffer from any fire damage.

Characters may use the Track feat to investigate the site as well. Each attempt to search the site takes 3 minutes. Characters may attempt to take 10, but taking 20 takes a full hour of searching. Characters may only make one attempt per hour.

The details below may have to be adjusted based on what the characters have already learned (for example, if the characters have not searched the wagons they will not realize that the orcs made a beeline for the wagon with the weapons).

- DC 0: The wagons were circled for the night and camp set. The remains of a campfire lay untended in the center of the site. The entire area is covered with a pattern of footprints that is nearly impossible to follow.
- DC 5: A trail leads to and from the east, made up of between a dozen and a score of heavily booted footprints.
- DC 10: You find a several blemishes in the tracks where it seems a body fell, but was dragged away following the fight. Also, it appears that the murderer was attempting to flee the attack, as he was heading west.
- DC 15: The attackers came from the east, but curved south as soon as they began their attack. It looks as though they headed straight for the wagon with the weapons on board.
- DC 20: One set of tracks advances only as far as the wagon bearing the weapons. He remains there for a time before returning east.

Talking to the Dead

It is entirely possible that the party may have access to a Speak with the Dead spell. Unfortunately, there is not a lot of information to be gained from most of the corpses. A brief overview of what can be learned is below.

The Murderer

The murderer (Silas) is an unrepentant beast. He will gladly admit to his crime if asked and is more than willing to share the gory details (play him up as a sick individual, however, keep in mind your player's boundaries, especially if children are present). He was woken up during the night by the attack and never had a chance to see the attackers...as soon as he heard the sounds of combat he attempted to flee into the night.

The Caravan Master (Wagon Five):

The Caravan Master (Aenn) was on watch when the orcs attacked. He mounted the wagon to attempt to rally the other guards, but was surprised when the attackers turned to charge his position. He was overwhelmed easily, cut down by one of the orc's greataxes. As he lay dying on the wagon, he remembers seeing one of the orcs throwing back the cover and extracting a black spear from within the wagon. The last thing he remembers is flames.

The Rest

The other corpses remember the attack by the orcs, but can provide little other information.

Encounter Two

This encounter runs concurrently with Encounter One. Twenty minutes after the party arrives at the caravan site, eight Army of the Warfields horsemen (six cavalry, a sergeant, and their commanding officer, Hennen) approach from the northwest. They will close with the wagons and establish a perimeter, while Hennen attempts to parlay with any visible party members.

Five minutes after the horsemen arrive another score of foot soldiers (12 infantry, 6 crossbowmen, a sergeant, and a cleric) approaches.

Note: Should combat occur with the patrol, the complete stats are located in Appendix II. Be aware that it is an untiered encounter at EL 13. While it is not likely to be a serious challenge to APL 10 or higher tables, it is very likely to be a serious threat to lower level parties. The lesson is, don't provoke military patrols unless you've got the meat to back it up.

Arrival of the Warfields

As you continue your efforts, you notice the sound of beating hooves nearby. Looking up you see eight men on horseback approaching your position from the northwest. The riders appear to be human. They wear black surcoats adorned with a coat of arms. As they approach, you can make out that the device is that of a sword crossed with three arrows. They do not seem to have noticed you as yet.

Give the party a chance to hide if they wish. Characters wishing to use Knowledge (Local-Bandit Kingdoms) (DC 15), Bardic Knowledge (DC 20) or Knowledge (Nobility and Royalty) (DC 20) can determine that the coat of arms belongs to the defunct Bandit Kingdom of the Warfields. A successful check will also remind the characters that the former Guardian General of the Warfields, Hok, is rumored to be raising an army (refer to Appendix I: The Rumors of My Death... and Appendix II: Army of the Warfields more information).

If the characters left horses unattended while hiding, the horsemen will call out a challenge for them to present themselves. If they do not come forward, the horsemen will spread to surround the site until the rest of their patrol arrives in ten minutes.

All APL's

☞ **Light Cavalry, human Ftr3 (6):** hp 28 each, see Appendix II.

☞ **Cavalry Sergeant, human Ftr5:** hp 44, see Appendix II.

☞ **Infantry, human Ftr3 (12):** hp 33, see Appendix II.

☞ **Infantry Sergeant, human Ftr5:** hp 47, see Appendix II.

☞ **Crossbowmen, human Ftr1/Rog2 (6):** hp 21, see Appendix II.

☞ **Chaplain, human Clr3 of Kord:** hp 24, see Appendix II.

☞ **Hennen, Human Brd4/Ftr4:** hp 50, see Appendix II.

If the party does not hide or if they present themselves when challenged, one of the horsemen will dismount and hail them.

Speaking with Commander Hennen

A light skinned Oeridian leaps from his saddle and surveys the scene. An eyebrow gently arches as he looks over your party, his hand cautiously stroking his chin.

"Hail, vultures! What brings ye to the carcass of this road weary beast, burned to the ground by the spears of villainy? Have you slain the beast yourselves or have you simply come to scavenge off its bloated corpse?"

The speaker (Hennen) is pretty much willing to accept any reasonable answer.

- ☞ If the PC's claim to have raided the caravan themselves or claim to be scavenging the site, Hennen suggests that the surviving cargo would be better put to use in his hands, rather than the party's. He won't press the point initially (at least not until the rest of his patrol arrives), but will become insistent should the adventurer's attempt to leave the caravan site with more than a token. If the party still does not acquiesce, Hennen will order the patrol to attack.
- ☞ If the PC's claim to simply be investigating the site, Hennen will be cooperative and instruct his men to stay back until the adventurer's are done to prevent marring any tracks or clues.

Overall, Hennen is a very personable and pleasant individual. He is more than willing to make small talk with the party and answer basic questions about the Army of the Warfields and General Hok (see below). He sincerely wants to impress on those he meets that Hok's forces are working for the best interests of those living in the Warfields and that it is only a matter of time before the Army is big enough to challenge the Old One rule of the region.

Below are selections of information that Hennen can provide if asked.

What do you think happened to the caravan?

Well, it seems to be that it was burnt, don't you think? Other than that, I'd say very little else as the raiders don't seem to have had the good sense to at least unload the wagons before burning them.

What are you doing here?

We were on patrol when one of the men saw smoke rising in the distance. I thought it best to investigate, in case it was some of the Old One's (spit) forces.

Would you mind helping us put out the fires?

Well, quite honestly, I would. Sending a man to die in glorious battle is one thing...you can sing quite the song about that. But sending a man to get burnt putting out a wagon? Not terribly dramatic at all, I'm afraid.

Are you sure? (Diplomacy DC 20+APL)

Fail: *Quite.*

Succeed: *Oh, I suppose. You, you, you, and you (pointing at several of the men)...assist these folks in putting out the fires would you. Be careful of the flames...I don't want Silas to be tending to burns tonight.*

Who is General Hok?

The Guardian-General is the rightful, in fact, lawful leader of the Warfields. He is a skilled warrior who commands the loyalty and dedication of those who serve beneath him. Well, that's the official version anyways. Truth is, he was the leader of the Warfields until the Greyhawk Wars and the invasion. He's been missing for quite a while, but he showed back up last year and I'll tell you...I've never seen a man so driven, so passionate about something. It's infectious. Doubly so since his passion is driving Ol' Wicked from his lands.

But wasn't he an ally of the Horned Society?

Was. But the Horned Society is gone now and Hok has his own plans.

Sounds like a good deal...where do I sign up?

If you can spare the time, travel to the village of Talloc. There are usually agents there who can get you where you need to be.

Hey this caravan looks like it was hit by orcs! Any ideas about orcs in the area?

Well, the Urzun are the most prevalent around the northern Tangles. They make up a large portion of Cranzer's forces at Kinemeet and Stonehill Fortress.

In fact, we found an Urzun rider last night. He was carrying this... (Player Handout II).

The Letters

Hennen can answer several questions regarding the letters found on the Urzun rider. In addition, bard PC's or characters with various knowledge skills may also be able to fill in some of the details.

Who are the Jebli?

(Knowledge: Local- Highfolk or Perrenland or Bardic Knowledge DC: 20)

I believe they are one of two orc tribes that live near the Vesve Forest. I've heard it said that the best thing about the Jebli is that they are so comfortable in the forest that at least you can't see how ugly they are before they attack.

Who are the Celbit?

(Knowledge: Local – Any in Iuz's Border States or Bardic Knowledge DC 20)

The Celbit are a tribe of orcs from the Empire and the Vesve forest. They are incredibly loyal to the Master of Dorakaa. In fact, the commander of Kinemeet, Mammoth, is a Celbit if I recall correctly.

Who are the Kazgund?

(Knowledge: Local – Furyondy, Highfolk, Shield Lands or Bardic Knowledge DC 20)

The Kazgund are another tribe living in the Empire. If you ever meet a smart orc, it's likely to be Kazgund.

What about Bloodspear?

(Knowledge: Religion or Bardic Knowledge DC 20)

I believe that is the name of Gruumsh's unholy weapon.

Do you have any ideas about this Blight of the Sun?

Hennen: *Not a clue.*

Bardic Knowledge DC 30: *The Blight of the Sun and Bloodspear's Scion are one in the same. The Urzun have legends about a weapon crafted from a splinter of Bloodspear that is sacred to the northern orc tribes.*

Wrapping Up and Troubleshooting

Assuming that the party is willing to party with the salvage from the caravan, Hennen and his men will graciously bid farewell as they leave. They have no interest in accompanying or assisting the adventurers, as they have orders to return to their base camp within two days.

At this point, the party should have enough information and motivation to pursue the orcs, although

it is possible that they may not have gained some of the additional info (due to not asking the right questions or not possessing the skills necessary to learn information themselves).

If the party needs additional motivation to get them going, Hennen can volunteer some insight to get them started, although he shouldn't just hand out all of his information. If the party fought and defeated Hennen, they will be able to discover the orcish letters in his possessions.

Encounter Three

The orc encampment is about twelve miles east of the caravan site. By the time the party has finished searching the wreckage, the orc raiders have had enough time to return to the camp. During daylight tracking the orcs is DC 11 (firm ground, 12 orcs) + 1 per hour as it begins to drizzle shortly after the party leaves the road. After dusk (10 hours after the party arrived at the caravan site), the DC for tracking increases by 6. The party will move at half speed (1.5 miles per hour at 30 ft/move), unless the take a -5 penalty to their Tracking check. Depending on the party's success at tracking, it will take them four to eight hours to reach the area of the orc camp.

The wreckage disappearing to the east, you curse as the clouds overhead begin to release a thin rain. Travel is miserable as you watch the footprints of your prey slowly melt away into the mud, each hour becoming more faint. Finally after several hours of travel you notice something other than the barren plain around you – a small hillock ahead upon which sits several huts.

At this point, the party is 420 ft. from the campsite. Observation of the camp from this distance reveals little as the rain obscures most details, although a Spot check (DC 24 before dusk, DC 34 after dusk) reveals a trio of figures walking along the edge of the hillock, about 200 ft. from the party.

The Rain

The rain has the following effects until Zyrkul's death in Encounter Four:

- ☛ -4 penalty to Spot and Search checks
- ☛ -2 penalty to Listen checks
- ☛ -2 penalty to ranged weapon attacks
- ☛ Automatically extinguishes unprotected flames.

The Patrol

A trio of orcs (same stats as in The Campsite below) is slowly making a circuit around the campsite. They are

not terribly observant and are unlikely to notice much of anything in the rain.

If the PC's wish to ambush the patrol, they will be able to close within 100 feet of them without needing to hide. Moving closer will require Hide and Move Silently checks, opposed by the orc's Listen and Spot (+2 to each at all APL's).

If the orcs notice the party at any time, they will shout a warning to the campsite, while they move to engage the attackers. Once alerted, the orcs in the camp will begin moving towards the battle the next round (see the Campsite section below).

If the party manages to take out the orcs before they get an alarm off, the PC's will have the opportunity to interrogate them (requires a successful Intimidate check). None of the three orcs are terribly intelligent and each only speaks orcish, but they can provide the following information:

- ☛ They are led by a priest of Gruumsh named Zyrkul.
- ☛ Zyrkul ordered the attack on the caravan earlier today in order to claim a spear he saw in his visions. The spear is a holy weapon of Gruumsh.
- ☛ Zyrkul has been holding several elves prisoner in his hut. Occasionally he brings out a dead elf for the orcs to play with.
- ☛ Few are foolish enough to attack them. A blue ogre tried the other day, but they ran him off.
- ☛ The number of orcs in the camp (24 or 48 depending on APL, plus Zyrkul and his four bodyguards).

The Campsite

The main campsite (detailed in Appendix X) contains several tents scattered around a large central hut. In the common areas between the tents are several fires, where orcs are huddled eating and drinking.

In addition to the orcs detailed below, there are an equal number of non-combatants (orcs too young or too old to fight, pregnant females, etc). In the event of a fight, the non-combatants will do their best to get away from the fighting, hiding in tents or fleeing the village if necessary.

Stealthy characters can attempt to sneak into the camp, but it is difficult. The tents are arranged so that there is always at least 10 feet between them and the central hut, so a hiding character will have to come out from cover to cross. Invisible characters can nearly move at will throughout the encampment, although there is a Glyph of Warding (DC 28 to find with Search or for Disable Device) in front of the main hut tied to an *Invisibility Purge* that activates if an invisible creature stands within fifteen feet of the entrance to the hut. In addition, a Stone of Alarm is affixed the inside the main

hut's curtain and will activate if the command word is not spoken before opening the curtain.

Dealing with the Camp

There are a quite a few different ways the PC's may attempt to deal with the camp. The most common are detailed below. If the party comes up with a different approach, the DM should attempt to use the information provided to handle the situation.

Stealth

Searching the campsite reveals very little. The orcs living here are not much different than other tribes and don't have any unusual possessions. The only real items of interest are contained in the main hut (detailed in Encounter Four).

Frontal Assault

The party may attempt to attack the campsite directly, either charging the inhabitants or by bombarding the hillock with spells. Characters must be within 250 ft. of the camp to target it with area spells (due to restricted vision from the rain) and within 125 ft. to target specific creatures.

Non-combatant orcs will flee or seek cover immediately. The remaining orcs will attempt to engage the attackers directly. A few will break off to attack spell casters, but the majority will gang up on melee fighters (using the rules to assist an ally if necessary). Once the orcs have been reduced to 75% of their numbers, the survivors will rout and flee the scene.

Once the fight has begun, Zyrkul will begin to pre-cast spells inside the main hut (see Encounter Four). He and his bodyguards will NOT engage in the battle until the orcs in the camp have been routed or if a PC enters the hut.

Diplomacy

If the party wishes to send a member to engage the orcs in a parlay, refer to Frontal Assault above (these are orcs after all).

Diplomacy as an Orc

If the party sends a member in disguised as an orc, they will be able to speak with several of the orc warriors in the camp. They will not be able to meet Zyrkul, as he is engaged in a religious ritual that cannot be interrupted. The orcs will be able to provide any missing information from the Patrol section above as well as some of the details regarding the orcish letters from Encounter Two.

APL 6 (EL 6)

👉 **Orcs, non-combatants** (12): hp 4 (each); see Monster Manual.

👉 **Orcs** (12); hp 5 (each); See Monster Manual.

APL 8 (EL 8)

👉 **Orcs, non-combatants** (12): hp 4 (each); see Monster Manual.

👉 **Orc Warriors**, orc War2 (12); hp 13 (each); see Appendix III.

APL 10 (EL 10)

👉 **Orcs, non-combatants** (12): hp 4 (each); see Monster Manual.

👉 **Orc Warriors**, orc Ftr3 (12); hp 22 (each); see Appendix III.

APL 12 (EL 12)

👉 **Orcs, non-combatants** (12): hp 4 (each); see Monster Manual.

👉 **Orc Warriors**, orc Ftr5 (12); hp 22 (each); see Appendix III.

Troubleshooting

The main problem in this encounter is if the party isn't willing to go into the camp at all. The rain will continue for the next couple days as Zyrkul continues his ritual. Finally, the orcs will begin packing up the camp and heading east towards Kinemeet, a three day journey. If the PC's attempt to attack the orcs at this point or later, Zyrkul will fight alongside the orcs in the camp. Once the orcs have reached Kinemeet, the opportunity to defeat Zyrkul has passed and the adventure is over.

Encounter Four

The Exterior of the Hut

The hut is a large structure (30' diameter) made of treated hides, wooden poles, and leather lashings. The hide walls (hardness 2, hp 5 per 5 ft. facing) can be readily cut, but unless special care is taken to do the work quietly (effectively requiring a full round action to perform a single cut) the inhabitants of the hut will be alerted. The rain has made the walls less vulnerable to fire (only taking one-quarter damage from fire and fire-based spells before applying hardness). The hut is dug into the ground about a foot, so it is not possible to slide under the tent wall. The wooden supports (hardness 5, hp 8, break DC 17) inside the hut can be broken, each collapsing one quarter of the structure and possibly trapping individuals beneath the tarp (DC 13 Reflex save to prevent getting trapped. Trapped individuals may crawl out at quarter speed). Dropping the tent will attract the attention of the camp.

A Glyph of Warding (Invisibility Purge) is centered on the entrance of the hut, set to activate if any invisible creatures approach within 15 ft. of the entrance. In

addition, there is a stone of alarm affixed to the curtain in the doorway which will activate if the command word (“gurk”) is not spoken before entering.

➤ **Glyph of Warding** (Invisibility Purge): CR 4: spell; spell trigger; no reset; spell effect (glyph of warding [invisibility purge], 6th level cleric, 30 ft. radius); Search (DC 28); Disable Device (DC 28).

The Interior of the Hut

The hut contains a variety of trophies and ritual items used by followers of Gruumsh (such as a wide variety of spears, elf parts, and lots of blood). There are mats laid out on the floor for sleeping as well as a metal pole that has been driven into the ground and had several pairs of manacles attached. Two elves are chained here; one is used by Zyrkul to power his *death knell* spell at the beginning of combat, while the other is currently unconscious. Details on the elves and the other contents of the hut are in Encounter Five.

Zyrkul and his Boys

Prior to the arrival of the PC’s, Zyrkul is engaged in casting divinations regarding his trophy, the spear Sunblight. However, if the alarm is sounded or an intruder enters the hut, the cleric and his allies will prepare for battle.

If the alarm is sounded: Zyrkul will begin casting spells on himself and his allies, following the tactics listed in Appendix II. If the orcs outside are routed, Zyrkul and his bodyguards will exit the hut and engage the PC’s in battle the following round.

If PC’s enter the tent: Zyrkul and his allies will immediately enter battle. Zyrkul’s first action will be to finish off an elven captive using either a death knell spell or the sacrifice ability, while his bodyguards engage the intruder. In following rounds, the cleric will focus on bolstering his bodyguards with spells, while attempting to move the battle outside the hut (so the orcs outside can assist).

Zyrkul and his bodyguards will fight to the death, choosing to be put to the blade rather than face the humiliation of capture.

APL 6 (EL 9)

➤ **Zyrkul**, male orc Clr6 of Gruumsh: hp 39; see Appendix III.

➤ **Orc Wardens**, orc Bbn2/Ftr2 (4): hp 35 (each); See Appendix III.

APL 8 (EL 11)

➤ **Zyrkul**, male orc Clr6/BnoNfdls2 of Gruumsh: hp 51; see Appendix III.

➤ **Orc Wardens**, orc Bbn3/Ftr3 (4): hp 50 (each); see Appendix III.

APL 10 (EL 13)

➤ **Zyrkul**, male orc Clr6/BnoNfdls4 of Gruumsh: hp 72; see Appendix III.

➤ **Orc Wardens**, orc Bbn3/Ftr4/EyeGrmsh1 (4): hp 65 (each); see Appendix III.

APL 12 (EL 15)

➤ **Zyrkul**, male orc Clr6/BnoNfdls6 of Gruumsh: hp 84; see Appendix III.

➤ **Orc Wardens**, orc Bbn3/Ftr4/EyeGrmsh3 (4): hp 81 (each); see Appendix III.

Once Zyrkul falls, the weather changes for the worse.

As the orc priest falls to the muddy ground, a peal of lightning streaks across the sky and the heavens unleash a downpour. Increasing winds begin to push over the poorer crafted tents and shelters in the campsite and even the central hut is swaying in the powerful winds.

Until the end of Encounter Six, the thunderstorm has the following effects:

- Visibility ranges reduced by three-quarters
- -8 penalty to Spot, Search, and Listen checks
- Ranged weapon attacks are impossible
- Unprotected flames are automatically extinguished; protected flames (such as lanterns) have a 50% chance of being extinguished.
- Severe winds (40mph) will force small creatures to make a DC 15 Fortitude check or be knocked down. Medium creatures must make DC 15 Fortitude checks to move towards the southwest (against the wind). Flying creatures are treated as one size category smaller (small flying creatures are blown away – knocked prone and rolled 2d6x10 ft., sustaining 2d6 points of subdual damage due to battering and buffering).
- Otherwise acts as a *gust of wind* spell.

The Uninvited Guest

There is an intruder in the campsite besides the party. An ogre mage loyal to Xavandra, Mistress of the Gloucester, has been spying on the orcs for the last week attempting to gather information. His mistress divined that an event was occurring that would trouble one of her enemies greatly and she wished to know first hand the cause of his misery.

Unfortunately, the ogre mage Minoc has had problems. While sneaking around the camp invisible several days ago he accidentally found and triggered the Glyph of Warding outside the main hut. Several orcs immediately saw him and wounded him severely before he was able to fly away and disappear again. He's been nursing his wounded pride for the last two days, while Zyrkul reset the glyph.

Minoc witnessed the return of the raiding party earlier in the day and saw their prize – the spear Sunblight. Certain that the spear was the focus of Xavandra's vision, he wishes to capture it for her. Unfortunately, he doesn't possess the means to do so.

If the party engages Zyrkul in battle outside of the hut, Minoc will attempt to close with the orc priest (no closer than 30 ft. as he is fully aware of the danger of area effect spells). Once Zyrkul has dropped, Minoc will attempt to grab the spear from the body, if he thinks he can do so without being caught. Under no circumstances will he attempt to engage the PC's in combat to gain the spear nor will he attempt to enter the hut, as the invisibility purge would reveal him.

All APL's

👉 **Minoc**, ogre mage: hp 53; see Appendix IV.

Troubleshooting

There are two things that could go wrong for the adventurer's in this encounter. The first is that they are beaten off by the orcs. Unless the party has the means to restore themselves to fighting status within a day, the orcs will have moved on towards Kinemeet and catching them before they reach the city will be nearly impossible. At this point the adventure is over for the party.

The second thing that could go wrong is that Minoc could escape with the spear. While a party may be able to keep up with him in the short run, his invisibility at will and flight abilities will make it difficult for the party to pursue him very far as he makes a break for it. Should the characters possess the resources to cast divination or scry, they may be able to locate him or determine his destination (Gloucester), but they may not have the ability to catch him before he reaches the safety of the city.

Even if the party loses the spear to Minoc, they can continue the scenario using information they may gain in searching the hut (see Encounter Five below).

Encounter Five

The interior of the hut is lit by flickering tallow candles and a small campfire. The air is oppressive filled with the scent of incense and the iron tang of blood. The dirt floor is covered in many spots by large

hides that have been stretch out to make primitive rugs, while piles of hides have been fashioned into four crude beds.

In the center of the hut, the campfire smolders the flames flickering from the gusts of wind that knock the front curtain open every few seconds. A few feet away, a thick iron post has been driven into the ground to which two heavily tattooed elves have been chained.

Searching Zyrkul and his hut will reveal several items of note:

Within his possessions, Zyrkul has several ancient scrolls written in an archaic version of the orcish language. These prayer scrolls are dedicated to rites of Gruumsh and detail many of the most holy ceremonies of the orc patron deity (including the rites for becoming an Eye of Gruumsh). In addition, the scrolls detail the history of Sunblight and give a clue as to the nature of its powers (see Player's Handout III for the relevant section of the scrolls).

There is also a worn and ragged writing kit that has been heavily abused. In amongst the papers are poorly written, uncoded drafts of the message contained in the orcish letters found by Hennen (Player's Handout I). In addition to the four orcs named in Hennen's letters, the following are names are also seen:

- Mammoth of the Celbit, in Kinemeet
- Gurg of the Dazark, in the Fellreev
- Hurg-gak of the Dazark, in the Fellreev
- Captain Lolosk of the Kazgund, in Admundfort

There are several maps of the surrounding countryside, including the location of the Charging Boar Inn.

The hut is filled with the scent of incense and there are many tools used for divination in the chamber, including several bowls filled with the bloody remains of small animals, a variety of casting bones, and a beaten silver mirror.

The Captives

There are two elves chained in the hut. One is dead (either killed by Zyrkul during the prior battle or falling to his wounds), but the other is unconscious and alive. Characters who participated in the Bandit Kingdoms year one regional scenario "Elven Connection" may recognize the elf as the Grugach ranger Sayid (a bodyguard of a diplomat who arrived in the Fellreev two years ago). He is severely wounded, although his unconsciousness is mostly due to fatigue.

All APL's

☞ Sayid, male wild elf Rgr5: hp 44 (currently 0); see Appendix IV.

Once brought to consciousness, Sayid will initially panic (expecting to be tortured further), followed by wariness towards the party once he realizes that the orcs are gone. Unless there is someone with the party that has met him before, he will feign ignorance of the common language (after a minute or two of speaking common in his presence, viewers may attempt a Sense Motive check against Sayid's untrained Bluff check to catch the glimmer of understanding in his eyes when they are speaking; be sure to include Sayid's favored enemy bonus to Bluff if applicable.)

He will speak in elven if addressed in the language, answering some questions. However, his main goal is getting free and away from the party without drawing pursuit. This may mean he has to make "small talk" with the party until they can be convinced to let him loose and send him on his way. He recognizes that at this point it is better to use honey than vinegar to gain the party's trust and he will be as pleasant as he can muster (which won't be all that pleasant really).

Here are some samples of the information the Sayid can provide:

Who are you?

I am Sayid kel'Andail.

(Knowledge: Local – Highfolk DC 25 will know that kel'Andail is a minor clan of a Vesve Grugach tribe)

How did you come to be captured?

Three companions and I were traveling on a mission for our master when we were ambushed and captured by these orcs. Two were killed earlier and it seems the last died while I was out.

Who is your master?

Marsinian, a diplomat in residence with the Fanlareshen elves.

Who are the Fanlareshen Elves?

A large clan of sylvan elves residing in the Fellreev Forest to the north. They are the only worthy elven community in this foul region.

Where is your master from?

He is from the Vesve Forest to the west.

Ah, so he's an agent of Highfolk?

Um, yes, yes he is. (Bluff check to catch his lie).

I don't believe you. Who is he representing?

Well, to be honest, he is representing his clan. Marsinian and the clan leaders do not believe the Vesve is served well by those who live in the human pit of Highfolk. In cases like these, the clan finds it is best to engage in its own diplomacy.

Are you aware of recent events in the Vesve (the siege at Quaalsten)?

No, I am not. I have been busy with my duties here. But I would appreciate anything you could tell me about events there.

What are you planning on doing next?

I need to return to Marsinian and let him know what has happened to my companions. After that, what I do will be at his discretion.

Do you need any assistance getting to him?

No, this weather is annoying, but it will not impede me too greatly. A bit of provisioning and perhaps a bit more healing and I should be well enough to continue on my way.

The Meat of the Matter

The following information is only available by either using magic to coerce Sayid to speak freely or by using divinations to read his thoughts. Under no circumstances will he become friendly enough with the party thru diplomacy to share this information without magical coercion.

Truth is, Sayid and his companions were on a mission to capture the weapons caravan when they were found by orc scouts and captured. Marsinian is under orders to obtain elvish weapons from the Fanlareshen, but has been unable to convince them to provide him with the items he requires. Aware that the Fellreev elves had arranged an arms caravan to get him weapons that he did not wish to barter for or use, he sent his agent to destroy the caravan and take what few elven blades they did manage to find from the wagons.

Sayid is not certain of his master's intent regarding the weapons, only that he is very focused on obtaining them. He is worried what his failure might mean for Marsinian and he wishes to report back to the diplomat as soon as possible to ensure that he is safe.

So What Do We Do Now?

Characters making a Wilderness Lore check (DC 15) can forecast that the storm is likely to continue for the next few days. Most of the camp is blown away within the first hour of the storm and the hut is only good for temporary shelter. Water is starting to seep around the edges of the

hut and the supports creak constantly as the walls are battered by the wind.

The hut has enough life left in it to last the night. By morning, enough water will have seeped in that the floor will be a muddy mire and will no longer be comfortable for rest.

The only hope for security and comfort nearby is a waystation along the road to the north, the Charging Boar Inn. It is about 20 miles away, but given the weather it will take two days to get there.

The weather is miserable and makes travel slow-going, but otherwise does not cause any other difficulties.

Troubleshooting

The main obstacle the DM may face here is getting the party to continue towards the Charging Boar Inn. If they settle on a different destination, the DM can handle it one of several ways. The encounter at the Charging Boar Inn can be moved to another establishment on the party's path or the weather can be used to steer the party towards the Charging Boar. Keep in mind that the strength of the winds is pretty much preventing any travel towards the southwest, so that will narrow their options considerably.

The other problem is how the party handles Sayid. If they insist on keeping him with them, he will acquiesce, although he will be on the lookout for opportunities to sneak away. Unless he is charmed, there is no way to convince him to remain with the group. If faced with being held captive, especially if the group suggests that he may be turned over to either the Fanlareshen or the Highfolk authorities, he will begin considering suicide options in order to prevent implicating his master.

Encounter Six

Soaked and chilled from the downpour, your travel has made your desire for a hearth and ale much more sincere and earnest than it has been in quite some time. You've just about given hope of ever being dry again, when at finally your spirits are given cause to rise.

Cresting a small bluff, you look down at a large structure that sits alongside a muddy track. While the windows are shuttered, you can barely make out the plume of smoke rising from the chimneys.

Moving closer you can see that the building is very nearly a keep, with stout wooden walls and a small gatehouse. A man wrapped in a thick oiled cloak steps out as you approach.

"What a sorry lot you are, out in this weather. Well it's a good thing that there ain't more of ya, cause the inn's bout full up. I'd get yerselves inside before another caravan gets here and signs on to yer beds."

Looking in the courtyard you can see that it is full of carts and wagons. A stable off to the side is so full of horses that several are tethered just inside the entrance.

The man at the gate, Olen, doesn't really mind the rain at all. He's perfectly happy chatting with the party if they are willing to stand in the rain with him, but he's not able to leave his post for any reason.

If asked he can mention that there's at least six different groups in the tavern – two caravans, a group of elves, a lot who looked like soldiers, and two groups that looked like migrant worker families. The caravaners are getting restless, they've been at the inn since the storm started two days ago and they want to get going. The elves arrived the day before the storm and do not seem to be in a particular hurry to get anywhere. The soldiers arrived yesterday and have used the weather as an excuse to stay at the bar drinking all hours. The families arrived separately, both earlier in the day, and haven't been very distinctive.

Inside the Inn

Entering the Charging Boar, you are amazed by the size of it. Easily as large as many establishments in the City of Greyhawk, this roadside inn has a taproom that is currently filled with nearly a hundred men and women. Several barmaids hustle amongst the patrons, bringing pitchers of water and ale to the tables. A burly ogre of a man works diligently behind the bar, wiping down the counter and cleaning mugs when he is not pouring drinks or taking the freely flowing coin of the many customers.

The tables are filled with a variety of folks, most with the hearty appearance of laborers. Several tables along each side of the taproom have been pulled together as groups of men play cards, dice, and arm wrestle each other (mindful not to knock over their many mugs of ale). In addition, a group of sylvan elves sits quietly in one corner near a small vacant table. Another group of men sits near the door, weapons visible at their belts, but their relaxed and smiling demeanor offsets any threat the weapons present. Huddled near the hearth, two families sit together facing the fire, puddles of water still drying beneath them on the floor. A young woman plays with a child while an older matron struggles to change another child out of soaking clothes.

With all of these folks, there are only two tables open...a larger one near the bar and the small table near the elves.

The Bartender

Standing behind the bar, the Flannish bartender stands nearly seven feet tall and is built like a keg on legs. As you approach, he smiles and says, "Good ta have ya here, folks. Horr'ble weather ta be out. Sits yerselves down, let me pour ya a few drinks, and if ya be needin' anything just be askin' fer Berek."

Berek is the owner and bartender of the Charging Boar Inn. An adventurer in his earlier days, he used the money gained to build this fortified tavern. Although his friends told him it was a foolhardy venture, Fharlanghn has brought countless customers to his door and Berek has done very well for himself.

If the party wants to spend time talking with Berek, he can impart a little insight into the other patrons in the tavern.

Berek on the Elves: *"I've seen one of them in here before on occasion, fella named Osiric. They come down here from da Fellreev, I'm pretty certain, although getting da elves to come out of their woods is a mean trick."*

Berek on the Soldiers: *"They're trying to keep it secret, but I'm pretty sure they're some of Hok's boys. One of them is a regular named Lukas, but I've seen most of them before."*

Berek on the Caravaners: *"Well, there's two groups here, one heading north and one heading south. The ones from Rookroost are twitchy because once they leave here, they're heading towards the Warfields and they're worried those soldiers over there are gonna follow and raid em. The other group just made it from Hallorn, so they're all relieved that they didn't get raided so they're drinking to celebrate."*

Berek on the Families: *"They got in here earlier. We get migrant families all the time, moving between different towns to find work and what all. From the sounds of it, these folks are heading down to Hallorn. First time I've heard folks eager to get to that hellhole, but then again I've heard that there is some coin to be made there nowadays."*

Other than the information above, the DM can make up or provide other rumors. Be careful not to spoil other scenarios with the rumors.

The Vacant Table

Approaching the vacant table, you see that a small plaque has been affixed to its surface that reads "Reserved in Her Memory".

If anyone in the party sits at the table or even so much as sets a mug on it, Berek will instantly notice, turn beet red and begin shouting at them with full fury about having respect and threatening to throw them back out in the rain. His tantrum will continue for several minutes (even if the offender is properly apologetic), until one of the bar matrons is able to work her way across the room and calm him down. While he won't throw the offender out of the bar, he won't speak to him and the offender will be getting watered down ale for the rest of his stay.

If the PC's enquire about the table, most of the patrons will just shrug. The elves have a better idea (see below). If Berek is asked, he'll blush a bit and mumble "fer a special lady whut died in Rookroost, Fer'langin bless er' soul".

The Elves

A quartet of olive skinned elves sits quietly in the corner, casually watching the activities of the other patrons. All four wear traveling clothes and the glimmer of steel occasionally shine from beneath their cloaks.

Noticing your interest, one of the elves returns your gaze, raising an eyebrow.

The elves are here to meet the caravan that the party discovered several days before. They are not aware that the caravan was attacked and believe that it is simply the weather that has kept the supplies from arriving.

The leader, Osiric, is a ranger in service to Palarasin Corisial, the leader of one of the major houses of the Fanlareshen elves. His duties include acting as Palarasin's envoy when dealing with humans outside of the Fellreev Forest. Characters who participated in BDK1-06 Elven Connection will recognize as one of the elven rangers in the Fanlareshen village of Lo'ennial, but as they didn't interact much with him there's not much else to remember.

The other three elves (Kylin, D'nay, and Mo'hali) serve as Osiric's bodyguards and companions.

All APL's

☛ **Osiric**, male wood elf Rgr5/Clr2 of Solonor Thelandria (Diplomacy +7).

☛ **Kylin and D'nay**, male wood elf Rgr3/Ftr2.

☛ **Mo'hali**, female wood elf Rgr1/Rog4 (Sense Motive +8).

If members of the party approach the elves, Kylin and D'nay will stand while Osiric greets them. He will be courteous, but wary as he is unsure of the party or their motivations.

If the party asks if he is Osiric, the bodyguards will obviously tense while he asks what business they might have if he is. If the party mentions the caravan, he will show obvious interest and ask them to please sit, while the bodyguards step away to allow the party at the table.

Osiric is interested in any information that the party can supply regarding the caravan and its fate. If informed that Hok's men took the weapons he will sigh, but not be overly upset ("They may have good intentions, but you can't expect men to rise above their natures.") He will be very interested in the description of the attack on the caravan as it makes little sense to him, unless the party mentions Sunblight.

If Sunblight is mentioned, he will ask if the party has it in their possession as well as what they know of the weapon. He knows nothing of the weapon other than what the party tells him, but the more he learns the more he is convinced that its destruction would be a great victory for the Fanlareshen elves and the civilized peoples of the north.

He does not possess the means to destroy the weapon, but will encourage the party to bring the weapon to Palarasin Corisial in the Fellreev. He knows that he and his companions are not able to take the weapon from the party and he will rely on diplomacy and the promise of reward from the Fanlareshen elves should the weapon be delivered to them. If the party asks him to take it, Osiric will politely refuse as he knows that his group would not be able to adequately protect it should orcs find them.

He will also be very interested in any news regarding the Grugach activities in the region. As far as he had been aware of the only Grugach in the area was Marsinian, the diplomat from the Vesve. If told of Sayid's connection to Marsinian, Osiric will become quite concerned and encourage his companions to gather their belongings to return to the Fellreev immediately. On the chance that the party captured Sayid and are still in possession of him, Osiric will ask that the Grugach is turned over to him to take to the elven leadership.

The last bit of information the party can gain from Osiric is the nature of the vacant table.

Ah, the memorial. There was a woman named Gaiyle who sat at that table when she could make her way to this tavern. If she was here, her business was usually to stick a spear in the Old One's side with one scheme or another. Unfortunately, her luck ran out a few months back and she was put to death in a big public execution up in Rookroost.

Most folks in the Combination don't know who she was or what she was up to. But the folks who remember, like Berek over there, are doing what they can to keep the memory of her alive.

(Gaiyle Markhalla was an agent working against Iuz that enlisted the aid of adventurer's in several Bandit Kingdoms scenarios BDK1-01 The Package, BDK1-03 The Fortress, and BDK1-06 Elven Connection. She was killed by Iuz's forces in a public execution at the conclusion of BDK3-01 Pawn.)

The Soldiers

A dozen men sit scattered between three tables, laughing, carousing, and enjoying the attention of a young and pretty barmaid. While each is armed and dressed individually, there is something about their gear that suggests that they are more than simply common bandits.

Most of the men are young, no more than twenty winters. However, one of them is a grizzled, scarred, and grey-haired warrior who seems to have the attention of several of the younger men as he describes a battle of his younger days.

The soldiers are a group of scouts for the Army of the Warfields. Their leader, Lukas, is responsible for not only providing information on caravan and military movements out of Rookroost, but also for feeling out potential supporters of the Army's efforts.

With no overt presence of Iuz's minions in the tavern, Lukas and his men have let their hair down since they don't anticipate the arrival of any enemies in such foul weather. Lukas has taken the opportunity to build up his ego by telling the lads under his command exaggerated stories of his exploits.

Should the party approach, several men will get up and slide a fourth table over to make room for the adventurers, while Lukas greets them warmly and invites them to have a seat. He'll politely inquire as to their business on the road in such foul weather, but otherwise not ask too probing of questions.

If asked as to his business, he'll suggest that he and his boys are simply out hunting and the weather is keeping them in. If asked about Hok, he'll get a glimmer in his eye and a smile as he calmly asks what the characters are doing believing in ghost stories.

If the party mentions their meeting with Hennen or other past activities with Hok's men, he'll acknowledge his allegiance to the Guardian General. He thinks fondly of Hennen ("A good lad, good with a song, not so good with a sword, but we'll take what we can get.") and is fiercely loyal to the Army of the Warfields. Any suggestion that the Army or Hok has ulterior motives or darker purposes will earn a scowl and a curse from Lukas.

Should the conversation turn to the characters encounter with the orcs, he'll press for as many details as possible (to incorporate into his own outlandish stories as

well as to report to his superiors). If told about Sunblight in any detail, his eyes nearly glow with excitement.

That is a fine weapon to be sure. I would be even finer if it t'were put to a good cause. Now, I'm sure that you are good stout men of fine moral character and you may be thinking that perhaps you could use it or maybe it should be destroyed to prevent the orcs from reclaiming it. But may I suggest an alternative...bring it to Talloc and speak with the commander there. I would imagine he would nearly move heaven and earth to barter for that spear.

Lukas does not know what might be offered in exchange, but he is certain that it would be worth the effort to find out if the party is willing to travel to Talloc. He is willing to give directions and a writ to bring to the commander guaranteeing the party safe passage and hospitality with Hok's men.

Lukas can provide information regarding Hok and the Army of the Warfields (from Appendix I) should he be asked. He doesn't have much additional insight to share, other than to suggest that if they wish to know more they can head to Talloc.

The Caravaners

Two physically similar groups of men sit apart from each other in the tavern, but more than the floor space between them divides them. One group looks at the door with a fearful eye, as though haunted by a ghost that may come through the door at any moment. The second group is in a jovial mood, with many of the men blissfully drunk from the many mugs of ale that litter their table.

The first group is a southbound caravan headed for Hallorn. Not only do they have their typical dread about visiting the undead-ridden village, but they are fully aware of the increasing frequency of bandits along the road south. They are not terribly friendly to strangers, and even if the party manages to warm them up a bit, they do not have much worthwhile information to provide them.

The second group is northbound to Rookroost and has left Hallorn and the Warfields behind them. In a good mood now that the worst is behind them, they have spent much of their coin on Berek's ale. Their intoxicated state makes them amusing to be around and they are very friendly, but possess no information of use to the party.

The Families

About a dozen people sit huddled around the hearth. Two women tend to small children, while the eldest men puff at pipes, trying to light waterlogged

pipeweed. Many of them are nearly undressed to their skivvies, with their clothes spread out over the benches and blankets from the inn wrapped around them.

The two families (the Ouen's and the Wenset's) are making their way west from Kinemeet towards Hallorn. One of the Ouen's relatives living in that village recently sent his cousins a letter telling them about the silver to be made working on the town walls. Unable to find work around Kinemeet, the two families packed their meager belongings and are planning on settling in Hallorn.

The Rest of the Night

The party will be able to find accommodations in the Inn easily enough (most of the patrons are using the common room, which is big enough for a few more, but the inn also has many private rooms which are available). The night will be uneventful aside from the occasional thunder and lightning that shake the building and the constant drumming of rain on the roof.

By morning, the rain has let up and the skies while cloudy are lit by the rising sun. The party can decide where they want to go from here, either to meet agents of Hok or the elves, or on their own way.

Troubleshooting

Ultimately, it is up to the party to decide what they want to do with the spear. If the players decide that they want to turn it over to other organizations (such as metaorgs or groups in their home regions), they can choose to do so, although there will be no reward for their choice.

Encounter Seven

Having made their decision on what they want to do with the spear, the party begins traveling. Talloc is two days west of the Charging Boar Inn, near the southern edge of the Steelbone Meadows, while Lo'enial is nearly a week's journey to the north in the Fellreev forest (southwest of Fort Hendricks).

On the first night of travel after having left the Charging Boar Inn, the party is attacked by the ghost of Zyrkul. Drawn to Sunblight he wishes to reclaim the weapon before his soul is destroyed for failing Gruumsh.

The clarity of death has increased Zyrkul's intellect and he will use all that he knows of the party from his previous fight with them. While the party is sleeping he will attempt to leapfrog from body to body using his malevolence power while casting spells through the material bodies. He also has been granted access to a spell that can bring a being from the Material Plane to the Ethereal where he can physically attack them.

Zyrkul will come upon the party at the beginning of the night. Unless the party has the means to see ethereal creatures, there is no chance of noticing him and even then it requires a DC 20 Spot check when he initially spies them. After he first makes contact, he sinks into the earth and observes them for an hour to see who is on first watch and what sort of defenses they erect.

A suggested tactic is to wait until the least intelligent seeming fighter (a half-orc is a likely candidate) is on watch and then attempt to possess him.

Zyrkul will attempt to remain in a possessed body at all times, but if he is unable to act (everyone is within the area of a magic circle against evil or has made successful Will saves against his ability), he will physically manifest and attempt to fight the party with his spells.

APL 6 (EL 8)

➤ **Zyrkul**, male orc ghost Clr6 of Gruumsh: hp 47; see Appendix V.

APL 8 (EL 10)

➤ **Zyrkul**, male orc ghost Clr6/BnoNfdls2 of Gruumsh: hp 61; see Appendix V.

APL 10 (EL 12)

➤ **Zyrkul**, male orc ghost Clr6/BnoNfdls4 of Gruumsh: hp 75; see Appendix V.

APL 12 (EL 14)

➤ **Zyrkul**, male orc ghost Clr6/BnoNfdls6 of Gruumsh: hp 89; see Appendix V.

Once Zyrkul has been defeated, he is permanently destroyed (Gruumsh crushes his spirit like a ripe melon).

Wrapping up

If the party decided to travel to Talloc to barter with the Army of the Warfields commander regarding the use of the spear, go to Conclusion A – Talloc.

If the party decided to travel to Lo'ennial to barter with the Fanlareshen elves regarding the destruction of the spear, go to Conclusion B – Lo'ennial

If a member of the party decides to retain the weapon (and is able to purchase it following this scenario), go to Conclusion C – It's Mine.

If the party decides to give the weapon to another organization, go to Conclusion D – The Other Guys.

If the party cannot decide what to do with the weapon, go to Conclusion E.

Conclusion A – Talloc

Traveling across the countryside towards the hamlet of Talloc, you found that while the trail was muddy, the weather became quite pleasant, with a gentle breeze from the south.

It's been two days since your encounter with the risen spirit of the orc priest and you are currently enjoying the hospitality of the Army of the Warfields in Talloc. Several hundred men are camped in the countryside near the hamlet, although most are preparing to break camp in anticipation of troop movements out of Riftcrag several days ago. While the Army may not have a fortified home, they now possess a weapon that the Guardian General is quite certain will be of use to his forces in the future.

In exchange for Sunblight, Hok has given you the names of several contacts that he has used to obtain supplies for his forces.

Tomorrow, you will leave Talloc and perhaps the Bandit Kingdoms behind. Only Istus knows what fate has in store for the Army of the Warfields and the Scion of Bloodspear, but time will tell...

Players completing Conclusion A are rewarded with the Favor of the Army of the Warfields.

Conclusion B – Lo'ennial

Making your way along the Artonsamay River with the aid of several Sylvan guides, you finally arrived in Lo'ennial several days ago. The elves have been gracious hosts, their mood celebratory as they prepare for the rituals necessary to destroy the Scion of Bloodspear.

The leader of House Corisial, Palarasin, personally thanked you for your efforts and extended the services of his home for your refreshment. While it is a vicious forest, the Fellreev also contains many delights and it is hard to imagine that you could ever grow sick of roasted venison or the rich wild berry preserves that the elves have prepared for you.

But the hospitality of the Fanlareshen is not the only reward they have prepared for you. Several elven craftsmen have been given instructions to provide you with equipment, should you ever require it.

As the sun sets on the Fellreev and the elven priests begin their ritual, you can feel comfort in knowing that you have prevented a deadly alliance within the orc tribes and destroyed a relic of the One Eye. Not much good comes from within the Bandit Kingdoms, but at least this day, evils spread is held back a bit longer.

Players completing Conclusion B are rewarded with the Favor of the Oaken Copse.

Conclusion C – It’s Mine

Feeling the strength of the shaft and the weight of the weapon in your hands, you cannot resist the lure of Sunblight’s power. Although others may have use for it, you are certain it can be put to its best use in your able hands.

The character that wishes to retain Sunblight must purchase the weapon following this scenario. If he cannot, use Conclusion E instead.

Conclusion D – The Other Guys

It will be up to the DM to tailor this ending to the players, depending on whom the party wishes to turn the weapon over to. However, regardless of which group the weapon is turned over to only the Army of the Warfields and the Oaken Copse will provide a reward.

Regional Triads may wish to adapt influence point awards to be given if the spear is brought back to regional organizations.

Conclusion E – Indecision

It’s been nearly a week since your encounter with the orcs in the Midlands. You’ve since returned to civilization, with the knowledge that you’ve prevented the Urzun from obtaining a powerful weapon and a means of uniting their fractured tribes. As long as Sunblight remains in your...

Looking at your packs, you realize that the spear is no longer among your belongings. How it got away from you or where it is now, you have no clue. It seems as though perhaps fate has its own plans for the spear.

The End

Experience Point Summary

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

Encounter Three

Defeat / Bypass the orc encampment

APL6 180 xp; APL8 240 xp; APL10 300 xp;
APL12 360 xp;

Encounter Four

Defeat Zyrkul and his bodyguards

APL6 300 xp; APL8 360 xp; APL10 420 xp;
APL12 480 xp;

Prevent Minoc from escaping with Sunblight

APL6 90 xp; APL8 90 xp; APL10 90 xp;
APL12 90 xp;

Encounter Seven

Defeat the returned spirit of Zyrkul

APL6 240 xp; APL8 300 xp; APL10 360 xp;
APL12 420 xp;

Discretionary Roleplaying Award

APL6 90 xp; APL8 135 xp; APL10 180 xp;
APL12 225 xp;

Total Possible Experience:

APL6 900 xp; APL8 1125 xp; APL10 1350 xp;
APL12 1575 xp;

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may

attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Four:

APL 6: L: 351 gp; C: 0 gp; M: stone of alarm, (84 gp), cloak of resistance +1 (84 gp), Sunblight (2,000 gp).

APL 8: L: 368 gp; C: 0 gp; M: stone of alarm, (84 gp), amulet of natural armor +1 (167 gp), cloak of resistance +1 (84 gp), Sunblight (2,000 gp).

APL 10: L: 368 gp; C: 0 gp; M: stone of alarm, (84 gp), amulet of natural armor +1 (167 gp), cloak of resistance +2 (333 gp), Sunblight (2,000 gp).

APL 12: L: 368 gp; C: 0 gp; M: stone of alarm, (84 gp), cloak of resistance +3 (750 gp), Sunblight (2,000 gp), scroll of freedom of movement (58 gp), scroll of true seeing (114 gp), potion of fly (62 gp).

Total Possible Treasure

APL 6: 800 gp

APL 8: 1250 gp

APL 10: 2100 gp

APL 12: 3000 gp

Items found during the Adventure:

Cross off all items NOT found

APL 6-8:

Stone of Alarm (Adventure, DMG)

Sunblight (Adventure, DMG)

APL 10: (All of APL 6-8 plus the following)

Cloak of Resistance +2 (Adventure, DMG)

APL 12: (All of APL 6-10, plus the following)

Cloak of Resistance +3 (Adventure, DMG)

Divine Scroll of Freedom of Movement (Adventure, DMG)

Divine Scroll of True Seeing (Adventure, DMG)

Potion of Fly (Adventure, DMG)

Special

Favor of the Army of the Warfields

In exchange for providing Hok's forces a powerful weapon to use against the forces of the Old One, the Guardian General has seen to it that you are properly rewarded. Following any metaregional scenario set in Iuz's Border States you may purchase any of the following items: Quaal's Feather Token (Whip) (DMG), Heward's Handy Haversack (DMG), Brooch of Shielding (DMG), and Mask of Lies (see below).

Mask of Lies: This black, featureless mask only has slits for the eyes and mouth. The wearer can cast *change self* on himself at will and is continually under the effect of an *undetected alignment*. In addition, he or she gains a +5 bonus to Bluff checks.

Caster Level: 5th; Prerequisites: Craft Wondrous Item; *change self*, *undetected alignment*; Market Price: 17,500 gp; Weight: -.

Favor of the Oaken Copse

For your role in the destruction of an orcish artifact, the members of House Corisial have made arrangements to provide you with equipment for your future endeavors. Following metaregional scenario set in Iuz's Border States you may purchase any of the following items: Quaal's Feather Token (Tree) (DMG), Quiver of Ehlonna (DMG), Rope of Climbing (DMG), Gloves of Fearsome Grip (see below).

Gloves of Fearsome Grip: These flexible leather gloves increase the strength of the wearer's grip. They grant the wearer a +5 enhancement bonus to Climb checks, grapple checks, and opposed attack rolls made during a disarm attempt (only to avoid being disarmed).

Caster Level: 10th; Prerequisites: Craft Wondrous Item, bull's strength; Market Price: 15,000 gp.

Sunblight

In the hands of any character other than one possessing orc-blood, this spear performs only as a +1 cold-iron longsword that bestows one negative level on a creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded.

In the hands of an orc or half-orc, this becomes a +3 cold-iron longsword that envelops the wielder in shadow, removing any penalties for being in sunlight or bright

light and granting a +4 circumstance bonus to saves against light-based spells and effects.

Sunblight functions as a holy symbol of Gruumsh and grants orc wielders +1 special power bonus to Leadership when recruiting orcish cohorts or followers. Non-orcs carrying the weapon will be the preferred target of any orcs engaged in combat as they attempt to reclaim the weapon for their race. Note that last two rules are not magical functions of the weapon and are not fooled by wielders using Use Magic Device to emulate being an orc.

Caster Level: 20th; Prerequisites: Craft Magic Arms and Armor, shard of *Bloodspear*; Market Price: 24,000 gp.

Appendix I: The Rumors of My Death...

The following information contains general rumors regarding Guardian General Hok. Each bit of knowledge is about as truthful as the next, as even the most far fetched stories contain a kernel of truth within.

The knowledge below can be learned thru gathering information from several NPC's during the scenario, as well as thru Knowledge – History, Knowledge – Local (Bandit Kingdoms), or Bardic Knowledge checks. Rather than simply handing out information, give one kernel out for every five points the check succeeds past DC 10. Each check may only be attempted once (in the case of a knowledge check, the PC has exhausted his knowledge on the matter, while on a gather information check, the NPC has told you all they know.

In all cases, it shouldn't matter whether or not the PC's gain all (or even some) of the rumors as it has no bearing on this scenario. These rumors are simply to provide more background on the current events in the Bandit Kingdoms.

- Hok has been missing for the last several years. There are quite a few folks, not just Cranzer's followers, who are trying to put down any rumors of his return.
- The Guardian General was in attendance at Steelbone Meadows the night of the massacre. Most people assumed that he died there, although with him being back and all, it looks like he got away.
- Hok was killed at Steelbone Meadows. No one knows how his grave was found, but last winter his body was exhumed and returned to life. There's no clue as to who is responsible.
- Back in the day, Hok was one of the most aggressive Bandit Lords, ruling from his camps in the Warfields. He not only raided west against Law's Forge and Stahzer in the Shield Lands, but also against other bandits in the Combination.
- Prior to the Greyhawk Wars, Hok worked alongside the Heirarchs at Molag. Working in combination with the Horned Society, his men were able to obtain better equipment and training than they would have working alone.
- Hok was a devoted follower of Hextor himself, serving his deity thru the Horned Society. With the invasion from Iuz, he and his men were dedicated to protected Molag from Old Wicked's forces.
- Hok was a follower of Ethrynul, who worked with the Horned Society only because it offered him great opportunities for slaughter in his god's name. His betrayal of the Society at Molag was prompted by the opportunity to destroy an opposing bandit lord in the east.
- As a servant of Ralishaz, Hok's alliances were a whim of chance more than any conscious choice. While not fortuitous for his allies, Hok's whims ensured that he was never present for their fall.
- In recent months, Hok has been sighted leading his troops into battle with silver caravan's heading west towards Wormhall. While many believe it is intended to draw Cranzer out, others fear that the loss of silver shipments may draw the attention of the Lord of Dorakaa before long.
- A skilled bandit has taken on the mantle of Hok and is attempting to use the reputation and legend of the Guardian General to lift himself up as a new Bandit Lord. He has managed to obtain many of Hok's relics, but it is rumored he is seeking Hok's battle standard above all else.
- Returned from the dead, Hok has been in ill health. Although he retains his wits, he is incapable of leading his forces into battle. Instead, he is mentoring a talented young warrior to lead in his stead.
- Since his return, Hok has become an even more fearsome foe in combat, fighting as though possessed. Even the Old One's forces who live and fight alongside demons are hesitant to face him in battle.
- Hok is hunting the north for his kin. Since his disappearance nearly a decade ago, most of his family was killed or died over the years. Rumors of a surviving nephew have reached his ears and he has been pursuing the tales with all due effort.

Appendix II: Army of the Warfields

Prior to the Greyhawk Wars, the Bandit Kingdoms was broken up under the leadership of a variety of petty warlords, bandit kings, and robber knights. Among these was Guardian General Hok, who rallied the mercenaries and bandits of the Warfields under his banner to raid and plunder across the northern Flanaess. With the rising threat of Old Wicked's armies in the North, he was brought into an alliance with several other Warlords and the Hierarchs of the Horned Society to defend against invaders from across the Veng River. For a while they managed to hold off the demonic advance, but during a lull in the campaign, Hok and several other generals led their troops east to strike at the lands of another bandit lord who had left himself exposed. The loss of the Bandit armies weakened Molag's defenses enough that the city fell within a week and the western border washed away under the tide of Iuz's advancing army.

The future evident, Hok and his men disappeared into the wilderness, striking at the invading forces using guerilla tactics. Although they did not succeed in stopping the advance of the Old One, they were a constant thorn in his side, making him pay for every bit of land with his demon's blood. When at last, a priest of Iuz offered the possibility of a truce at the fields of Albarra, General Hok was one of the Bandit Lords who attended. It has long been believed that he was slain along with the dozens of other bandits who were massacred that night.

How it came to pass that Hok returned to the Bandit Kingdoms is uncertain. There are rumors of a quest into the Steelbone Meadows to recover his corpse and tales of his secret resurrection. Some believe that he was never killed at the Steelbone massacre and that he simply disappeared until the time was right for him to return to lead his armies against the Old One. And there are even tales that he did die, but fought his way out of the Hell's themselves to bring vengeance on his killers. Regardless, the return of the Guardian General has sparked a furor of excitement in the Combine as old lieutenants and new recruits flock to the banner of the Reconstituted Army of the Warfields.

Structure

As of Summer 593 CY, Hok's forces still rely on mobility and secrecy for their success. Although his forces are growing stronger every week, Hok does not yet possess the martial might necessary to resist a full assault from Iuz or the forces of his Boneheart. In addition, he prefers to spread his forces at this point in the campaign, striking at smaller mobile targets such as caravans and patrols rather than attempting to capture and hold territory.

The following is a typical Warfields squadron, such as that led by Hennen in this scenario.

🗡️ **Light Cavalry, human Ftr3 (6):** CR 3; medium humanoid (6 ft. tall); HD 3d10+6; hp 28; Init +6 (+2 Dex, +4 Imp. Init); Spd 20 ft.; AC 19 (+2 Dex, +5 Chain mail, +2 large shield); Atks +5 melee (1d8+1 [19-20/x2], longsword) or +4 melee (1d8+1 [x3], heavy lance); AL N; SV Fort +5, Ref +3, Will +2; Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Speak Language (Common), Handle Animal +5, Listen +2, Ride +12, Spot +3; Improved Initiative, Mounted Combat, Ride-by Attack, Skill Focus (ride), Weapon Focus (longsword).

Possessions: Longsword, heavy lance, large steel shield, chain mail, light warhorse w/ riding saddle (Spd 40 ft.).

🗡️ **Cavalry Sergeant, human Ftr5:** CR 5; medium humanoid (6 ft. tall); HD 5d10+10; hp 44; Init +6 (+2 Dex, +4 Imp. Init); Spd 20 ft.; AC 19 (+2 Dex, +5 breastplate, +2 large shield); Atks +9 melee (1d8+4 [19-20/x2], longsword) or +7 melee (1d8+2 [x3], heavy lance); AL N; SV Fort +6, Ref +3, Will +2; Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Speak Language (Common), Handle Animal +5, Listen +2, Ride +14, Spot +5; Improved Initiative, Mounted Combat, Ride-by Attack, Skill Focus (ride), Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Masterwork longsword, heavy lance, large steel shield, masterwork breastplate, heavy warhorse w/ military saddle and studded leather barding (Lt. Enc.; Spd 50 ft.).

🗡️ **Infantry, human Ftr3 (12):** CR 3; medium humanoid (6 ft. tall); HD 3d10+9; hp 31; Init +1 (+1 Dex); Spd 20 ft.; AC 16 (+1 Dex, +5 Breastplate); Atks +6 melee (1d10+3 [x3], glaive) or +4 ranged (1d6 [x3],

shortbow); AL N; SV Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Speak Language (Common), Climb +5, Jump +5, Listen +4, Spot +4; Cleave, Combat Reflexes, Power Attack, Toughness, Weapon Focus (glaive).

Possessions: Glaive, shortbow, arrows (40), breastplate.

☛ **Infantry Sergeant, human Ftr5:** CR 5; medium humanoid (6 ft. tall); HD 5d10+10; hp 47; Init +1 (+1 Dex); Spd 20 ft.; AC 11 (+1 Dex); Atks +10 melee (1d10+6 [x3], glaive) or +6 ranged (1d6+2 [x3], shortbow); AL N; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Speak Language (Common), Climb +6, Jump +6, Listen +5, Spot +5, Swim +5; Cleave, Combat Reflexes, Power Attack, Toughness, Weapon Focus (glaive), Weapon Specialization (glaive).

Possessions: Masterwork glaive, mighty composite shortbow (+2), arrows (40), masterwork breastplate.

☛ **Crossbowmen, human Ftr1/Rog2 (6):** CR 3; medium humanoid (6 ft. tall); HD 1d10+2d6+3; hp 21; Init +6 (+2 Dex, +4 Imp. Init); Spd 30 ft.; AC 15 (+2 Dex, +3 Chain Shirt); Atks +4 ranged (1d8 [19-20/x2], light crossbow) or +3 melee (1d6+1 [19-20/x2], shortsword); SA Sneak Attack +1d6; SQ Evasion, uncanny dodge (Dex); AL N; SV Fort +3, Ref +5, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Speak Language (Common, Goblin, Orc), Climb +7, Hide +5, Jump +9, Listen +3, Move Silently +5, Ride +6, Spot +3, Swim +5, Tumble +10; Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Reload.

Possessions: Light crossbow, bolts (20), shortsword, masterwork studded leather.

☛ **Chaplain, human Clr3 of Kord:** CR 3; medium humanoid (6 ft. tall); HD 3d8+6; hp 24; Init +0; Spd 20 ft.; AC 15 (-1 Dex, +6 Splint Mail); Atks +3 melee (2d6+1 [19-20/x2], greatsword); SA Turn / destroy undead, spells; AL CN; SV Fort +5, Ref +1, Will +5; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Speak Language (Common), Concentration +8, Heal +8, Knowledge (Religion) +4, Scry +2, Spellcraft +2; Combat Casting, Endurance, Martial Weapon Proficiency (Greatsword).

Spells Prepared (4/4/3); base DC = 12 + spell level): 0—[cure minor wounds x2, guidance, resistance;] 1st—[bless, endure elements*, remove fear, shield of faith;] 2nd—[bull's strength*, remove paralysis, silence.]

*Domain spell. *Domains:* [Luck (May reroll one roll per day); Strength (Once per day as a free action, the cleric may grant himself a +3 enhancement bonus to Strength for one round)].

Possessions: Greatsword, splint mail, bronze holy symbol of Kord.

☛ **Hennen, Human Brd4/Ftr4:** CR 8; medium humanoid (6 ft. tall); HD 4d6+4d10+8; hp 50; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 Mithril Shirt); Atks +11/+6 melee (1d10+5 [19-20/x2], bastard sword); SA Bardic music (inspire courage, countersong, fascinate, inspire confidence), spells; SQ Bardic knowledge; AL CN; SV Fort +6, Ref +7, Will +4; Str 14, Dex 14, Con 12, Int 10, Wis 8, Cha 16.

Skills and Feats: Speak Language (Common, Flan, Rhopan), Appraise +2, Bluff +8, Climb +3, Concentration +8, Diplomacy +10, Handle Animal +8, Knowledge (Bandit Kingdoms) +6, Listen +1, Perform +9, Ride +10; Combat Casting, Dodge, Exotic Weapon Proficiency (Bastard Sword), Mobility, Spell Focus (Enchantment), Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword).

Spells Known (3/3/1); base DC = 13 + spell level, **enchantment** spells DC = 15 + spell level): 0—[detect magic, light, mage hand, mending, open / close, prestidigitation, read magic;] 1st—[**charm person**, message, mage armor;] 2nd—[blur, **Tasha's hideous laughter**.]

Possessions: +1 *bastard sword*, *mithril shirt* (10% arcane failure).

Appendix III: Zyrkul and his Orc Warband

APL 6 (EL9)

☛ **Zyrkul, male orc Clr6 of Gruumsh:** CR 6; medium humanoid (6 ft. tall); HD 6d8+6; hp 39; Init +1 (+1 Dex); Spd 20 ft.; AC 16 (+1 Dex, +5 Chainmail); Atks +10 melee (1d8+6 [x3], *Sunblight*); SA Rebuke/command undead, spells; SQ Darkvision 60', light sensitivity; AL CE; SV Fort +7, Ref +4, Will +10; Str 12 (14), Dex 12, Con 13, Int 10, Wis 14, Cha 10.

Skills and Feats: Speak Language (Orc), Concentration +5, Intimidate +4, Knowledge (Religion) +6; Heighten Spell, Iron Will, Leadership.

Spells Prepared (5/5/5/3); base DC = 12 + spell level): 0—[cure minor wounds x3, guidance, resistance;] 1st—[bless, divine favor, ~~endure elements~~, protection from good*, shield of faith;] 2nd—[cure moderate wounds, death knell, remove paralysis x2, spiritual weapon*]; 3rd — [dispel magic, magic vestment*, prayer.]

*Domain spell. *Domains:* [Evil (evil spells cast at +1 caster level); War (Free Martial Weapon Proficiency (Longspear) and Weapon Focus (Longspear)).]

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Possessions: Masterwork chainmail, *Sunblight* (+3 *longspear*), bronze holy symbol of Gruumsh, cloak of resistance +1.

Notes: Zyrkul's first action will be to kill a 4 HD grugach prisoner using *death knell*. For the next forty minutes, Zyrkul's caster level is one higher, he gains an additional 5 hp, and his strength is increased by 2. The stats above reflect the increased strength. If the spell is removed, his melee attack bonus is reduced to +9 and melee damage to 1d8+4.

Zyrkul pre-cast *endure elements (fire)* earlier in the day.

☛ **Orc Wardens, orc Bbn2/Ftr2 (4):** CR 4; medium humanoid (6 ft. tall); HD 2d12+2d10+4; hp 35; Init +2 (+2 Dex); Spd 30 ft.; AC 17 (+2 Dex, +5 Chainmail); Atks +9 melee (1d8+6 [x3], Orc Double Axe) or +7/+7 melee (1d8+4 [x3], Orc Double Axe); SA Rage 1/day; SQ Darkvision 60', light sensitivity, uncanny dodge (Dex); AL CE; SV Fort +7, Ref +2, Will +0; Str 19, Dex 15, Con 13, Int 8, Wis 10, Cha 6.

Skills and Feats: Speak Language (Orc), Intimidate +0, Listen +5, Spot +4, Wilderness Lore +2; Ambidexterity, Exotic Weapon Proficiency (Orc Double Axe), Two-Weapon Fighting, Weapon Focus (Orc Double Axe).

Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 23, Con 17, hp 43, Fort +9, Will +2, AC 15, orc double axe attack bonus +11 or +9/+9, orc double axe damage 1d8+9 or 1d8+6. This fit of rage lasts for 6 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only one time per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Possessions: Masterwork orc double axe, masterwork chainmail, throwing axes (2).

APL 8 (EL11)

☛ **Zyrkul, male orc Clr6/BnoNfdls2 of Gruumsh:** CR 8; medium humanoid (6 ft. tall); HD 8d8+8; hp 51; Init +1 (+1 Dex); Spd 20 ft.; AC 17 (+1 Dex, +5 Chainmail, +1 Natural); Atks +10 melee (1d8+4 [x3], *Sunblight*); SA Energumen, pyre, rebuke / command undead, spells; SQ Darkvision 60', hearth protection, light sensitivity, sacrifice; AL CE; SV Fort +10, Ref +4, Will +13; Str 12, Dex 12, Con 13, Int 10, Wis 15, Cha 10.

Skills and Feats: Speak Language (Orc), Concentration +12, Intimidate +5, Knowledge (Religion) +6; Heighten Spell, Iron Will, Leadership.

Pyre (Sp): Once per day, Zyrkul may cause a 5-foot square area to burst into flame. Anyone in that area must succeed at a Reflex save (DC 14) or suffer 2d4 points of damage.

Spells Prepared (6/6/5/4/3); base DC = 12 + spell level): 0—[cure minor wounds x3, guidance x2, resistance;] 1st—[bless, divine favor, ~~endure elements~~ x2, protection from good*, shield of faith;] 2nd—[cure moderate wounds, endurance, remove paralysis x2, spiritual weapon*]; 3rd— [dispel magic x2, magic vestment*, prayer;] 4th— [castigate, ~~divination~~, divine power*.]

*Domain spell. *Domains:* [Evil (evil spells cast at +1 caster level); War (Free Martial Weapon Proficiency (Longspear) and Weapon Focus (Longspear)].

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Possessions: Masterwork chainmail, *Sunblight* (+3 *longspear*), bronze holy symbol of Gruumsh, prayer scrolls of the One Eye, amulet of natural armor +1, cloak of resistance +1.

Notes: Zyrkul's first action will be to kill a 4 HD Grugach prisoner using his *sacrifice* ability. For the next fifty minutes, Zyrkul's caster level is improved by +2.

Zyrkul pre-cast *endure elements (fire, sonic)* earlier in the day.

☛ **Orc Wardens, orc Bbn3/Ftr3 (4):** CR 6; medium humanoid (6 ft. tall); HD 3d12+3d10+6; hp 50; Init +2 (+2 Dex); Spd 30 ft.; AC 17 (+2 Dex, +5 breastplate); Atks +11/+6 melee (1d8+6 [x3], Orc Double Axe) or +9/+9/+4 melee (1d8+4 [x3], Orc Double Axe); SA Rage 1/day; SQ Darkvision 60', light sensitivity, uncanny dodge (Dex); AL CE; SV Fort +7, Ref +4, Will +2; Str 19, Dex 15, Con 13, Int 8, Wis 10, Cha 6.

Skills and Feats: Speak Language (Orc), Intimidate +2, Listen +5, Spot +5, Wilderness Lore +2; Ambidexterity, Exotic Weapon Proficiency (Orc Double Axe), Power Attack, Two-Weapon Fighting, Weapon Focus (Orc Double Axe).

Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 23, Con 17, hp 74, Fort +9, Will +4, AC 15, orc double axe attack bonus +13 or +11/+11, orc double axe damage 1d8+9 or 1d8+6. This fit of rage lasts for 6 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only one time per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Possessions: Masterwork orc double axe, masterwork breastplate, throwing axes (2).

☛ **Orc Warriors, orc War2 (12):** CR 1; medium humanoid (6 ft. tall); HD 2d8; hp 13; Init +0; Spd 30 ft.; AC 16 (+4 chain shirt, +2 large shield); Atks +4 melee (1d8+2 [x3], battleaxe) or +2 ranged (1d6+2, javelin); SQ Darkvision 60', light sensitivity; AL CE; SV Fort +3, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Speak Language (Orc), Listen +2, Spot +2; Alertness.

Possessions: Chain shirt, large steel shield, battleaxe, javelins (3).

APL 10 (EL13)

☛ **Zyrkul, male orc** C1r6/BnoNfdls4 of Gruumsh: CR 10; medium humanoid (6 ft. tall); HD 10d8+19; hp 72; Init +1 (+1 Dex); Spd 20 ft.; AC 17 (+1 Dex, +5 Chainmail, +1 Natural); Atks +12/+7 melee (1d8+4 [x3], *Sunblight*); SA Energumen, pyre, rebuke / command undead, spells; SQ Darkvision 60', detect loyalty, hearth protection, light sensitivity, sacrifice, secrets of stone; AL CE; SV Fort +12, Ref +6, Will +15; Str 12, Dex 12, Con 13, Int 10, Wis 15, Cha 10.

Skills and Feats: Speak Language (Orc), Concentration +14, Intimidate +5, Knowledge (Religion) +6, Sense Motive +8; Heighten Spell, Iron Will, Leadership, Spell Focus (Evocation).

Pyre (Sp): Once per day, Zyrkul may cause a 5-foot square area to burst into flame. Anyone in that area must succeed at a Reflex save (DC 16) or suffer 4d4 points of damage.

Spells Prepared (6/6/6/4/4/3); base DC = 12 + spell level, **evocation DC = 14 + spell level**: 0—[cure minor wounds x3, guidance x2, resistance;] 1st—[bless, **divine favor**, ~~endure elements~~ x2, protection from good*, shield of faith;] 2nd—[cure moderate wounds x2, endurance, remove paralysis x2, **spiritual weapon***;] 3rd—[bestow curse, dispel magic x2, magic vestment*]; 4th—[**castigate**, ~~divination~~, **divine power***, recitation;] 5th—[bear's heart, **flame strike**, spell resistance.]

*Domain spell. *Domains:* [Evil (evil spells cast at +1 caster level); War (Free Martial Weapon Proficiency (Longspear) and Weapon Focus (Longspear)).]

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Possessions: Masterwork chainmail, *Sunblight* (+3 *longspear*), bronze holy symbol of Gruumsh, prayer scrolls of the One Eye, amulet of natural armor +1, cloak of resistance +2.

Notes: Zyrkul's first action will be to kill a 4 HD grugach prisoner using his *sacrifice* ability. For the next fifty minutes, Zyrkul's caster level is improved by +2.

Zyrkul pre-cast *endure elements (fire, sonic)* earlier in the day.

☛ **Orc Wardens, orc** Bbn3/Ftr4/EyeGrmsh1 (4): CR 8; medium humanoid (6 ft. tall); HD 4d12+4d10+8; hp 65; Init +2 (+2 Dex); Spd 30 ft.; AC 17 (+2 Dex, +5 breastplate); Atks +14/+9 melee (1d8+9 [x3], Orc Double Axe) or +12/+12/+7 melee (1d8+7 [x3], Orc Double Axe); SA Follow orders blindly, rage 2/day; SQ Darkvision 60', light sensitivity, uncanny dodge (Dex); AL CE; SV Fort +10, Ref +4, Will +2; Str 20, Dex 15, Con 13, Int 8, Wis 10, Cha 6.

Skills and Feats: Speak Language (Orc), Intimidate +4, Listen +5, Spot +5, Wilderness Lore +3; Ambidexterity, Blind Fight, Exotic Weapon Proficiency (Orc Double Axe), Power Attack, Two-Weapon Fighting, Weapon Focus (Orc Double Axe), Weapon Specialization (Orc Double Axe).

Rage (Ex): The warden can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 24, Con 17, hp 81, Fort +12, Will +4, AC 15, orc double axe attack bonus +16/+11 or +14/+14/+9, orc double axe damage 1d8+12 or 1d8+9. This fit of rage lasts for 6 rounds. The warden may voluntarily end the rage prematurely. After raging, the warden is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only twice per day. Entering a rage takes no time by itself, but the warden can do it only during his action, not in response to someone else's action.

Possessions: Masterwork orc double axe, masterwork breastplate, throwing axe (2).

☛ **Orc Warriors, orc** Ftr3 (24): CR 3; medium humanoid (6 ft. tall); HD 3d10; hp 22; Init +0; Spd 30 ft.; AC 16 (+4 chain shirt, +2 large shield); Atks +6 melee (1d8+2 [x3], battleaxe) or +3 ranged (1d6+2, javelin); SQ Darkvision 60', light sensitivity; AL CE; SV Fort +3, Ref +1, Will +0; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Speak Language (Orc), Intimidate +1, Listen +2, Spot +2; Alertness, Cleave, Power Attack, Weapon Focus (Battleaxe).

Possessions: Chain shirt, large steel shield, masterwork battleaxe, javelins (3).

APL 12 (EL15)

☛ **Zyrkul, male orc Clr6/BnoNfdls6 of Gruumsh:** CR 12; medium humanoid (6 ft. tall); HD 12d8+21; hp 84; Init +1 (+1 Dex); Spd 20 ft.; AC 16 (+1 Dex, +5 Chainmail); Atks +13/+8 melee (1d8+4 [x3], *Sunblight*); SA Energumen, *pyre*, rebuke / command undead, spells, *wicker man*; SQ Darkvision 60', detect loyalty, hearth protection, light sensitivity, major sacrifice, sacrifice, secrets of stone; AL CE; SV Fort +14, Ref +8, Will +17; Str 12, Dex 12, Con 13, Int 10, Wis 16, Cha 10.

Skills and Feats: Speak Language (Orc), Concentration +14, Diplomacy +4, Intimidate +5, Knowledge (Religion) +6, Scry +5, Sense Motive +10; Heighten Spell, Iron Will, Leadership, Spell Focus (Evocation), Spell Focus (Necromancy).

Pyre (Sp): Once per day, Zyrkul may cause a 5-foot square area to burst into flame. Anyone in that area must succeed at a Reflex save (DC 19) or suffer 6d4 points of damage.

Wicker Man (Sp): Once per day, Zyrkul may create a sacrificial totem trap. This ability produces the same effect as the *wall of thorns* spell, except as follows. The thorny briars form a humanoid shape 10 feet square and 60 feet tall. Anyone in that area when the *wicker man* appears gets a Reflex save (DC 21) to avoid being caught in its body at a point halfway up its height. The *pyre* ability counts as a magical fire for purposes of igniting the wicker man and do their normal damage to everyone trapped inside each round until the *wicker man* burns away (per the *wall of thorns* spell) or they escape.

Spells Prepared (6/7/6/6/4/4/3); base DC = 13 + spell level, **evocation / transmutation DC = 15 + spell level**: 0—[cure minor wounds x3, guidance x2, resistance;] 1st—[bless, **divine favor**, **endure elements** x3, protection from good*, shield of faith;] 2nd—[cure moderate wounds x2, **endurance**, remove paralysis x2, **spiritual weapon***;] 3rd—[**blindness / deafness** x2, cure serious wounds, dispel magic, **magic vestment***, protection from elements;] 4th—[**castigate**, **divination**, **divine power***, recitation;] 5th—[**bear's heart**, **flame strike**, righteous might, spell resistance;] 6th—[**blade barrier***, greater dispel magic, **heightened flame strike**.]

*Domain spell. *Domains:* [Evil (evil spells cast at +1 caster level); War (Free Martial Weapon Proficiency (Longspear) and Weapon Focus (Longspear)).]

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Possessions: Masterwork chainmail, *Sunblight* (+3 *longspear*), bronze holy symbol of Gruumsh, prayer

scrolls of the One Eye, amulet of natural armor +1, cloak of resistance +3, potion of *fly*, scroll of *true seeing*, scroll of *freedom of movement*.

Notes: Zyrkul's first action will be to kill a 5 HD Grugach prisoner using his *sacrifice* ability. For the next fifty minutes, Zyrkul's caster level is improved by +4.

Zyrkul pre-cast *endure elements* (*cold*, *electricity*, *sonic*) earlier in the day.

☛ **Orc Wardens, orc Bbn3/Ftr4/EyeGrmsh3 (4):** CR 10; medium humanoid (6 ft. tall); HD 6d12+4d10+10; hp 81; Init +2 (+2 Dex); Spd 30 ft.; AC 18 (+2 Dex, +5 breastplate, +1 Natural Armor); Atks +17/+12 melee (1d8+9 [x3], Orc Double Axe) or +15/+15/+10/+10 melee (1d8+7 [x3], Orc Double Axe); SA Follow orders blindly, rage 2/day, swing blindly; SQ Darkvision 60', light sensitivity, uncanny dodge (Dex); AL CE; SV Fort +11, Ref +5, Will +3; Str 20, Dex 15, Con 13, Int 8, Wis 10, Cha 6.

Skills and Feats: Speak Language (Orc), Intimidate +6, Listen +5, Spot +5, Wilderness Lore +3; Ambidexterity, Blind Fight, Exotic Weapon Proficiency (Orc Double Axe), Improved Two-Weapon Fighting, Power Attack, Two-Weapon Fighting, Weapon Focus (Orc Double Axe), Weapon Specialization (Orc Double Axe).

Rage (Ex): The warden can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 26, Con 17, hp 101, Fort +13, Will +5, AC 16, orc double axe attack bonus +20/+15 or +18/+18/+13/+13, orc double axe damage 1d8+14 or 1d8+10. This fit of rage lasts for 6 rounds. The warden may voluntarily end the rage prematurely. After raging, the warden is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only twice per day. Entering a rage takes no time by itself, but the warden can do it only during his action, not in response to someone else's action.

Swing Blindly (Ex): The eye of Gruumsh gains an additional +2 bonus to his Strength score while raging (included in the stats above). While this ability is in effect, the character provokes attacks of opportunity as though he were casting a spell whenever he takes any kind of attack action.

Possessions: Masterwork orc double axe, masterwork breastplate, throwing axes (2).

👉 **Orc Warriors, orc Ftr5 (12):** CR 5; medium humanoid (6 ft. tall); HD 5d10; hp 28; Init +0; Spd 30 ft.; AC 16 (+4 chain shirt, +2 large shield); Atks +9 melee (1d8+5 [x3], battleaxe) or +3 ranged (1d6+2, javelin); SQ Darkvision 60', light sensitivity; AL CE; SV Fort +4, Ref +1, Will +0; Str 16, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Speak Language (Orc), Intimidate +1, Listen +3, Spot +2; Alertness, Cleave, Power Attack, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe).

Possessions: Chain shirt, large steel shield, masterwork battleaxe, javelins (3).

Appendix IV: The Spies

☛ **Minoc, male Ogre Mage**; CR 8; large giant (10 ft. tall); HD 5d8+25; hp 53; Init +6 (+2 Dex, +4 Imp. Init); Spd 40 ft., Fly 80 ft. (perfect); AC 21 (-1 size, +2 Dex, +5 Chainmail, +5 Natural Armor); Atks +7 melee (3d6+6 [x3], Huge Greataxe); Face / Reach: 5 ft. x 5 ft. / 10 ft.; SA Spell-like abilities; SQ Darkvision 60 ft., Regeneration 2, SR 18; AL NE; SV Fort +9, Ref +3, Will +4; Str 18, Dex 14, Con 20, Int 14, Wis 16, Cha 22.

Skills and Feats: Speak Language (Abyssal, Common, Giant, Orc), Bluff +8, Concentration +10, Intimidate +6, Listen +4, Spellcraft +5, Spot +4; Quicken Spell-Like Abilities, Improved Initiative.

Spell-Like Abilities (Sp): At will – darkness and invisibility; 1/day – charm person, cone of cold, gaseous form, polymorph self, and sleep. These abilities are as the spells cast by a 9th level sorcerer (save DC 16 + spell level).

Flight (Su): An ogre mage can cease or resume flight as a free action. While in gaseous form it can fly at normal speed and has perfect maneuverability.

Regeneration (Ex): Ogre mages take normal damage from fire and acid.

An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or other vital organ is severed, it must be reattached within 10 minutes or the creature dies. Ogre mages cannot regrow lost body parts.

Possessions: Huge masterwork greataxe, large-sized chainmail, potion of nondetection, brooch of shielding.

☛ **Sayid, male wild elf Rgr5**: CR 3; Medium humanoid (5 ft. tall); HD 5d10+10; hp 44 (currently 0); Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex); Atks +3 melee (1d3+2 [subdual], unarmed); SA Favored enemy (+2 vs. orcs, +1 vs. humans); AL N; SV Fort +6, Ref +4, Will +2; Str 14, Dex 16, Con 14, Int 9, Wis 13, Cha 11.

Skills and Feats: Speak Languages (Common, Elven), Hide +10, Jump +2, Listen +6, Move Silently +10, Spot +6, Wilderness Lore +5; Ambidexterity, Point-blank shot, Precise Shot, Track, Two-weapon fighting.

Favored Enemy (Ex): (+2 vs orcs, +1 vs. humans) - Bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks used against favored enemies. Bonus damage in melee and with ranged weapons at targets within 30 ft.

Possessions: none.

Appendix V: Beyond the Grave

APL 6 (EL8)

☛ **Zyrkul, male ghost orc Clr6 of Gruumsh:** CR 8; medium undead (6 ft. tall); HD 6d12; hp 47; Init +1 (+1 Dex); Spd 30 ft., Fly 30 ft. (perfect); AC 13 (+1 Dex, +2 deflection); Atks +5 incorporeal touch (1d4 (1d4+1 vs ethereal) [x2], corrupting touch); SA Manifestation, malevolence, rebuke / command undead, spells; SQ Darkvision 60', light sensitivity, rejuvenation, turn resistance +4, undead, incorporeal; AL CE; SV Fort +5, Ref +3, Will +10; Str 12, Dex 12, Con -, Int 10, Wis 14, Cha 14.

Skills and Feats: Speak Language (Orc), Concentration +6, Hide +9, Intimidate +4, Knowledge (Religion) +6, Listen +10, Search +8, Spot +10; Heighten Spell, Iron Will, Leadership.

Manifestation (Su): As an ethereal creature, Zyrkul cannot affect or be affected by anything in the material world. When he manifests, Zyrkul becomes visible but remains incorporeal. However, when manifested, Zyrkul can strike with his touch attack. While manifested, Zyrkul remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When Zyrkul is on the Ethereal Plane, his spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When Zyrkul manifests, his spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. Zyrkul's touch spells don't work on material targets.

Malevolence (Su): Once per round while ethereal, Zyrkul can merge his body with a creature on the Material Plane. This ability is similar to magic jar as cast by a 10th level sorcerer, except that it does not require a receptacle. If the attack succeeds, Zyrkul's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to Zyrkul's malevolence for one day.

Spells Prepared (5/5/5/3); base DC = 12 + spell level): 0—[guidance x 3, inflict minor wounds x 2;] 1st—[~~endure elements~~ x3, inflict light wounds;] 2nd—[inflict moderate wounds x 2, silence x 2;] 3rd—[blindness/deafness, dispel magic.]

*Domain spell. *Domains:* [Evil (evil spells cast at +1 caster level); War (Free Martial Weapon Proficiency (Longspear) and Weapon Focus (Longspear)).]

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Turn Resistance (Ex): Zyrkul is treated as an undead with 10 Hit Dice for the purpose of turn, rebuke, command, and bolster attempts. *Undead Traits:* Zyrkul is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. He is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. He cannot be raised, and resurrection works only if it is willing.

Incorporeal Subtype: Zyrkul can be harmed only other incorporeal creatures, +1 or better magic weapons, spells, and spell-like abilities, and supernatural abilities. The creature has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. Zyrkul can pass through solid objects, but not force effects, at will. His attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against him. Zyrkul always moves silently and cannot be heard with listen checks if he doesn't wish to be.

Notes: As an incorporeal creature, Zyrkul cannot use material components or foci. All spells prepared by Zyrkul as a ghost do not require either. Because of this restriction, Zyrkul has no domain spells of third level or lower.

Zyrkul pre-cast *endure elements (cold, electricity, fire)* earlier in the day.

APL 8 (EL10)

☛ **Zyrkul, male ghost orc** Clr6/BnoNfdls2 of **Gruumsh**: CR 10; medium undead (6 ft. tall); HD 8d12; hp 61; Init +1 (+1 Dex); Spd 30 ft., Fly 30 ft. (perfect); AC 13 (+1 Dex, +2 Deflection); Atks +6 incorporeal touch (1d4 (1d4+1 vs. ethereal) [x2], corrupting touch); SA Corrupting touch, energumen, malevolence, manifestation, pyre, spells; SQ Darkvision 60', hearth protection, light sensitivity, rejuvenation, sacrifice, turn resistance +4, undead, incorporeal; AL CE; SV Fort +7, Ref +4, Will +13; Str 12, Dex 12, Con -, Int 10, Wis 15, Cha 14.

Skills and Feats: Speak Language (Orc), Concentration +13, Hide +9, Intimidate +5, Knowledge (Religion) +6, Listen +10, Search +8, Spot +10; Heighten Spell, Iron Will, Leadership.

Manifestation (Su): As an ethereal creature, Zyrkul cannot affect or be affected by anything in the material world. When he manifests, Zyrkul becomes visible but remains incorporeal. However, when manifested, Zyrkul can strike with his touch attack. While manifested, Zyrkul remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When Zyrkul is on the Ethereal Plane, his spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When Zyrkul manifests, his spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

Malevolence (Su): Once per round while ethereal, Zyrkul can merge his body with a creature on the Material Plane. This ability is similar to magic jar as cast by a 10th level sorcerer, except that it does not require a receptacle. If the attack succeeds, the ghost's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to Zyrkul's malevolence for one day.

Pyre (Sp): Once per day, Zyrkul may cause a 5-foot square area to burst into flame. Anyone in that area must succeed at a Reflex save (DC 14) or suffer 2d4 points of damage.

Spells Prepared (6/6/5/4/3); base DC = 12 + spell level): 0—[guidance x 3, inflict minor wounds x 3;] 1st—[endure elements x 3, inflict light wounds x 2;] 2nd—[inflict moderate wounds x 2, silence x 2;] 3rd—[inflict serious wounds, dispel magic x 2;] 4th—[castigate, make manifest, unholy blight*]

*Domain spell. *Domains*: [Evil (evil spells cast at +1 caster level); War (Free Martial Weapon Proficiency (Longspear) and Weapon Focus (Longspear))].

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Turn Resistance (Ex): Zyrkul is treated as an undead with 12 Hit Dice for the purpose of turn, rebuke, command, and bolster attempts. *Undead Traits*: Zyrkul is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. He is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. He cannot be raised, and resurrection works only if it is willing.

Incorporeal Subtype: Zyrkul can be harmed only other incorporeal creatures, +1 or better magic weapons, spells, and spell-like abilities, and supernatural abilities. The creature has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. Zyrkul can pass through solid objects, but not force effects, at will. His attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against him. Zyrkul always moves silently and cannot be heard with listen checks if he doesn't wish to be.

Notes: As an incorporeal creature, Zyrkul cannot use material components or foci. All spells prepared by Zyrkul as a ghost do not require either. Because of this restriction, Zyrkul has no domain spells of third level or lower.

Zyrkul pre-cast *endure elements* (cold, electricity, fire) earlier in the day.

APL 10 (EL12)

☛ **Zyrkul, male ghost orc** Clr6/BnoNfdls4 of **Gruumsh**: CR 12; medium undead (6 ft. tall); HD 10d12; hp 75; Init +1 (+1 Dex); Spd 30 ft., Fly 30 ft. (Perfect); AC 13 (+1 Dex, +2 Deflection); Atks +9/+4 incorporeal touch (1d4 (1d4+1 vs. ethereal) [x2], *corrupting touch*); SA Corrupting touch, energumen, malevolence, manifestation, pyre, spells; SQ Darkvision 60', detect loyalty, hearth protection, light sensitivity, rejuvenation, sacrifice, secrets of stone, turn resistance +4, undead, incorporeal; AL CE; SV Fort +11, Ref +6, Will +15; Str 12, Dex 12, Con -, Int 10, Wis 15, Cha 14.

Skills and Feats: Speak Language (Orc), Concentration +15, Hide +9, Intimidate +5, Knowledge (Religion) +6, Listen +10, Search +8, Sense Motive +8, Spot +10; Heighten Spell, Iron Will, Leadership, Spell Focus (Evocation).

Manifestation (Su): As an ethereal creature, Zyrkul cannot affect or be affected by anything in the material world. When he manifests, Zyrkul becomes visible but remains incorporeal. However, when manifested, Zyrkul can strike with his touch attack. While manifested, Zyrkul remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When Zyrkul is on the Ethereal Plane, his spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When Zyrkul manifests, his spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

Malevolence (Su): Once per round while ethereal, Zyrkul can merge his body with a creature on the Material Plane. This ability is similar to magic jar as cast by a 10th level sorcerer, except that it does not require a receptacle. If the attack succeeds, the ghost's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to Zyrkul's malevolence for one day.

Pyre (Sp): Once per day, Zyrkul may cause a 5-foot square area to burst into flame. Anyone in that area must succeed at a Reflex save (DC 16) or suffer 4d4 points of damage.

Spells Prepared (6/6/6/4/4/3); base DC = 12 + spell level, **evocation DC = 14 + spell level**: 0— [*guidance* x 3, *inflict minor wounds* x 3]; 1st— [*endure elements* x 3, *inflict light wounds* x 2]; 2nd— [*heightened command* x 2, *inflict moderate wounds, silence* x 2]; 3rd— [*inflict serious wounds, dispel magic* x 2]; 4th— [*castigate* x 2, *make manifest, unholy blight**];

APL 12 (EL14)

5th— [*break enchantment, circle of doom, heightened unholy blight**].

*Domain spell. *Domains*: [Evil (evil spells cast at +1 caster level); War (Free Martial Weapon Proficiency (Longspear) and Weapon Focus (Longspear))].

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Turn Resistance (Ex): Zyrkul is treated as an undead with 14 Hit Dice for the purpose of turn, rebuke, command, and bolster attempts. *Undead*

Traits: Zyrkul is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. He is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. He cannot be raised, and resurrection works only if it is willing.

Incorporeal Subtype: Zyrkul can be harmed only other incorporeal creatures, +1 or better magic weapons, spells, and spell-like abilities, and supernatural abilities. The creature has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. Zyrkul can pass through solid objects, but not force effects, at will. His attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against him. Zyrkul always moves silently and cannot be heard with listen checks if he doesn't wish to be.

Notes: As an incorporeal creature, Zyrkul cannot use material components or foci. All spells prepared by Zyrkul as a ghost do not require either. Because of this restriction, Zyrkul has no domain spells of third level or lower.

Zyrkul pre-cast *endure elements* (*cold, electricity, fire*) earlier in the day.

☛ **Zyrkul, male ghost orc** Clr6/BnoNfdls6 of **Gruumsh**: CR 14; medium undead (6 ft. tall); HD 12d12; hp 89; Init +1 (+1 Dex); Spd 30 ft., Fly 30 ft. (Perfect); AC 13 (+1 Dex, +2 Deflection); Atks +10/+5 incorporeal touch (1d4 (1d4+1 vs. ethereal) [x2], corrupting touch); SA Corrupting touch, energumen, horrific appearance, malevolence, manifestation, pyre, rebuke / command undead, spells, wicker man; SQ Darkvision 60', detect loyalty, hearth protection, light sensitivity, major sacrifice, rejuvenation, sacrifice, secrets of stone, turn resistance +4, undead, incorporeal; AL CE; SV Fort +12, Ref +7, Will +16; Str 12, Dex 12, Con -, Int 10, Wis 16, Cha 14.

Skills and Feats: Speak Language (Orc), Concentration +15, Diplomacy +4, Hide +9, Intimidate +5, Knowledge (Religion) +6, Listen +11, Scry +5, Search +8, Sense Motive +10, Spot +11; Heighten Spell, Iron Will, Leadership, Spell Focus (Evocation), Spell Focus (Transmutation).

Manifestation (Su): As an ethereal creature, Zyrkul cannot affect or be affected by anything in the material world. When he manifests, Zyrkul becomes visible but remains incorporeal. However, when manifested, Zyrkul can strike with his touch attack. While manifested, Zyrkul remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When Zyrkul is on the Ethereal Plane, his spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When Zyrkul manifests, his spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

Horrific Appearance (Su): Any living creature within 60 feet that views Zyrkul must succeed at a Fortitude save (DC 18) or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Dexterity, and 1d4 points of permanent Constitution drain. A creature that successfully saves against this effect cannot be affected by Zyrkul's horrific appearance for one day.

Malevolence (Su): Once per round while ethereal, Zyrkul can merge his body with a creature on the Material Plane. This ability is similar to magic jar as cast by a 12th level sorcerer, except that it does not require a receptacle. If the attack succeeds, the ghost's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to Zyrkul's malevolence for one day.

Pyre (Sp): Once per day, Zyrkul may cause a 5-foot square area to burst into flame. Anyone in that area must succeed at a Reflex save (DC 19) or suffer 6d4 points of damage.

Wicker Man (Sp): Once per day, Zyrkul may create a sacrificial totem trap. This ability produces the same effect as the *wall of thorns* spell, except as follows. The thorny briars form a humanoid shape 10 feet square and 60 feet tall. Anyone in that area when the *wicker man* appears gets a Reflex save (DC 21) to avoid being caught in its body at a point halfway up its height. The pyre ability counts as a magical fire for purposes of igniting the wicker man and do their normal damage to everyone trapped inside each round until the *wicker man* burns away (per the *wall of thorns* spell) or they escape.

Spells Prepared (6/7/6/6/4/4/3); base DC = 13 + spell level, **evocation / transmutation DC 15 + spell level**: 0—*guidance x 3, inflict minor wounds x 3*; 1st—*command x 2, endure elements x 3, inflict light wounds x 2*; 2nd—[*heightened command x 2, inflict moderate wounds, silence x 2*]; 3rd—[*blindness / deafness x 2, dispel magic x 2, inflict serious wounds*]; 4th—[*castigate x 2, make manifest, unholy blight**]; 5th—[*break enchantment, circle of doom, heightened make manifest, heightened unholy blight**]; 6th—[*blade barrier, harm, heightened unholy blight**].

*Domain spell. *Domains*: [Evil (evil spells cast at +1 caster level); War (Free Martial Weapon Proficiency (Longspear) and Weapon Focus (Longspear))].

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Turn Resistance (Ex): Zyrkul is treated as an undead with 14 Hit Dice for the purpose of turn, rebuke, command, and bolster attempts. *Undead*

Traits: Zyrkul is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. He is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. He cannot be raised, and resurrection works only if it is willing.

Incorporeal Subtype: Zyrkul can be harmed only other incorporeal creatures, +1 or better magic weapons, spells, and spell-like abilities, and supernatural abilities. The creature has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. Zyrkul can pass through solid objects, but not force effects, at will. His attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against him. Zyrkul always moves silently and cannot be heard with listen checks if he doesn't wish to be.

Notes: As an incorporeal creature, Zyrkul cannot use material components or foci. All spells prepared by Zyrkul as a ghost do not require either. Because of this restriction, Zyrkul has no domain spells of third level or lower.

Zyrkul pre-cast *endure elements* (*cold, electricity, fire*) earlier in the day.

Appendix VI: New Feats and Spells

Quicken Spell-Like Ability

The creature can use a spell-like ability with a moment's thought.

Benefit: Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. The creature can perform another action – including the use of another spell-like ability in the same round that it uses a quickened spell-like ability. The creature may use only one spell-like ability per round. A spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Each of a creature's spell-like abilities can be quickened only once per day, and the feat does not allow the creature to exceed its normal usage limit for any ability. Thus, if a demon chooses to quicken its darkness ability, it cannot use quickened darkness again the same day, though it could use its darkness ability again normally (since it can use darkness at will), or it could quicken another of its spell-like abilities, such as desecrate.

Normal: Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to each of its spell-like abilities one additional time per day. (Source: *Monster Manual II* p.18)

Bear's Heart

Transmutation

Level: Beastmaster 4, Clr 5, Drd 4

Components: V, S

Casting Time: 1 action

Range: 20 ft.

Target: Living allies within 20 ft.

Duration: 1 round / level

Saving Throw: Will negates

Spell Resistance: No

You turn your living allies (one per caster level) into fierce warriors, but exhaust them in the process. Allies gain a +4 enhancement bonus to Strength, and also +1d4 temporary hit points per caster level. When the spell ends, any remaining temporary hit points from its effect are lost, and each ally takes 1 point of subdual damage per level of the caster.

(Source: *Defenders of the Faith* p.81)

Castigate

Evocation (Sonic)

Level: Clr 4

Components: V

Casting Time: 1 action

Range: 10 ft.

Area: 10-ft. radius emanation

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell allows you to verbally rebuke foes. By shouting your deity's teachings about other alignments, you inflict pain on those who hear, and those in the area need not understand your divine words to be affected. This spell has no effect on creatures that cannot hear. Otherwise, you deafen foes of the same alignment for 1d4 rounds (save for half). Foes within one alignment step of your alignment (lawful, neutral, chaotic; good or evil) take 1 point of damage per caster level (maximum 10). Foes whose alignment is more than one step different from yours take 1d4 points of damage per caster level (maximum 10d4). A saving throw is allowed for half damage from this spell.

(Source: *Defenders of the Faith* p.83)

Make Manifest

Transmutation

Level: Clr 4, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 round / level

Saving Throw: Will negates

Spell Resistance: Yes

You can cause one creature on a coterminous or coexistent plane, along with its personal belongings, to suddenly appear on your plane of existence. For example, the *make manifest* spell allows you to cause a target on the Ethereal Plane to suddenly appear on the Material Plane, and vice versa. You do not gain the ability to detect creatures on these coterminous planes with this spell.

For the duration of the spell, the target creature retains all its abilities except for those that allow it to enter other planes. For example, a ghost brought from the Ethereal Plane would retain its incorporeal nature, but a wizard using *ethereal jaunt* could be attacked

normally. At the end of the spell's duration, the target creature returns to whatever plane it was on before it was targeted by the spell, even if it has moved beyond the range of *make manifest*.

(Source: *Manual of the Planes* p. 36)

Recitation

Conjuration (Creation)

Level: Clr 4

Components: V, S, DF

Casting Time: 1 action

Range: 60 ft.

Area: All allies and foes within a 60 ft. radius burst centered on you.

Duration: 1 round / level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

(Source: *Defenders of the Faith* p.89)

Appendix VII: Bane of Infidels Class Excerpt

As presented in Masters of the Wild

The bane of infidels is the leader of a xenophobic tribe. He wants nothing to do with the outside world because the way his people do things is the way they have always done them, and the way they always will. Alone among his compatriots, the bane of infidels sees the possibilities of the outside world, but considers progress dangerous. Allowing his people to advance would surely endanger them and imperil his leadership. Since visitors bring danger of change, they must die – and what better way than as sacrifices in the name of his tribe's religion?

The act of sacrifice empowers and rewards the bane of infidels and his tribe. Usually visitors and conquered foes serve as sacrifices, though in a pinch a criminal will do (or even an innocent, though this is a risky move).

Though he is often ruthless, the bane of infidels is nonetheless respected by the members of his tribe, to whom he provides healing, guardianship, and unwavering direction in return for absolute loyalty. Druids are the most likely characters to embrace this lifestyle, though clerics, high-level rangers, and adepts can also adopt this prestige class. The tribe of a bane of infidels often includes fighters, barbarians, bards, and sorcerers, but other classes may not be as welcome.

Hit Die: d8

Requirements:

To become a bane of infidels, a character must fulfill the following criteria.

Alignment: Any nongood.

Skills: Intimidate 4 ranks; Knowledge (religion) 6 ranks or Knowledge (nature) 6 ranks.

Feats: Iron Will, Leadership.

Spells: Able to cast 3rd-level divine spells.

Class Skills

The bane of infidel's class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (any) (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Players Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features:

The following are class features of the bane of infidels prestige class.

Weapon and Armor Proficiency: A bane of infidels gains no weapon or armor proficiencies.

Spells per Day / Spells Known: At each bane of infidels level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional wild shape options, metamagic or item creation feats, or the like). If the character had more than one spellcasting class before becoming a bane of infidels, the player must decide which class to add each level for determining spells per day and spells known.

Energumen (Sp): Beginning at 1st level, the character may bestow a low-powered form of barbarian rage in any follower (as defined in Chapter 2 of the *DUNGEON MASTER'S Guide*) who is an adherent of the same religion. The follower gains a +2 bonus to Strength and Constitution, as well as a +1 morale bonus on Will saves. In all other respects, this effect is like barbarian rage. Energumen is usable once per day per bane of infidel's level.

Pyre (Sp): At 1st level, the bane of infidels may cause a 5-foot square area to burst into flame. Anyone in that area must succeed at a Reflex save (DC 10 + bane of infidels level + Wisdom bonus of bane of infidels) or suffer 1d4 points of damage per bane of infidels level. This ability is usable once per day.

Hearth Protection (Sp): At 2nd level, the bane of infidels may perform an 8-hour ritual to designate an area with a radius of up to 5 feet per bane of infidels level as a hearth. This area then functions as a permanent *zone of truth*, though the bane of infidels is immune to that effect. The character may only have one hearth at a time.

Sacrifice (Su): Beginning at 2nd level, the bane of infidels may sacrifice any humanoid by killing it with a coup de grace in his hearth. This ritual increases his effective caster level for all spells by +2 for 1 hour. If the bane of infidels sacrifices a follower, he must make a Diplomacy check (DC 20). Failure indicates that all remaining followers desert; success means he retains their loyalty. This effect does not stack with the bonuses gained from major sacrifice (see below). Sacrifice is usable once per day.

Secrets of Stone (Sp): At 3rd level, the bane of infidels gains the ability to discern the affected spell

and necessary sacrifice of any standing stone (see Chapter 3) within 100 feet of him as a free action.

Detect Loyalty (Sp): At 4th level, the bane of infidels may examine a follower for faithfulness. If that individual has grossly violated the code of conduct that the bane of infidels has established or otherwise acted in a manner opposed to the latter's purposes and directions in the last 24 hours, the bane of infidels discovers it (no save, but spell resistance applies) and gains a +5 circumstance bonus on his Diplomacy check when sacrificing that follower. Using detect loyalty does not provoke an attack of opportunity.

Major Sacrifice (Su): This ability, gained at 5th level, is like sacrifice, except that the bane of infidels can increase his caster level for all spells by +4 for 1 hour by sacrificing a sentient creature with 5 or more Hit Dice. This effect does not stack with sacrifice.

Wicker Man (Sp): At 6th level, the bane of infidels learns to create a sacrificial totem trap. This ability produces the same effect as a *wall of thorns* spell, except as follows. The thorny briars form a humanoid shape 10 feet square, with a height equal to 10 feet per bane of infidels level. Anyone in that area when the *wicker man* appears gets a Reflex save (DC 10 + bane of infidels level + Wisdom bonus of the bane of infidels) to avoid being caught in its body at a point halfway up its height. The *pyre* ability of the bane of infidels counts as magical fire for purposes of igniting the wicker man and do their normal damage to everyone trapped inside each round until the *wicker man* burns away (per the wall of thorns spell) or they escape. This ability is usable once per day.

Appendix VIII: Eye of Gruumsh Class Excerpt

As presented in Masters of the Wild

Most people think they've seen the worst that orcs can breed when an orc barbarian comes raging over a hilltop – at least until they see a one-eyed orc barbarian come raging over a hilltop. This creature may well be an eye of Gruumsh, an orc so devoted to his evil deity that he has disfigured himself in Gruumsh's name.

In an epic battle at the dawn of time, the elven deity Corellon Larethian stabbed out Gruumsh's left eye. Filled with rage and hatred, the orc deity called for followers loyal enough to serve in his image. Those who heed this call are known as the eyes of Gruumsh. They sacrifice their right eyes instead of their left ones so that their impaired vision balances that of their deity. Thus, symbolically at least, they can see what he cannot. These living martyrs to Gruumsh are some of the toughest orcs and half-orcs in the world.

The eye of Gruumsh is a true prestige class in the sense that all orcs respect those who achieve it. If a candidate proves capable with the brutal orc double axe and has no moral code to stand in the way of his service, only the test remains – to put out his own right eye in a special ceremony. This is a bloody and painful ritual, the details of which are best left undescribed. If the candidate makes a sound during the process, he fails the test. No consequences for failure exist, except that he can never become an eye of Gruumsh – and he's lost one eye.

Barbarians gain the most value from this prestige class, since it encourages raging as a fighting style. Fighters, clerics, rangers, and even rogues heed this calling. Orcs and half-orcs are the obvious candidates for this class, and some orc tribes whisper of barbarians from other races who have adopted this mantle. Of course, these may just be legends meant to inspire young orcs to jealous rage.

Hit Die: d12

Requirements:

To qualify as an eye of Gruumsh, a character must fulfill the following criteria.

Race: Orc or half-orc. (A character of another race who grows up among orcs may also adopt this prestige class if the DM permits.)

Alignment: Chaotic evil, chaotic neutral, or neutral evil.

Base Attack Bonus: +6

Feats: Exotic Weapon Proficiency (orc double axe), Weapon Focus (orc double axe).

Special: The character must be a worshipper of Gruumsh and must put out his own right eye in a

special ritual. None of the eye of Gruumsh's special abilities function if he regains sight in both eyes.

Class Skills

The eye of Gruumsh's class skills (and the key ability for each skill) are Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str). See Chapter 4 of the *Players Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features:

The following are class features of the bane of infidels prestige class.

Weapon and Armor Proficiency: Eyes of Gruumsh are proficient with light and medium armor, shields, and all simple and martial weapons.

Blind-Fight: At 1st level, the eye of Gruumsh gains Blind-Fight as a bonus feat.

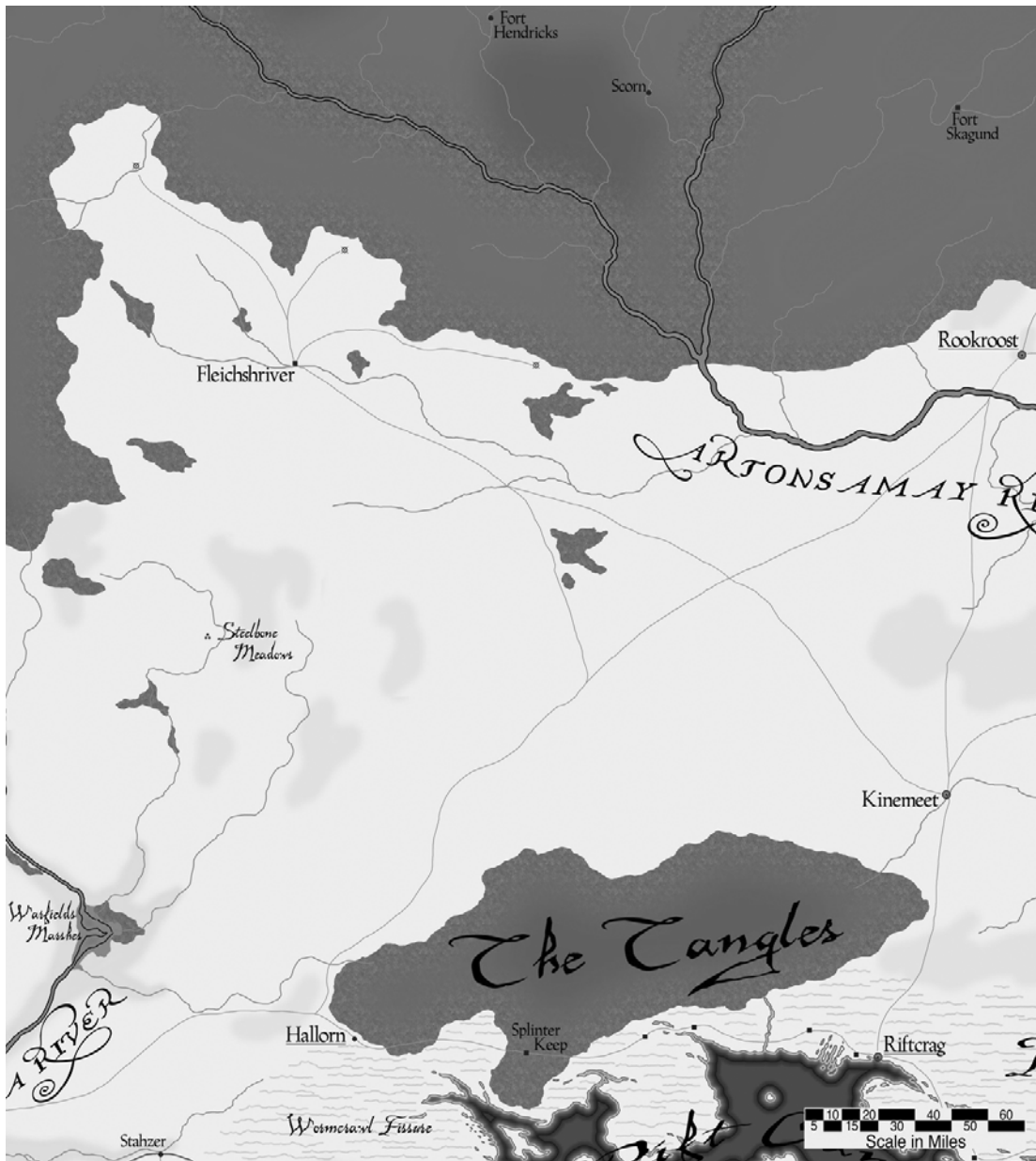
Follow Orders Blindly: At 1st level, the eye of Gruumsh may grant a +2 morale bonus on Will saves to any non-good orcs or half-orcs within 30 feet of him. Any recipient who willing goes against the eye of Gruumsh's directions loses this bonus immediately. Using this ability is a standard action, and the effect lasts for one hour per eye of Gruumsh level.

Rage: Also at 1st level, the eye of Gruumsh gains the ability to rage as a barbarian of a level equal to the total of his barbarian and eye of Gruumsh levels. Thus a Bbn14/eye of Gruumsh2 can use rage 5 times per day.

Ritual Scarring: Through frequent disfiguration of his own skin, the eye of Gruumsh gains a +1 natural armor bonus at 3rd level. This bonus increases by +1 for every three eye of Gruumsh levels gained thereafter.

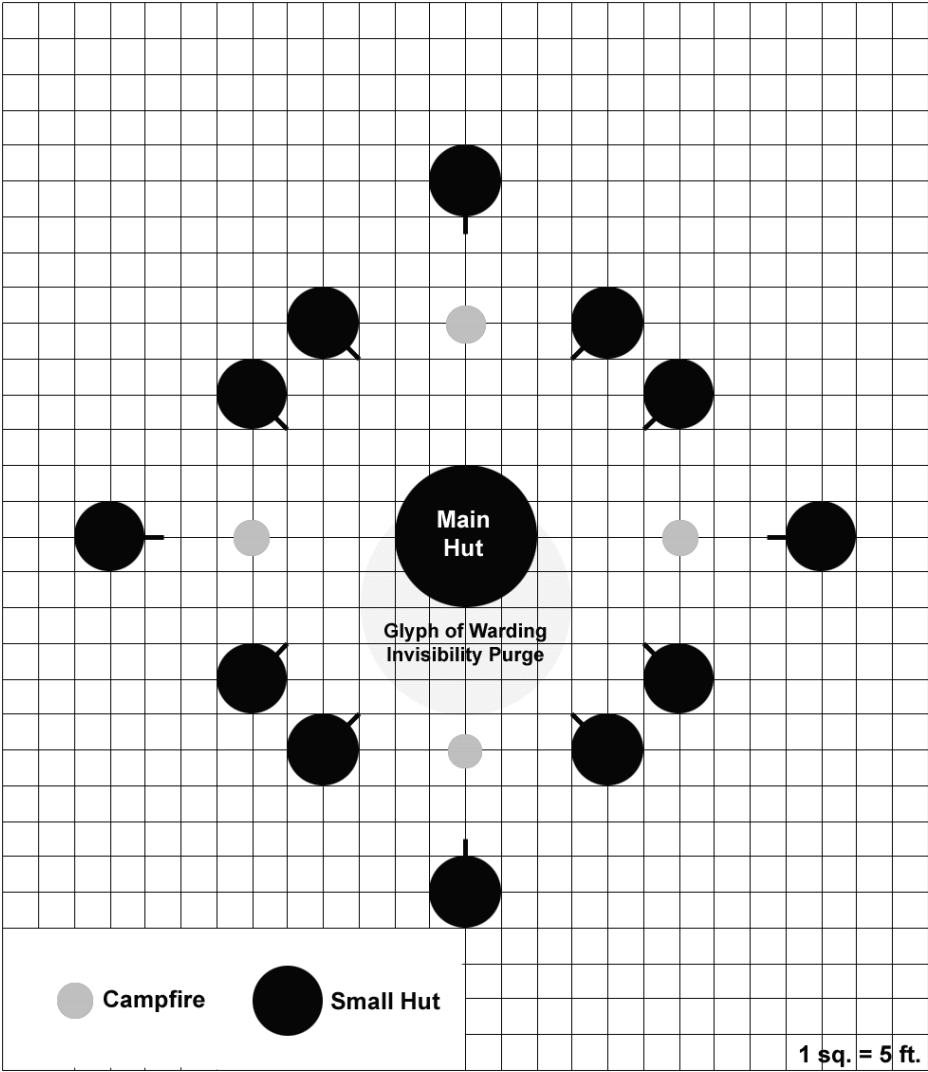
Swing Blindly (Ex): At 2nd level, the eye of Gruumsh gains an additional +2 bonus to his Strength score while raging. While this ability is in effect, the character provokes attacks of opportunity as though he were casting a spell whenever he takes any kind of attack action.

Appendix IX: Map of the Midlands Region



Original Bandit Kingdoms / Shield Lands Regional Map by Eric Anondson

Appendix X: Map of the Orc Campsite



Player Handout I: Caravan Manifest

The remains of the journal contain cargo manifests and logs for the last several months. Most are mundane, but the last entry – the cargo carried in the ruined wagons around you – is much more interesting...

Cargo loaded: Pier 7, Alhaster

Delivery: Contact Osiric (elf, male, will ask if we have his chickens) at the Charging Boar Inn, about 75 miles southwest of Rookroost.

18 Bushels of Arrows

2 Bushels of Silver Arrows

75 Longspears

75 Longbows

75 Longswords

75 Spears

75 Shortspears

1 Barrel of Alhaster Ale

1 Cask of Ducal White

1 Cask of Black Brandy

2 Casks of Drinking Water

1 Barrel of Salted Pork

2 Casks of Salted Cod

Note: Be sure to pass on Ulged's apologies regarding the weapons. He attempted to get as many elven blades as he could, but in the end he just got what he could get.

Player Handout II: Orcish Letters

The letters are written in Orcish and are in code. Decoding the message is DC 20 if the reader understands Orcish, DC 30 otherwise. *Comprehend languages* will allow the reader to understand Orcish, but will not decode the text.

The body of each of the letters is identical, while each is addressed to a different individual...

Koralak of the Jebli

Pulkhai of the Celbit

Captain Trekyl of the Kazgund

May the blood flow freely from our enemies limbs, for Gruumsh has given me a sign! The scion of Bloodspear has been found and soon the Blighter of the Sun will darken the skies of the North again. Those fools who have chosen to follow the false god will fall as we rise up from our servitude and begin again the slaughter of the elves, not for the greed of Iuz, but for the pleasure of the One Eye.

By the rising of the next full moon I will have challenged and taken leadership of the Urzun. None shall stand before me. I send forth these messages to warn you...turn from your false god, return to the true faith of Gruumsh, and ally yourselves with Sunblight. You have no other choice but death.

Zyrkul

Player's Handout III: Prayer Scrolls of the One Eye

[In addition to a variety of rituals and prayers contained in the scrolls, there are several historical passages detailing the war between Corellon Larethian and Gruumsh. Of particular interest is the following...]

Mighty Gruumsh, slayer of wood children fight glorious battle with Wood King. They exchange blow after mighty blow, Bloodspear against the Wood King's puny sword. But Wood King treacherous and use his wicked magicks on the Warlord, making him stumble and tire. Gruumsh mighty warrior fight off the spell, but not quickly enough to stop Wood King sticking his sword into Gruumsh eye.

Gruumsh fall and Wood King smile thinking that he killed the Warlord. But foolish Wood King no smile when Gruumsh stand and pull sword from eye, howling a battle cry. Wood King run in fear of mighty Gruumsh.

Gruumsh tired and no eye make him lousy in chase. He begin to think of glorious revenge on wood children for taking his eye. He look down at Bloodspear and see where puny elven sword had splintered the wooden shaft. Gruumsh smile and have idea.

Gruumsh pull splinter from shaft and throw it down among his children on the dirt. He send dreams to his priests telling them to find the splinter and make spear, that the orcs will follow the one who carries the spear and leads them into wonderful slaughter against the wood children. The splinter was found, the spear was made, and the orcs became a horde. It was glorious!!

But then some idiot loose the spear. Orcs no know where spear go so they start fighting over who lead who. Orcs break up and start fighting amongst themselves again. We still fight and kill wood children, but no enough for Gruumsh's revenge.

Find the spear. Lead the orcs. Kill the Wood Children. Kill them all.

Critical Events Summary

The outcome of this scenario will have a bearing on future events in the Bandit Kingdoms. Please submit the following information to the author Rob Little (rzlittle@austin.rr.com) after all tables of the scenario played up to September 31st, 2003.

- 1) At the end of the scenario, who was in possession of Sunblight
 - A) The Army of the Warfields
 - B) The Oaken Copse
 - C) A PC
 - D) Minoc
 - E) Zyrkul
 - F) Another Group (Specify group and region)

- 2) If a PC is in possession of the spear, please provide the following:
 - A) Player Name
 - B) RPGA #
 - C) Character Name
 - D) Character Race
 - E) Character Class / Levels
 - F) Contact info (either snail mail or e-mail)

- 3) Did the party fight Hennen and the Warfield's Patrol?

- 4) What is Sayid's condition at the end of the scenario?
 - A) Free
 - B) Dead
 - C) Turned over to the elves (either the Fanlareshen or Highfolk)