

SHL3-07

Noble Intentions

A One-Round D&D LIVING GREYHAWK[®]
Shield Lands Regional Adventure

Version 1.0

by The Shield Lands Triad

Reviewed by Jason Bulmahn

You have been ordered to capture an officer in Iuz's army and return him to the Shield Lands for questioning. When complications arise even before you leave Critwall, how will you choose which way leads to success and which to failure and dishonor? A Living Greyhawk adventure for character levels 1-14. This adventure uses the revised Dungeons & Dragons rules.

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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Introduction

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Shield Lands. Characters native to the 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.

Adventure Background

Recent reports from Greycloaks and informants in the occupied lands tell of a drastic decrease in the confusion and in-fighting between the forces of Vayne in Law's Forge and Waquonis in Admundfort. Beginning in Harvester, Iuz's troops were seen reoccupying various keeps, forts and castles throughout the occupied territory. One such keep is located at Lardon, the ancestral holding of House Lardon of the Council of Lords.

Three groups are set to meet up at Lardon; the current, small occupying force consisting of a few clerics of Iuz, some humanoid troops and one or two (reports vary) hunter-killer groups. These troops guard a large number of slaves and a few Pathfinder prisoners. Headed towards Lardon from Law's Forge is a much larger group of troops including orc heavy infantry, hobgoblin light cavalry, troll berserkers (with ogre handlers), a covey of Iuzian clerics, hill giant artilleryists and a number of mercenary wizards and sorcerers of the Black Hand. The third group is one of Iuz's elite officers recently given command of Lardon. The officer is escorted by an entourage of mixed composition sworn to his service and protection.

Early reports placed the officer at Lardon a least a day before the main force arrived from Law's Forge. Using reports from the border forts, Greycloaks and Pathfinder mission across the border, Knight Bannerette Incosee of the Bronze Band created a plan to capture the officer and extract much better intelligence on what is going on in the fallen lands and perhaps confirm rumors of the High Priestess Althea being in Law's Forge.

Since the mission revolved in part around Lardon, Count Lardon insisted that several magical family heirlooms be recovered from Lardon before the new garrison arrives. Supported by several other Council lords, most notably Lord Natan Enerick of Bright Sentry, Count Lardon insisted on the grounds that such items should not fall into enemy hands.

Led by Lady Katarina, the remaining lords of the Council voted down Lardon's proposal due to lack of evidence that the items still remained in Lardon after so long. Outvoted, Count Lardon and his supporters conceded the defeat and allowed the original mission to proceed unhindered.

Lady Katarina ordered Incosee to proceed. The knight then placed three skilled tacticians in charge of the plan and hand picked a small group of Pathfinders to carry it out.

Adventure Summary

The adventure begins with the PCs sitting around the table in one of the mission planning rooms within Critwall Castle. With them are Rocalen (their Pathfinder duty officer), Ersanna (a Greycloak) and Sir Galodin (a Knight of Holy Shielding). The group is working out the details of the PCs' upcoming mission into occupied territory to capture an officer in Iuz's army.

As the plan is coming together, a member of the Council of Lords, Count Janek Lardon enters the room and asks for an update on the mission. The duty officer is confused by some of the Lord's questions and explains that though earlier plan for the mission included scouting the Lord's ancestral keep at Lardon, Knight Bannerette Incosee of the Knights of Holy Shielding removed that object from the table as it added too great a risk of discovery for the Pathfinders and thus increased the possibility of failure of the primary objective of the mission.

Clearly infuriated by the change in plans, Lord Lardon leaves attempting to maintain an air of composure by graciously acceding to the changes without undue complaint.

After the meeting, the PCs spend the late afternoon gathering supplies for their mission. Shortly after dinner, a messenger arrives from the Council of Lords asking the PCs to appear before them in the Chambers of the Council in Castle Critwall.

The PCs arrive to find the council's twenty four seats mostly empty. In attendance are only four nobles; Lord Lardon, Lord Enerick, Countess Terza Docamald and Earl Rannas Danjor. Speaking for the other three, Lord Lardon explains the purpose of the Gathering. After more thorough consideration, the Council of Lords has decided to add the original scouting objective back into the mission portfolio. Before engaging Iuz's forces to capture his officer, the PCs are ordered to scout Count Lardon's keep, determine if it has been looted, burned or otherwise disturbed and recover an item from a secret room in the basement of an Inn nearby. Due to the change in plans, they are to leave immediately.

The PCs head towards Fort Valorous in the east between Gensal and the South Keep Outpost. When they arrive, they have a rather bizarre encounter with the "Bird Man" who keeps a tremendous number of birds of various species for relaying messages between outposts and forts.

Later at the fort, they meet with a Greycloak named Quatain to get more current intelligence on troop movements in the occupied lands. Quatain's information tells them that their target is farther along the road to Lardon than expected. Now the officer would arrive a

few days before the larger body of troops, they would meet up on the road about a half day outside Lardon.

Leaving early seems to have been a fortuitous benefit of the change in plans, but fate seems to have an ironic sense of humor this time around. The advantage provided by your early arrival is counterbalanced by the rapidity of Iuz's troop movement. Rather than having time to scout Lardon's keep and recover the items, the PCs faced a dilemma of how to proceed; scout Lardon Keep, but allow the officer to meet up with the troops from Law's Forge making it nigh impossible to capture the officer, capture the officer, but allow the Troops from Law's Forge to reinforce Lardon Keep, essentially ending any chance to recover Count Lardon's heirlooms or leave immediately without resting and try to accomplish both parts of the mission.

Hoping to accomplish their complete mission profile, the PCs leave Fort Valorous after stopping only long enough to eat a hot meal, the PCs head east into the occupied lands towards Lardon.

The PCs arrive at Lardon to find only a small garrison there as expected; almost too small. While approaching, the PCs are beset by hordes of undead hidden beneath the earth in shallow graves. After a fierce battle, the PCs manage to reach the outskirts of the town. They find no slaves or prisoners. Clue suggest that the undead they just fought were actually only recently created from the slave and prisoner population.

Following the directions given them by Count Lardon, the PCs make their way to the keep only to find that the apparent small garrison isn't nearly as small as they expected. Another fierce battle erupts and sounds the alarm to the rest of Lardon that Pathfinders are attacking.

The PCs make a fighting retreat only to meet yet another group of defeneders lying in ambush on the way out of town, but these are from the column headed for Lardon from Law's Forge. Even though the PCs manage to overcome the enemy and escape, they must retreat to Gensal in failure; the officer they south to capture has already joined the large column and Lardon was far to heavily defended for them to recover Count Lardon's heirlooms.

A few days later back in Critwall, the PCs are being debriefed by the three people who helped them plan the mission. As their tale unfolds, it becomes apparent that the PCs ignored their original orders and changed the plan. When the PCs try to explain that Count Lardon and other Council members ordered them to deviate from the mission specs, Rocalen tells them that no such orders were ever relayed to any Pathfinder duty officers, the Greycloaks or the Knights of Holy Shielding. Without proof, the PCs are guilty of disobeying orders.

Just as things are about to get heated, Lady Katarina enters and speak in defense of the PCs. She explains to the duty officer thaty the changes came at the last minute and she and Incosee left for South Keep before passing along the order changes to anyone besides the PCs. Although it is obvious the three officers are unsure, they are better trained than to question the Knight Commander of the Shield Lands and leave when the Lady dismisses them.

Lady Katarina explains that she isn't interested in the details of what happened; she already has a pretty good idea what they were. She reassures the PCs that they were only following the orders of a noble and thus are not guilty of any wrongdoing themselves. If questions are asked, she will make sure the PCs are not blamed for the missions failure. She tells them it is unfortunate the opportunity to capture a high ranking officer in Iuz's army was lost, but such are the fortunes of war. From the way Lady Katarina says it, the PCs leave unsure if she was referring to the War of Reclamation, or something else.

Introduction

The adventure begins with the PCs sitting around the table in one of the mission planning rooms within Critwall Castle. With them are Sergeant Rocalen (their Pathfinder duty officer), Ersanna (a Greycloak) and Sir Galodin (a Knight of Holy Shielding). The group is working out the details of the PCs' upcoming mission into occupied territory to capture an officer in Iuz's army. Read or paraphrase the following:

It is late morning on the eleventh day of Patchwall, 593 CY. You find yourself in one of the planning rooms in Castle Critwall sitting around the table with a group of fellow Pathfinders and three Shield Lands' officers. The first is Sergeant Rocalen, one of the many Pathfinder duty officers who assigns the Pathfinder missions; the second is a Greycloak named Ersanna, and the third is a Sir Galodin, a Knight of Holy Shielding and commander of a small outpost near Torkeep.

For the last hour you have been discussing your next mission. An officer in Iuz's army is headed for the town of Lardon in the occupied lands. Your mission is to intercept and capture him before he reaches his destination.

Ersanna stands and leans over the map-covered table pointing to a spot on the map with the tip of her dagger.

"Our last report placed Gorchart here, about four days from Lardon." With a flick of her wrist the dagger point changes targets and points to a spot farther to the north. "And this is where the

reinforcements from Law's Forge were last; about five days from Lardon."

"That doesn't give you much time." adds Sergeant Rocalen, "You'll have to leave first thing in the morning to reach Fort Valorous in time to cross the border and intercept your target before he reaches Lardon."

Sir Galodin leans back in his seat, the weariness of his rapid trip from Torkeep apparent on his face. Scratching the scruff of his unshaven face, he says "I have run across Gorchart before. He is no fool. He will have scouts out ranging and will send riders to join up with the column from Law's Forge as soon as possible. On the last day of his journey he will send advance riders to Lardon to inform them of his impending arrival. Your attack needs to happen before that."

Give the PCs Player's Handout #1. Here is what the PCs know or can be told by one of the three officers.

- Gorchart is headed to Lardon from Axeport via Jondo. The trip will take about five days. Reports place him having left Axeport yesterday morning.
- Gorchart is accompanied by an entourage of mixed composition sworn to his service and protection.
- Only visual scouting has worked on Gorchart as he and his entourage seemed to be magically protected from divination magic.
- A large force of reinforcements is headed to Lardon from Law's Forge in the north headed south to Docamald and then southwest to Lardon.
- The Law's Forge reinforcements left several days ago, but are traveling slow and have a much longer trip ahead of them. They will arrive in Lardon in six days.
- The Column from Law's Forge consists of about five hundred troops including orc heavy infantry, hobgoblin light cavalry, troll berserkers (with ogre handlers), a covey of Iuzian clerics, hill giant artillerists and a number of mercenary wizards and sorcerers of the Black Hand.
- Lardon is currently garrisoned by a few clerics of Iuz, some humanoid troops and one or two (reports vary) hunter-killer groups; no more than fifty troops in all. These troops guard a large number of slaves (perhaps one hundred) and a few Pathfinder prisoners (an unknown number, if any).
- Lardon is the ancestral home of Count Janek Lardon of the Council of Lords.
- By horseback, it will take the PCs two days to reach Fort Valorous and two more to reach the Lardon area. The can catch Gorchart between Jondo and Lardon in about four and a half days.

- They are to meet a Greycloak named Quatain at Fort Valorous in two days to get more current scouting intelligence.

Creatures: Sir Galodin is a friendly man, popular with the soldiers and good with at axe and lance. Unlike some from the Order of the Holy Shield, Sir Galodin is modest, open-minded and fair. He tries to judge everyone based on their actions, not their standing, rank or position. If rumors are true, this has caused him some trouble with minor nobles and arrogant officers with whom he did not agree. Though he considers his own words carefully, he does not hesitate to speak his mind once set. He is willing to listen to the counsel of others; even the lowliest soldier, if he hears wisdom in their words. Once an order is given, he expects it followed.

♣ **Sir Galodin:** Male human Ftr6/Clr2/KoHS2.

Sergeant Rocalen is a somber man of dark complexion and bedraggled appearance. Though tall he is otherwise non-descript and slightly overweight.

♣ **Sergeant Rocalen:** Male human, War9.

Ersanna is quiet and serious, but not morose. In fact she has a bit of a dark sense of humor when you get to know her. She has a light complexion and light brown hair. Her neat appearance compliments her attractive features and thin half-elven frame despite the obvious wear of her armor and weapons.

♣ **Ersanna:** Female half-elf Rgr7.

Allow the players to interact with the NPCs and work out the details of the mission. The DM should feel free to help the PCs in character come up with a reasonable plan for where and when to ambush Gorchart, but for the most part allow the players to do most of the work. The three officers in this room are smart and experienced and will advise against any obviously stupid plans. Just as they are about to finish, read or paraphrase the following:

As your plan is coming together the door to the room suddenly opens and in walks a well-dressed man in his late forties. His fine clothes, immaculately trimmed beard and hair and obvious wealth mark him immediately as a noble. Rocalen, Ersanna turn to the man with surprised looks on their faces and quickly stand. Sir Galodin, already standing, nods his head in the man's direction and addresses him.

"Count Lardon! What an unexpected surprise. We were not informed you would be joining us. If we had known, we would have waited."

If the PCs have not stood by this time, the Count looks at those still sitting and says without obvious sarcasm

“Please, do not get up on my account.”

The Count speaks “So you’ve already finished then good Knight? I hope all went well. This is an important mission. If you don’t mind, please share your plan with me for recovering my family’s heirlooms.”

A look of concern falls across Sir Galodin’s face as he says “Forgive me my lord, we have made no plans to recover your heirlooms. That part of the mission was removed by Knight Bannerette Incosee this morning.”

Count Lardon’s face begins to turn red in anger, but Sir Galodin continues before he can speak “Knight Bannerette Incosee received the orders directly from Lady Katarina. I was told that capturing Gorchart is the primary concern and any deviation risks the success of that mission.”

In an icy tone, Count Lardon responds “I see. Well then, I suppose I should be talking to Countess Walworth and her lapdog Incosee. As you were then my good Knight.”

Turning to leave, Count Lardon pauses a moment to say over his shoulder “Oh, and good hunting to you Pathfinders.”

Development: The PCs can easily see without a Sense Motive check that Count Lardon was not pleased by the changes to the mission.

If asked, Sir Galodin can explain the the original mission included a secondary objective of scouting Lardon Keep in hopes of recovering some magical heirlooms stored within. Because the timing of this mission is so delicate, that objective was removed this morning. Apparently no one informed Count Lardon.

Once the PCs are comfortable with their mission, read or paraphrase the following:

With a look of satisfaction on his weary face, Sir Galodin brings the meeting to an end. “This seems like a solid plan. You will need to leave before sunrise tomorrow, so get some rest and a hot meal. You’ll be traveling fast, so if you do not have horses, I will have the stablehands ready them for you. I’ll also see to it that your saddlebags have something good to eat in them for the trip. Dismissed!”

Encounter One: A Change of Plans

After the meeting, the PCs can spend the late afternoon gathering supplies for their mission. Shortly after dinner, a messenger arrives from the Council of Lords asking the PCs to appear before them in the Chambers of the Council in Castle Critwall.

The PCs arrive to find the council’s twenty four seats mostly empty. In attendance are only four nobles; Count Lardon, Lord Enerick, Countess Terza Docamald and Earl Rannas Danjor. Speaking for the other three, Lord Lardon explains the purpose of the Gathering.

“Ah. Thank you for coming on such short notice Pathfinders. How are the preparations for your mission coming along?”

Not waiting for a response, Lord Lardon continues. “I’m sure you’re curious why you’ve been summoned. After we met this morning and I learned our original plans had been changed, I took it upon myself to speak with my fellow Council lords to see if the changes had been... well, poorly considered. We’ve all agreed they were.”

“We would like for you to revise your mission profile to include scouting Lardon Keep and recovering a few items from storage. Since Lardon is on your way, this should not hinder the other part of your mission to any great degree... though I assume you’ll need to leave within the next few hours rather than tomorrow morning.”

The items I seek are in the basement of the town’s largest Inn, the Golden Stag. Were I not away from Lardon when the Shield Lands fell to Iuz, I would have taken them with me, but that was not possible. Your mission provides and excellent opportunity to recover them for the good of the Shield Lands.”

“If you have any questions, now is the time to ask them; once this meeting adjourns, you’ll be leaving Critwall I assume.”

Count Lardon is the only one of the lords present who speaks directly to the PCs unless they are overly rude or refuse to carry out the mission. Then Lord Enerick speaks up and dresses down the PCs harshly, reminding them of their duty and, more importantly, that refusing the orders of a member of the Council of Lords may have severe consequences, including a Writ of Treason and a sentence of death. He will then grin and say something along the lines that everyone hopes the pathfinders will do the “right” thing, and that the pathfinder’s actions will ultimately decide the Council’s actions.

Count Lardon is willing to share the following information with the PCs if asked.

- Lardon is along their path. They should stop there before attempting to capture Gorchart. It will be easier that way.
- The PCs should bring back an oak chest bound in silver. The chest is magically locked, so do not try to open it.
- The chest should be in the basement of the Golden Stag Inn behind a secret door (the location of which is described). The inn is the largest building in Lardon and the only one with three stories.
- The contents of the chest are none of the PCs concern, but they are personal heirlooms of the Lardon family which might be useful to the Shield Lands.
- The chest was stored outside Lardon Keep to protect it should the keep, the obvious target of any attack, fall. Who would think to look in the basement of an inn to find items precious to a noble house?
- Upon your return to Critwall, deliver the chest to Shelton Halfhand who will in turn deliver it to me (Count Lardon).
- Requests for something in writing earn the ire of the council lords. Count Lardon is quick to ask if the PCs intended to insult them, or it was simply a mistake. If it comes down to it, they will refuse to provide written orders on the grounds that if the PCs are captured, the note could easily be taken from them... far more easily than the information could be taken by torture. If the PCs suggest they leave the orders in Critwall until they return, Count Lardon will point out that *“orders don’t do much good if you don’t have them with you..., unless you mean to suggest we are not trustworthy...”*

When the PCs have no more questions, they are dismissed. Most PCs will find this a bit odd and some might try to locate someone else in authority to verify their new orders. These are the whereabouts of some likely NPCs the PCs might look for.

- **Sir Galodin** – returned to Torkeep immediately after the meeting.
- **Sergeant Rocalen** – Sent to Bright Sentry on an errand.
- **Ersanna** – Returned to the border shortly before sundown.
- **Lady Katarina** – Currently at South Keep organizing the rebuilding of its defenses after its successful recovery.
- **Knight Bannerette Incosee** – left to rejoin the Bronze Band at South Keep.

- **Any of the council Lords present at their meeting** – The PCs are told they are “in conference and do not wish to be disturbed”.
- **Members of the Council of Lords not present at the meeting** – No other members of the Council of Lords are present in Critwall. With the recent recovery of South Keep, most are off commanding troops or working in some other capacity towards the defense of the Shield Lands.
- **Anyone else** – Other duty officers, church members, etc. will all claim ignorance of the changes in the plan, but tell the PCs, “If the orders came from the Council of Lords, you’d best do it.”

Encounter Two:

The Bird Man of Fort Valorous

The timing of this event is critical if the PCs are going to capture Gorchart. With the added task of scouting Lardon and recovering the chest from the Golden Stag Inn, the PCs will need to leave Critwall immediately by horse. Travel by foot will not allow them enough time to get where they are going before their quarry does. Magical means to travel from Critwall to Fort Valorous may be possible, but since none of the PCs have ever been to this fort before, they will have negative modifiers for unfamiliarity on spells like *teleport*, etc. Regardless of whether the PCs arrive early, Quatain will not arrive until late in the day on 13 Patchwall (i.e., two days after the event begins).

When the PCs arrive at Fort Valorous, read or paraphrase the following:

You arrival at Fort Valorous provides you with an unexpected surprise; a man in a stained tunic shouting at you.

“Have you seen him?” My bird! Did you see my bird?”

The man calls to you from the walls of the outpost as he rushes along the walkway towards the main gatehouse. Disappearing inside, you can still hear him shouting about his bird.

Reappearing inside the open gates, the man comes at you with a stiff-legged gait, taking short, hurried steps giving him an awkward, ungainly manner. As he nears you, you notice the stains on his tunic are actually bird droppings, which unfortunately, can also be seen in his spare, wiry hair along with more than a few feathers.

“I said, HAVE... YOU... SEEN... MY... BIRD?” he repeats more loudly and slowly in a screeching voice as if you were both deaf and ignorant. He then proceeds to stare at you from two small rapidly

twitching eyes with an unnatural tilt to his narrow head. Every few seconds he breaks his stare to rub a cheek upon one shoulder or another.

This is Hade, the “Bird Man” of Fort Valorous. Aside from his bizarre behavior and odd mannerisms, Hade is actually extremely knowledgeable about avian life forms of all kinds. His expertise includes subjects covering most avian, air and flying creatures.

At the moment, he is anxiously awaiting the return of one of his carrier pigeons. Hade is the local keeper of the messenger birds used at the outposts to transport routine messages between forts and outposts. The bird he is looking for is overdue and has him worried. It carries an important message for a Greycloak called Quatain. The PCs have not seen this particular bird, but they have seen others (which doesn't help).

Allow the PCs to interact with Hade however they wish. He will explain who he is and why he's looking for a bird if asked. Throughout the conversation, he should be played with many oddly bird-like mannerisms and speech patterns. Use your imagination.

After a few minutes, read or paraphrase the following:

Suddenly in mid-sentence, Hade stops and awkwardly runs forward a few steps looking into the northern sky. Squinting, he shrieks “There he is... but they're after him! Fly little bird fly home to Poppy!”

At first even the most sharp eyed of your group cannot see when Hade is pointing at, but soon several dark shapes appear at the edge of sight. The specks rapidly get closer and details become apparent. A carrier pigeon is being pursued by a murder of ravens! At the moment the ravens seem to be toying with the pigeon; diving at it only to pull away at the last second.

Hade screeches “SAVE HIM!”

If the PCs want to help, they can. Let them do whatever they like. Anything that comes close to injuring the ravens will drive them off. Continue when the raven leaves.

As if accustomed to this, a few soldiers on the wall pull out longbows and join you in taking pot shots at the ravens. A few come dangerously close to killing one, but the ravens break off before they are injured. The tired little pigeon, now safe, arcs directly for Hade and lands softly on his outstretched forearm. “There's a good bird.” He says gently stroking the bird's head, “Come with me... Poppy will feed you.”

The PCs will spot a message tied to the bird's leg. If asked about it Hade tells them they cannot see it. **“Quatain would be very cross if I gave away his secrets!”**

☛ **Hade:** Male human Rgr2/Exp4.

Encounter Three: Quatain the Cold

Regardless of when the PCs arrive, Quatain does not return to the fort until late on the 13th. The party is free to leave earlier if they wish and not meet up with Quatain. If the PCs ask anyone (including Hade) about his whereabouts, all they get in return is **“He comes and goes as he pleases. No one is sure ever really sure where he goes or when he will return, if ever.”**

Quatain finds the PCs wherever they are shortly before midnight. In his typical cold and humorless way, he relates the following to the PCs.


- ☛ Gorchart has made better time than expected; he is more than eight hours ahead of schedule.
- ☛ A message he received from Gensal (the one Hade was holding for him) confirms that the column of troops from Law's Forge is also far ahead of schedule; they will now arrive early as well.
- ☛ What's worse, the two groups will actually meet up a few hours before reaching Lardon at about the spot he suspects the PCs were going to ambush Gorchart.
- ☛ He has no information on Count Lardon's plan. He knew it was discussed early on, but he had been told that it was no longer part of the mission.
- ☛ He isn't surprised things have changed, not that some noble is placing his own desires over the success of an important mission.
- ☛ He knows the road between here and Lardon. If the PCs leave immediately, they might have time to scout the town and still make it to the ambush point before Gorchart joins up with the larger column. He also describes a ravine on the far side of Lardon which would be ideal for trapping and capturing Gorchart.
- ☛ He cannot assist the PCs. Considering the situation, he will be heading north to try and slow down the troops from Law's Forge.
- ☛ He suggests they forget about Count Lardon's chest and focus on capturing Gorchart.

The Greycloak is often called “Quatain the Cold” for his emotionless demeanor and apparent lack of compassion for his foes, though never to his face. Quatain knows of his reputation and has not dispelled any of these rumors, but this is more likely because he is so fixated on his

mission as a Greycloak that he does not care what others think so long as he gets the job done. His nickname also comes from his favored melee weapon, the longsword, which can be sheathed in ice during combat.

Little is known about his previous life before he joined the Greycloaks, other than it has been said he was a bard of some renown before attacks of the Hierarchs. Why he joined the Greycloaks and why he is so relentless in his duties is also a mystery. What ever the case, Quatain volunteers for the most dangerous assignments and only works alone.

He has dark brown hair, steel gray eyes and a lean and muscular appearance. His face is close shaven except for a well-trimmed mustache and goatee. His weapons and armor are well maintained, but also well used. He is never without his dark gray (almost black) hooded cloak and matching boots.

 **Quatain the Cold**, male human, Brd3/Ftr2/Rgr7

At this point the PCs have three obvious options.

1. Rest now and scout Lardon Keep tomorrow. This will allow Gorchart to meet up with the troops from Law's Forge making it nigh impossible to capture the officer
2. Rest now hoping to capture the officer tomorrow, but allow the Troops from Law's Forge to reinforce Lardon Keep, essentially ending any chance to recover Count Lardon's chest
3. Leave tonight without resting and try to accomplish both parts of the mission. (Lack of sleep will cause fatigue and prevent most spellcasters from preparing or recovering spells.)

Whichever the PCs try is up to them. As stated previously, Quatain thinks they should choose option #2, but leaves the final choice up to them.

Their choice determines which encounters the PCs play from here on out. If the players choose:

Option #1 – play Encounters 4, 5 & 8.

Option #2 – play Encounters 6, 7 & 8

Option #3 – play Encounter 4, 5, 6, 7 & 8*

* Author's Note: This event is not designed to give more than the maximum normal XP or gold. PCs who attempt to accomplish all of their mission profile will face five encounters of EL APL+1 or greater in rapid succession. It is unlikely they can survive all of them, let alone succeed. Even if they do, they will still only receive the normal maximum XP and gold for their APL. The added in-character benefits they do receive will be discussed in the Conclusion.

Development: Travel beyond Fort Valorous by magical means is probably not an option since the PCs do not have a particular destination in mind, only a general area where they hope to ambush Gorchart.

Keeping track of in-game time is important after the PCs leave for Lardon. The earliest the PCs can leave is after their meeting with Quatain shortly before midnight on 13 Patchwall. By horseback it will take them two days (48 hours including rest breaks or 24 hours of actual travel time) to reach Lardon, and about four more hours to reach the crossroads east of Lardon. Stopping in Lardon will add whatever time the PCs spend in the town plus about three hours for scouting and avoiding patrols or half that if the PCs don't bother being particularly careful.

Gorchart is excited about taking command of Lardon and pushing hard after leaving Jondo. He has also sent word to the column from Law's Forge to hurry and arrive early as well. Gorchart wants to make a big show of marching in to Lardon at the head of a large column of Iuz's troops.

As of 6am on 16 Patchwall, Gorchart is 12 hours from Lardon and about nine hours from meeting up with the troops from Law's Forge at the point on the map when the road from Docamald meets the road from Jondo. The PCs must ambush Gorchart before 3pm on 16 Patchwall. If the PCs are late, they will miss the opportunity to capture their target because he will be protected by far too many troops for them to get near.

To make matters more difficult, the PCs do not know exactly where Gorchart is. All they know for sure is he is traveling on the road between Jondo and Lardon and will arrive at Lardon late in the afternoon on 16 Patchwall rather than the original time of late that night. Until the PCs locate Gorchart, they cannot be sure they have missed him or not; finding him takes the PCs about three hours, or half that with a successful tracking check (DC 13+APL).

Encounter Four: Unexpected Company

The trip from Fort Valorous to Lardon takes the PCs about two days by horse. The country side is rolling hills broken occasionally by small stands of trees, streams and old stone fences. Very little activity is seen on the way in. The reason Lardon is so lightly garrisoned is that all approaches are guarded by undead hidden in shallow graves. As the PCs near Lardon read or paraphrase the following:

With Lardon not far away, you begin to see parts of the town between the trees and from atop the peaks

of the gentle hills that mark your approach. From this distance there does seem to be any movement in the town.

This part of the Shield Lands was once the heartland of the nation. Many manors and villages marked the landscape; their harvests filling the bellies of Shield Landers everywhere and quite a few families beyond.

Now, the land seems barren and withered. Obvious attempts to farm are scatter through the mostly-fallow fields. Half plowed fields are all about, their upturned earth filled with weeds or backed dry by the sun. Even those wretched few that sustain plants are sickly looking in comparison to the bounty this land once bore.

Creatures: If the party arrives during the daylight hours, there will be no encounter (because of the undead's weakness in daylight). Otherwise, let the players make Spot and Listen checks (DC13 + APL) to hear the undead rise from their false graves, then continue:

The dry earth around you suddenly begins to crumble and break open from below. As you watch a hand, then another burst from below and claw their way to freedom.

APL2 (EL3)

☛ **Zombies (Human Commoner) (4):** hp 10, 10, 9, 8; see *Monster Manual*.

APL4 (EL5)

☛ **Ghasts (2):** hp 29, 34; see *Monster Manual*.

APL6 (EL7)

☛ **Spectre (1):** hp 49; see *Monster Manual*.

☛ **Zombies (Human Commoner) (2):** hp 10, 10; see *Monster Manual*.

APL8 (EL9)

☛ **Bodaks (1):** hp 62; see *Monster Manual*.

☛ **Wraiths (2):** hp 32, 35, 39; see *Monster Manual*.

☛ **Zombies (Human Commoner) (4):** hp 10 each; see *Monster Manual*.

APL10 (EL11)

☛ **Dread Wraith (1):** hp 105; see *Monster Manual*.

☛ **Zombies (Human Commoner) (6):** hp 10 each; see *Monster Manual*.

APL12 (EL13)

☛ **Dread Wraith (2):** hp 105, 105; see *Monster Manual*.

☛ **Zombies (Human Commoner) (6):** hp 10 each; see *Monster Manual*.

Tactics: The undead are here to guard Lardon. Their orders are to kill anything that is too weak to command them to leave off. At various APLs they are either minor undead created by the clerics stationed at Lardon, or greater undead tasked by the terms of some dark alliance to guard the town for Iuz.

Encounter Five: Arriving at Lardon

Lardon was a medium size town of about 500 people before it fell to Iuz. Reports say the some of those poor souls are still trapped here as slaves under the wicked heel of Iuz's clerics. Lardon Keep sits on a hill above the town and unlike the town has a stout stone wall strengthened by several towers and gate houses.

Approaching the town right up to the houses and shops on the outskirts is far easier than the PCs should be expecting. There are no guards; at least not outside the town. The guards, mostly orcs are situated in the buildings marked with a "G" on the map (see DM's Aid #1). These areas allow them a good view of the entire town. When spotted, visitors will not hear the usual beat of orcish war drums or the blare of their battle horns. Instead, runners are sent to spread the word to the other guards via narrow tunnels dug beneath the town by the now deceased slaves. This allows the orcs (and other creatures) to pop up behind invaders without giving away their advantage of stealth. This is what will most likely happen to the PCs.

Allow the PCs to describe how they are moving through the town and what precautions they are taking while doing so. The orc guards all have Spot +APL and Hide +APL. When discovered, the PCs will face the creatures listed below in 1d6 rounds.

The Golden Stag Inn is one of the orc guard stations, so getting inside may be difficult. There are no windows or doors into the basement of the inn, so the PCs must get in through one of the two doors (see DM Aid #2) on the first level, or one of the windows on the second or third floors. The orc guards are on the third floor, one group on each side of the building. It is certainly possible for a clever party to enter and exit without ever being detected. However, if the PCs are discovered inside the inn, they will face the creatures listed below in 1d4 rounds.

After facing one group of creatures, the PCs will have another 3d4 rounds to get out of town before a second group of creatures arrives and attacks. This

pattern will continue until the PCs are defeated, escape or face four groups of creatures.

The Lardon Tunnels:

Years ago, the high cleric of Iuz stationed at Lardon suffered from a severe case of agoraphobia. Rather than seem weak in front of his underlings, Beltor the Pale decided to put the slaves to work on a series of tunnels beneath Lardon that connected all of the main buildings.

For security reason he did not connect the tunnel system to the keep, but when not in the keep, he could go almost wherever he wanted without being exposed to the hated wide open skies of the surface.

This cleric was eventually found stuffed in a small box. His second in command, Felspleen the Packer, reluctantly replaced him as Iuz's faithful servant in Lardon. Unfortunately, Felspleen was shortly thereafter found in small pieces throughout Lardon Keep and beyond and while no one really tried, everyone is pretty sure all of his parts were never identified or recovered.

The third cleric to take command of Lardon, Dartok the Butcher, saw the potential for the tunnel system and eventually had it expanded to include access to every building in town. He then trained his minions to use the tunnels to pass messages and sound the alert without even a whisper of activity on the surface.

Currently the tunnel system allows access from every building in Lardon to every other building via a maze-like series of passageways. Only the largest buildings lead to more than one other building, but those who know the tunnels can quickly find their way anywhere in Lardon almost as quickly as if they traveled above ground.

The tunnels are cramped for large creatures, but medium sized and smaller creatures can move quite comfortably. All of the tunnels have reinforced ceilings and walls.

The Golden Stag Inn:

Common Room:

The common room of this inn is quite large and was, at one time, probably quite beautiful. The bits and pieces of woodworking remaining show a high level of craftsmanship and talent. Now, of course, the place is a total disaster. Years of hosting orcish soldiers has left most of the common room unfit for habitation and generally disgusting by civilized beings. All manner of substances cover the walls in crude graffiti, ugly artwork and numerous splatterings of bodily fluids and other secretions. The once grand fireplace is covered with the rotting skins of animals and perhaps a few intelligent species. Two doors exit the room, one leading up to the inn's upper floors and the other to the kitchen.

There is nothing of value in this room.

Kitchen:

The kitchen is in much the same condition as the common room and has not (thankfully) been used in quite some time. It currently looks to be where trash is thrown from the common room when even the orcs cannot stand it anymore. Despite the mess, there is a clear path to a set of stairs leading down into the basement.

There is nothing of value in this room.

Basement:

Unlike the upstairs, the basement is largely free of debris. Well worn paths lead from the bottom of the stairs out the four tunnel exits in this room. Luckily, the location of the secret door described by Count Lardon has not been disturbed.

❖ **Secret Stone Door:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28, Search DC 18 + APL.

Unfortunately, the door is also trapped.

Trap: Protecting the secret door is a wall blade trap. The trap is set off by anyone opening the door without throwing the hidden bypass switch. The trap resets automatically after each attack, but is disabled until reset manually if the bypass switch is used.

↗ **Wall Blade Trap:** CR 1 (EL1); mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC25); Atk +10 melee (2d4/x4, scythe); Search (DC 22); Disable Device (DC 22).

Inside the small, 3 ft. by 3 ft. room is the silver bound oak chest described by Count Lardon. If detected for, it does glow with strong magic of a transmutation nature. The chest is locked and it is clear that any attempt to tamper with it would be noticed. If the party insists on opening it, they will receive **Count Lardon's Ire** automatically. The chest contains a variety of legal papers, a signet ring and an empty notebook. All of these items radiate a strong magic of a transmutation nature.

Aside from the chest, there is nothing of value in this room.

The Rest of the Inn:

The rest of the inn is in much the same condition as the common room. Narrow paths lead to the area most often used (i.e., the common room, the lookout room on the third floor and the tunnel access stairs in the kitchen), but refuse and debris litter all other areas. There is nothing of value in any part of the inn besides what is described above.

The Slaves:

The PCs will find no slaves at Lardon, nor any prisoners. The fate of the poor souls imprisoned here is grim indeed. When the current high cleric of Iuz was told he would be replaced by Gorchart, he had all of the slaves executed and reanimated as undead. This way, if the new commander wanted anything from the “slaves” he would have to ask someone else to command them to do, thus ensuring the clerics of Iuz always had a hand in what transpired at Lardon. The sample cleric listed in the appendix is “Ezgora the Grand”. She wears a heavy iron necklace studded with blood red rubies worth 240 gp.

Creatures:

APL2 (EL4)

- ☛ Cleric of Iuz (1): hp 21; see *Appendix I*.
- ☛ Orcs (3): hp 6, 8, 9; see *Monster Manual*.

APL4 (EL6)

- ☛ Cleric of Iuz (1): hp 21; see *Appendix I*.
- ☛ Ogres (2): hp 29, 32; see *Monster Manual*.

APL6 (EL8)

- ☛ Cleric of Iuz (1): hp 45; see *Appendix I*.
- ☛ Ogres (3): hp 29, 32, 39; see *Monster Manual*.

APL8 (EL10)

- ☛ Cleric of Iuz (1): hp 45; see *Appendix I*.
- ☛ Barbarian Ogres (2): hp 79, 84; see *Monster Manual*.*

APL10 (EL12)

- ☛ Cleric of Iuz (1): hp 69; see *Appendix I*.
- ☛ Barbarian Ogres (2): hp 97, 98; see *Monster Manual*.*

APL12 (EL14)

- ☛ Cleric of Iuz (1): hp 69; see *Appendix I*.
- ☛ Barbarian Ogres (8): hp 74, 79, 79, 84, 84, 85, 88, 93, 97, 98; see *Monster Manual*.*

*Note: These monsters do not have the +1 enhancement to their hide armor or the +1 ring of protection listed in the *Monster Manual*.

Tactics: The creatures will depend on surprise as their main advantage, being able to pop up from nearly any building in town to surround the PCs. They will, if it suits them, split up to attack from multiple sides. The cleric in the group will hang back under cover and cast spells to aid the orcs (or ogres).

If the PCs escape, they will not be pursued beyond about one mile from Lardon. The DM should do his best to make the PCs feel like they hordes of hell are after them though.

Treasure:

- APL2 – loot (43 gp), coin - (40 gp)
- APL4 – loot (43 gp), coin - (40 gp).
- APL6 – loot (55 gp), coin - (40 gp).
- APL8 – loot (55 gp), coin - (40 gp).
- APL10 – loot (55 gp), coin - (40 gp).
- APL12 – loot (55 gp), coin - (40 gp).

Encounter Six: Trouble in the Swamp

To reach their ambush point, the PCs must pass through a reeking swamp that exists on no current maps. This area was once a small marsh beside the river running south of the road between Lardon and Jondo. Years of Iuz’s foul influence have created a true swamp filled with fell creatures. Read or paraphrase the following:

Your path towards the planned ambush site with Gorchart has taken an unexpected turn. A swamp now sits where your maps showed only a small marsh. There isn’t enough time to go around, and going through is sure to slow you and be far more dangerous than you originally planned.

After the PCs travel into the swamp for a little while, read:

Not far into the swamp, noises close by alert you that something has taken an interest in you. Whatever it is is getting closer...

Creatures:

APL2 (EL4)

- ☛ Harpy (1): hp 31; see *Monster Manual*.

APL4 (EL6)

- ☛ Annis (1): hp 45; see *Monster Manual*.

APL6 (EL8)

- ☛ Gray Render (1): hp 125; see *Monster Manual*.

APL8 (EL10)

- ☛ Gray Renders (2): hp 125, 130; see *Monster Manual*.

APL10 (EL12)

- ☛ Pyro-Hydra, Eleven-Headed (1): hp 118; see *Monster Manual*.

APL12 (EL14)

- ☛ Pyro-Hydras, Eleven-Headed (2): hp 118, 124; see *Monster Manual*.

Tactics: These creatures are out looking for dinner and/or protecting their territory. None of them will fight to the death if they can avoid it. They'll retreat at less than 25% of their hit points. If they can escape with a tasty treat for later, so much the better.

Encounter Seven: Taking Prisoners

The best spot the PCs will find to ambush Gorchart is about five miles past the crossroads of the two roads leading to Lardon (about where the "n" in Lardon begins on the map). The road dips into a small ravine that is heavily wooded on both sides along the ridges above. The ravine is long and narrow enough that once Gorchart and his troops enter, they will have a hard time turning around, yet going forward will expose them to attack from above for a few rounds.

The sides of the ravine are not steep, but mounts will have a hard time on them, and even unmounted, creatures will be moving slowly. Even better, the forests on either side are thick with brackets, thorny shrubs fallen limbs. Movement through them (to avoid the ravine) would be nearly as slow as going around, which itself would take hours. Gorchart is too anxious to waste time and has left the bulk of his forces behind. He will order his bodyguards to follow him through the ravine despite their protests. Gorchart's reasoning is actually not illogical. They are miles away from the border near a major enemy encampment; who cold possibly be waiting for them?

Still, Gorchart isn't a total moron and will be specifically watching the ridge lines. This will likely pose the PCs some trouble if they are trying to hide in the thickets above the ravine. If he believes there is a possible trap, he will instead take the ridge line and try to ambush his ambushers!

The general layout of the ravine is detailed on DM Aid #3. The ravine is about one hundred yards long and varies between ten and twenty feet wide along the bottom. The tops of the ridges are about 120 ft. above and the walls of the ravine are spotted with small trees and shrubs in scattered areas. The forest on the ridge line starts with light cover (providing concealment) about five feet beyond the tops and thickens quickly to heavy cover (providing total concealment) after another ten feet. Both ends of the ravine gently rise back up to the level of the ridge lines one hundred or so feet beyond the ends of the ravine (making the total length of the ravine from end to end 500 ft.). The forest cover fades to the east and west on the south side of the ravine about 50 ft beyond,

but continues for about a half mile in both directions on the north side.

Gorchart and his troops will move through the ravine at their normal move (i.e., that of the slowest member of the group). Everyone will be alert and ready for battle. Melee weapons will be drawn.

Creatures:

APL2 (EL4)

- ☛ Gorchart (1): hp 28; see *Appendix 2*.
- ☛ Orcs (3): hp 6, 8, 9; see *Monster Manual*.

APL4 (EL6)

- ☛ Gorchart (1): hp 28; see *Appendix 2*.
- ☛ Ogres (2): hp 29, 32; see *Monster Manual*.

APL6 (EL8)

- ☛ Gorchart (1): hp 57; see *Appendix 2*.
- ☛ Ogres (3): hp 29, 32, 39; see *Monster Manual*.

APL8 (EL10)

- ☛ Gorchart (1): hp 57; see *Appendix 2*.
- ☛ Barbarian Ogres (2): hp 79, 84; see *Monster Manual*.*

APL10 (EL12)

- ☛ Gorchart (1): hp 89; see *Appendix 2*.
- ☛ Barbarian Ogres (2): hp 97, 98; see *Monster Manual*.*

APL12 (EL14)

- ☛ Gorchart (1): hp 89; see *Appendix 2*.
- ☛ Barbarian Ogres (8): hp 79, 79, 84, 84, 85, 88, 93, 97; see *Monster Manual*.*

*Note: These monsters do not have the +1 enhancement to their hide armor or the +1 ring of protection listed in the *Monster Manual*.

Tactics: IT IS CRITICAL that the DM read the description of Gorchart in the Appendix. At all of the APLs, he has a number of abilities that make him very dangerous. At APL 6 and higher, he begins to acquire Blackguard levels which will make him deadly. He will enter battle detecting good and will not hesitate to use his *corrupt weapon* spell (which gives his greatsword a +1 to hit and confirms critical hits versus good opponents) and his smite good ability on the first good aligned opponent he faces. Further, his brooch of shielding may frustrate mages and his light armor fortification (at APLs 8 and higher) will slow down fighters with good criticals. At all APLs, Gorchart is being escorted by a number of creatures who are devoted to keeping him alive. Each will fight to the death to protect him. This will likely make capturing him alive very difficult. At the first sign that the PCs are looking to capture Gorchart, his

protectors will make every effort to ensure his escape even at the cost of their own lives. Gorchart will stay and fight for as long as there is a chance of winning, or until he too knows what the PCs' true purpose is.

Gorchart is a crafty and vile devil. He hasn't lived as long as he has by being soft in combat. He will try to get his troops to target 'softies' (unarmored troops) on the off chance they are spell casters. They will use their reach to try and set up lots of attacks of opportunities. He absolutely loves to cruelly insult his opponents in battle (which should give the party an especially satisfactory feeling when they finally defeat him). His favorite insult is "You fight like a Cuthbite!", being very derisive against followers of St. Cuthbert...

Treasure:

APL2 – loot (100 gp), *brooch of shielding* - (156 gp).

APL4 – loot (50 gp) *brooch of shielding* - (156 gp).

APL6 – loot (50 gp) *brooch of shielding* - (156 gp).

APL8 – *brooch of shielding* - (156 gp), +1 *light fortification half-plate* – (600 gp).

APL10 – *amulet of natural armor +2* – (666 gp), *brooch of shielding* - (156 gp), +1 *light fortification full plate* – (700 gp) *unholy greatsword* – (550).

APL12 – *amulet of natural armor +2* – (666 gp), *brooch of shielding* - (156 gp), +1 *light fortification full plate* – (700 gp), *unholy greatsword* – (550).

Encounter Eight: Iuz's Forces Arrive

As the PCs begin their return trip to Fort Valorous, part of the vanguard of the troops from Law's Forge arrive and begin to chase them. Read or paraphrase the following about an hour after the PCs head for home, regardless of which series of encounters they have played so far.

Returning from the occupied lands is always an uncomfortable experience. The anticipation of safety makes the trip seem much longer than it really is. Every sound in the distance assures you that your luck is finally up. It is enough to make your heart beat like the hooves of warhorses at a full gallop. Except right now, you really do hear the gallop of horses... and they're getting closer!

The PCs are being pursued by three mounted hobgoblins from the Black Hand mercenary company. They are riding ahead of the main column looking for trouble. PCs who played SHL02-06 Dark Moons Rising might recognize these three creatures from that event.

Allow the players to react. They have about 2 rounds before the riders are upon them. Because of the rocky

terrain, the party and the riders will not see each other until they are 250 ft. apart (unless the PCs move towards the riders and up the nearby hill or fail to try and hide at all). If it looks like the PCs are going to avoid the encounter all together, each round have them make Move Silently and Hide rolls against the hobgoblins' Spot and Listen. Remember distance modifiers for Spot and Listen checks.

Read or paraphrase:

There are three riders on horses; all humanoid and all moving at a swift pace. The lead rider is well armored and is astride a massive stallion. In formation on either side of him are two other horsemen with powerful looking bows. Each rider bears the clear markings on banners and shields of an open black hand (palm out) on a blood red field.

When the PCs reveal themselves to the riders, read or paraphrase the following:

As soon as the riders see you they spur their mounts and burst into action. The lead rider couches his lance and charges forward. The other two break off in a shallow arc moving away from each other. Meanwhile, the other seems to make a few hand motions and utters something you can't hear from this distance.

The terrain is rolling hills like most the area, but this section consists of rough, rocky ground scattered with scrub brush and hard packed earth. Aside from the rocks and hills themselves, there is little cover from vegetation.

Creatures:

APL2 (EL4)

☛ **Dúrgakh**: Male Hobgoblin Ftr2; hp 22; See Appendix 2.

☛ **Hobgoblins** (2); hp 9 each; See Monster Manual p.119.

☛ **Light Warhorse** (1): hp 22; see *Monster Manual*.

☛ **Light Horses** (2): hp 19; see *Monster Manual*.

APL4 (EL6)

☛ **Dúrgakh**: Male Hobgoblin Ftr2; hp 22; See Appendix 2.

☛ **Naroth**: Male Hobgoblin Ftr3; hp 28; See Appendix 2.

☛ **Ghora**: Female Hobgoblin Ftr2/Rng1; hp 26; See Appendix 2.

☛ **Light Warhorse** (1): hp 22; see *Monster Manual*.

☛ **Light Horses** (2): hp 19; see *Monster Manual*.

APL6 (EL8)

- **Dúrgakh:** Male Hobgoblin Ftr6; hp 58; see Appendix 2.
- **Naroth:** Male Hobgoblin Ftr3; hp 28; See Appendix 2.
- **Ghora:** Female Hobgoblin Ftr2/Rng1; hp 26; See Appendix 2.
- **Heavy Warhorse (1):** hp 30, AC 19 (+5 chainmail barding); see *Monster Manual*.
- **Light Warhorses (2):** hp 22; see *Monster Manual*.

APL 8 (EL10)

- **Dúrgakh:** Male Hobgoblin Ftr8; hp 76, AC 20; See Appendix 2.
- **Naroth:** Male Hobgoblin Ftr6; hp 52, AC 17; See Appendix 2.
- **Ghora:** Female Hobgoblin Ftr2/Rnr4; hp 47; See Appendix 2.
- **Heavy Warhorse (1):** hp 30, AC 19 (+5 chainmail barding); see *Monster Manual*.
- **Light Warhorses (2):** hp 22, AC 15 (+2 leather barding); see *Monster Manual*.

APL 10 (EL12)

- **Dúrgakh:** Male Hobgoblin Ftr10; hp 94; See Appendix 2.
- **Naroth:** Male Hobgoblin Ftr8; hp 76; See Appendix 2.
- **Ghora:** Female Hobgoblin Ftr2/Rnr6; hp 69; See Appendix 2.
- **Viper, Medium (Animal Companion):** Female medium viper animal companion; hp 23. See Appendix 2.
- **Heavy Warhorse (1):** hp 30, AC 19 (+5 chainmail barding); see *Monster Manual*.
- **Light Warhorses (2):** hp 22, AC 15 (+2 leather barding); see *Monster Manual*.

APL12 (EL14)

- **Dúrgakh:** Male Hobgoblin Ftr12; hp 112; See Appendix 2.
- **Naroth:** Male Hobgoblin Ftr10; hp 94; See Appendix 2.
- **Ghora:** Female Hobgoblin Ftr2/Rnr8; hp 83; See Appendix 2.
- **Viper, Medium (Animal Companion):** Female medium viper animal companion; hp 23. See Appendix 2.
- **Heavy Warhorse (1):** hp 30, AC 19 (+5 chainmail barding); see *Monster Manual*.
- **Light Warhorses (2):** hp 22, AC 15 (+2 leather barding); see *Monster Manual*.
- **Light Warhorses (2):** hp 22, AC 15 (+2 leather barding); see *Monster Manual*.

Tactics: At lower levels, the Iuzians will attempt to overwhelm the party with their riding skills. Once Ghora gets *entangle* cast, they will first try to tie down most of

the party, then lead the stragglers away from the main party through Ghora's *spike stones* spell, where, again, they will try to overwhelm them with their riding skills. They will loudly shout to each other commands in battle, such as "Kill the Cleric!" or "Shoot that Elf!" If given a choice in combat, they will target humans first just because they hate them so much. If possible, they will try to entrap the spell casters with the *entangle* spell, then gang up and slaughter any fighter types they can.

Treasure:

- APL2 – loot (37 gp), coin - (30 gp), *elixir of fire breath* (91 gp).
- APL4 – loot (78 gp), coin - (40 gp) , *elixir of fire breath* (91 gp).
- APL6 – loot (157 gp), coin - (40 gp), +1 *banded armor* - (116 gp), *elixir of fire breath* (91 gp).
- APL8 – loot (105 gp), coin - (40 gp), +1 *banded armor*, +1 *lance* - (192 gp), *elixir of fire breath* (91 gp).
- APL10 – loot (105 gp), coin - (40 gp), +1 *banded armor*, +1 *lance* - (192 gp), *elixir of fire breath* (91 gp).
- APL12 – loot (105 gp), coin - (40 gp), +1 *banded armor*, +1 *lance* - (192 gp) , *elixir of fire breath* (91 gp), *gauntlets of ogre power* (333 gp).

Conclusion

Because of the different ways this event can play out, the section tries to anticipate these differences and provide an appropriate conclusion. It is assumed that the PCs returned to Fort Valorous and eventually Critwall after their experiences in and/or around Lardon.

Your return journey takes you back to Fort Valorous and once again you are met by Hade and he is once again anxiously awaiting the return of one of his birds. Much like last time, you are unable to help him, but his bird returns a short time later anyway.

From Fort Valorous you head back to Critwall to report. The journey is uneventful and at times even peaceful. It is a welcome sight to see Shield Landers hard at work bringing in crops, mending fences and caring for animals. At least this close to Critwall, things have returned to a semblance of normalcy.

Depending on the actions of the PCs during the event, continue reading all of the appropriate sets of box text.

PCs captured Gorchart:

Your prisoner was taken into custody at Fort Valorous and sent on to Gensal for interrogation. The troops at the fort were impressed by your success and many free rounds at the makeshift tavern were sent your way. A bard of the College even made up a few rousing verses about your victory on the spot, but

sadly got most of the details and names wrong because he was deep in his cups by that point.

Back in Critwall, you entered the city through Eastgate and traveled the Tradeway to Bohden Center and then north up the Procession to Castle Critwall. Sergeant Rocalen was there to greet you. He was extremely pleased by your success and promised to put in a few good words for you with Lady Katarina and Knight Bannerette Incosee. After a short debriefing, you were released from Pathfinder duty for seven days as a reward.

For capturing Gorchart, the PCs each receive a **Free Lunch** as listed under the Special Items section of the treasure summary.

The Church of the Holy Shielding also contacts the PCs, wishing to reward them for successfully capturing Gorchart. The Church will enchant one of their weapons with the Holy enhancement. The PCs must pay the cost difference for their new weapon. This is noted on the AR.

PCs failed to capture Gorchart, but not because of anything to do with Lardon:

Back in Critwall, you entered the city through Eastgate and traveled the Tradeway to Bohden Center and then north up the Procession to Castle Critwall. Sergeant Rocalen was there to greet you. He was not at all pleased with your failure, but conceded that you probably tried your best. After a short debriefing, you were dismissed.

PCs failed to capture Gorchart for some reason related to Lardon:

Back in Critwall, you entered the city through Eastgate and traveled the Tradeway to Bohden Center and then north up the Procession to Castle Critwall. Sergeant Rocalen was there to greet you. He was not at all pleased with your failure. As soon as you mention Count Lardon's mission, he stops speaking and stares at you as if unable to fathom your actions.

"You were under no orders to attempt Count Lardon's mission. Deviating from the original plan is a blatant case of disobeying orders. Do you know what that means?"

Before you can respond, a woman enters the room. From her regal appearance and noble bearing you immediately recognize her as Lady Katarina Walworth, Knight Commander of the Shield Lands.

"It means sergeant", she says in a serious voice, "that someone has made a serious mistake, but it is not these Pathfinders. On the eve of their mission, there was a great deal of confusion due to the recent

recovery of South Keep and the rush to get their mission under way. A few details were forgotten and you were not informed of the change. They were acting under the orders of the Council of Lords and thus disobeyed nothing."

Rocalen seems obviously surprised by the Knight Commander's arrival "As you say m'lady. I did not know."

"Through no fault of your own, sergeant. You are dismissed." she says stepping out of the doorway making it clear she expects Rocalen to leave now.

With the door closed, Lady Katarina speaks to you directly. "I am sorry to hear your mission did not go well. Gorchart's capture would have been a useful victory for us."

Pausing a moment to collect her thoughts, she continues. "I know you must be confused by some of this. Do not worry yourselves over these events. Your efforts on this mission are appreciated no matter the outcome. We will have other opportunities to gain the information we seek."

"You did the right thing following the orders of one of my fellow Council members. Duty and loyalty are the cornerstones of a soldier's life. Just as change is a necessary part of life. Things like this happen in war."

As she leaves, you wonder for a moment if she was talking about the War of Reclamation, or something else.

Lady Katarina: is beautiful in plain sort of way. She is about 5 ½ feet tall with long straw colored hair. Her blue eyes match the blue trim of her otherwise white dress and blouse. An intricate gold holy symbol of Heironeous attached to an impossibly thin gold band holds her hair place (It is a Phylactery of Faithfulness). Over her blouse she wears a draping cloth of red emblazoned with the black keep symbol of the Shield Lands. Hers has a gold stick border symbolic of her noble house.

PCs recovered Count Lardon's chest:

Before you are even able to consider taking Count Lardon's chest to him personally, you are contacted by a cleric of Heironeous named Shelton Half-Hand. Half-Hand is rude, blunt and extremely unfriendly to you as he requests in a most demanding tone, Count Lardon's chest. He impatiently waits while you unload if from your gear, sighing repeatedly as he taps his foot.

In what, for the obnoxious cleric, must be his kindest tome, he says "I have been asked to convey thanks on behalf of Count Lardon and the Council of Lords. You have performed a great service to the

Shield Lands and your efforts will not be forgotten." Without another word, he jots something down on his "board", turns and leaves ordering a few scrawny acolytes to carry the chest for the trip back to Castle Critwall.

For recovering Count Lardon's chest, the PCs each receive *Count Lardon's Thanks* as listed under the Special Items section of the treasure summary.

PCs failed to recover Count Lardon's chest:

Before you are able to consider sending word to Count Lardons about being unable to recover his chest, you are contacted by a cleric of Heironeous named Shelton Half-Hand. Half-Hand is rude, blunt and extremely unfriendly to you as he requests in a most demanding tone, Count Lardon's chest. Without waiting for a response, he says in a curt and scathing voice "You failed. I am not surprised. Why anyone places any degree of confidence in your type is beyond me. I will convey word of your incompetence to the Council of Lords and Count Lardon personally!"

Without another word, he jots something down on his "board", turns and leaves saying "I will also make sure your duty officer gains a better understanding of your value to the Shield Lands. Don't be surprised if your next assignment is mucking out stalls in the castle stables."

For failing to recover Count Lardon's chest, the PCs each receive *Count Lardon's Ire* as listed under the Special Items section of the treasure summary.

Shelton Half-hand: is a rugged, not unhandsome, looking man about 5'10" tall. He is wearing white clerical garb with heavy blue trim and emblazoned with the emblem of Heironeous. His hair is a muddy brown and he has a neatly trimmed, close-cropped beard (but no mustache). At his waist are a number of parchment tubes and he is never anywhere with out his 'board'. His board is a portable writing desk he can balance on his left arm while writing on it with his right. It has an inkwell which can be securely closed while traveling as well as a quill made from, of all things, the pintail feather of a roc! He is constantly writing down notes. His official job is secretary to the Council of Lords. Shelton HATES Pathfinders and will have open, unabashed contempt for them.

PCs Completed Both Missions:

It seems you mission went better than you could have hoped for. Capturing Gorchart and recovering the Count's heirlooms is sure to help the Shield Lands

and bring your name to the lips of many important and influential people.

PCs did not completed either mission:

There is no easy way to say it. You failed. Completely. Though you might argue reasons for your failure, none of them can change that Gorchart has taken command at Lardon and keeps his secrets still. Nor can they change that Count Lardon will likely never recover his heirlooms. Whatever powerful items may have been in the chest are now lost to the Shield Lands and worse, may one day be used against us.

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 Four

Defeat Undead Guards of Lardon

APL2 90 xp

APL4 150 xp

APL6 210 xp

APL8 270 xp

APL10 330 xp

APL12 390 xp

Encounter Five

Defeat Iuz's Cleric and Soldiers

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

Disable Trap before springing

APL2 30 xp

APL4 30 xp

APL6 30 xp

APL8 30 xp

APL10 30 xp

APL12 30 xp

Encounter Six

Defeat Swamp Creatures

APL2 120 xp

APL4 180 xp

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

Encounter Seven

Defeat Gorchart's Elite Guards

APL2 120 xp
APL4 180 xp
APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp

Encounter Eight

Defeat the Vanguard from Law's Forge

APL2 120 xp
APL4 180 xp
APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp

Story Award

Recover Count Lardon's Chest:

APL2 75 xp
APL4 120 xp
APL6 165 xp
APL8 210 xp
APL10 255 xp
APL12 300 xp

Capture Gorchart and return him to Critwall:

APL2 90 xp
APL4 135 xp
APL6 180 xp
APL8 225 xp
APL10 270 xp
APL12 315 xp

Total Possible Experience:

APL2 450 xp
APL4 675 xp
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 Five:

APL2 – L: 43 gp, C: 40 gp
APL4 – L: 43 gp, C: 40 gp
APL6 – L: 55 gp, C: 40 gp
APL8 – L: 55 gp, C: 40 gp
APL10 – L: 55 gp, C: 40 gp
APL12 – L: 55 gp, C: 40 gp

Encounter Seven:

APL2 – L: 100 gp, M: 156 gp.
APL4 – L: 50 gp, M: 156 gp.
APL6 – L: 50 gp, M: 156 gp.
APL8 – M: 756 gp.
APL10 – M: 2022 gp.
APL12 – M: 2022 gp.

Encounter Eight:

APL2 – L: 37 gp, C: 30 gp, M: 91 gp.
APL4 – L: 78 gp, C: 40 gp, M: 91 gp.
APL6 – L: 157 gp, C: 40 gp, M: 207 gp.
APL8 – L: 105 gp, C: 40 gp, M: 283 gp.
APL10 – L: 105 gp, C: 40 gp, M: 283 gp.
APL12 – L: 105 gp, C: 40 gp, M: 616 gp.

Total Possible Treasure

APL 2: L: 180 gp; C: 70 gp; M: 247 gp - Total: 497 gp
APL 4: L: 171 gp; C: 80 gp; M: 247 gp - Total: 498 gp
APL 6: L: 262 gp; C: 80 gp; M: 363 gp - Total: 705 gp
APL 8: L: 160 gp; C: 80 gp; M: 1039 gp - Total: 1279 gp
APL 10: L: 160 gp; C: 80 gp; M: 2113 gp - Total: 2353 gp
APL 12: L: 160 gp; C: 80 gp; M: 2446 gp - Total: 2686 gp

Special

Free Lunch: For capturing the Iuzian officer Gorchart before he could take command of the town of Lardon, you earn one Time Unit worth of standard lifestyle costs at no cost. Cross this off when used.

Count Lardon's Thanks: For recovering the chest belonging to Count Lardon's family from the Golden Stag Inn, you have earned one Influence Point with Count Janek Lardon of the Shield Lands Council of Lords.

Count Lardon's Ire: For failing to recover the chest belonging to Count Lardon's family from the Golden Stag Inn, you have earned angered Count Janek Lardon of the Shield Lands Council of Lords. Until you are able to earn his forgiveness, you receive a -4 circumstance modifier to Diplomacy with him or anyone in his service.

Reward of the Church of the Holy Shielding: For successfully capturing Gorchart, the Church of the Holy Shielding will enchant one of your weapons with the Holy enhancement. You must pay the difference in cost for the new weapons. Write "used" across this text when this reward is redeemed.

Items for the Adventure Record

Item Access

APL 2-6:

Brooch of Shielding (Adventure, DMG)

Elixir of fire breath (Adventure, DMG)

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

+1 half plate of light fortification (Adventure, DMG)

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

Amulet of natural armor +2 (Adventure, DMG)

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

Gauntlets of ogre power (Adventure, DMG)

Appendix I: NPC & Monster Stats

Encounter Five:

APL 2 & 4

☛ **Cleric of Iuz, Ezgora the Grand:** Female, human Clr3; CR 3; HD 3D8+3; hp 21; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17) [[+5 chainmail, +2 heavy steel shield]]; Atk +4 (1d10 + 6 greatsword); AL CE; SV Fort +4, Ref +1, Will +5; Str 14, Dex 11, Con 12, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +11 (+1 Con, Hide -1 (-5 chainmail, -2 heavy steel shield). Cleave, power attack, weapon proficiency – greatsword.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0—[detect magic, guidance x2, virtue, (4)]; 1st—[protection from good*, bane, cause fear, shield of faith;] 2nd—[shatter*, hold person, spiritual weapon].

*Domain spell. *Domains:* [Evil Domain (Evil spells are at +1 caster level); Trickery Domain (bluff, disguise and hide are class skills)].

APL 6 & 8

☛ **Cleric of Iuz, Ezgora the Grand:** Female, human Clr7; CR 7; HD 7D8+7; hp 45; Init +0; Spd 20 ft.; AC 19 (touch 10, flat-footed 19) [[+7 Half-plate, +2 heavy steel shield]]; Atk +7 (1d10 + 6 greatsword); AL CE; SV Fort +6, Ref +2, Will +9; Str 14, Dex 11, Con 12, Int 10, Wis 16, Cha 13.

Skills and Feats: Concentration +7 (+1 Con, Hide +1 (-7 half-plate, -2 heavy steel shield). Cleave, combat casting, power attack, weapon proficiency – greatsword.

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—[detect magic, guidance x2, virtue x3, (6)]; 1st—[protection from good*, bane, cause fear, doom x2, shield of faith;] 2nd—[shatter*, hold person x2, resist energy, spiritual weapon] 3rd – [magic circle against good*, bestow curse, blindness/deafness, invisibility purge] 4th – [confusion*, poison].

*Domain spell. *Domains:* [Evil Domain (Evil spells are at +1 caster level); Trickery Domain (bluff, disguise and hide are class skills)].

APL 10 & 12

☛ **Cleric of Iuz, Ezgora the Grand:** Female, human Clr11; CR 11; HD 11D8+11; hp 69; Init +1; Spd 20 ft.; AC 20 (touch 11, flat-footed 19) [[+1 dex, +7 half-plate, +2 heavy steel shield]]; Atk +10/+5 (1d10 + 6 greatsword); AL CE; SV Fort +8, Ref +4, Will +10; Str 14, Dex 12, Con 12, Int 10, Wis 17, Cha 13.

Skills and Feats: Concentration +15 (+1 Con, Hide +6 (+1 dex, -7 half-plate, -2 heavy steel shield). Blind-fight, cleave, combat casting, power attack, weapon proficiency – greatsword.

Spells Prepared (6/6+1/5+1/5+1/3+1/2+1/1+1); base DC = 13 + spell level): 0—[detect magic, guidance x2, virtue x3, (6)]; 1st—[protection from good*, bane, bless, cause fear, doom x2, shield of faith;] 2nd—[shatter*, command, hold person x2, resist energy, spiritual weapon] 3rd – [magic circle against good*, bestow curse x2, blindness/deafness x2, invisibility purge] 4th – [confusion*, divine power, magic weapon, greater, poison] 5th – [dispel good*, flame strike, slay living] 6th [blasphemy*, harm].

*Domain spell. *Domains:* [Evil Domain (Evil spells are at +1 caster level); Trickery Domain (bluff, disguise and hide are class skills)].

Encounter Seven:

APL 2 & 4

☛ **Gorchart, The Black Hand of Iuz:** Male, human Pal1, Rng1, Ftr1; CR 3; HD 1D10+2 (Paladin), 1D8+2 (Ranger), 1D10+2 (Fighter); hp 28; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17) [[+7 half-plate]]; Atk +6 (1d10 + 3 greatsword); AL CE; SV Fort +8, Ref +2, Will +2; Str 15, Dex 10, Con 14, Int 10, Wis 10, Cha 15.

Possessions: half-plate, greatsword, *brooch of shielding*.

Skills and Feats: Climb -1 (+2 str, -7 half-plate), Concentration +6 (+2 con), Diplomacy +6 (+2 con), Hide -2 (-7 half-plate), Jump +0 (+2 str, -7 half-plate), Knowledge (religion) +4, Listen +4, Sense motive +4, Spot +4, Survival +4. Favored Enemy +2 (humans), Weapon Focus – greatsword, Iron Will, Power Attack, Cleave, Track, Wild Empathy.

APL 6

☛ **Gorchart, The Black Hand of Iuz:** Male, human Pal1, Rng1, Ftr4, Blk 1; CR 7; HD 1D10+2 (Paladin), 1D8+2 (Ranger), 4D10+8 (Fighter), 1D10 +2 (Blackguard); hp 57; Init +4 (+4 improved initiative); Spd 20 ft.; AC 17 (touch 10, flat-footed 17) [[+7 half-plate]]; Atk +11/+6 (1d10 + 7 greatsword); AL CE; SV Fort +8, Ref +1, Will +3; Str 16, Dex 10, Con 14, Int 10, Wis 10, Cha 15.

Possessions: half-plate, greatsword, *brooch of shielding*.

Skills and Feats: Climb -1 (+2 str, -7 half-plate), Concentration +7 (+2 con), Diplomacy +6 (+2 con), Hide +0 (-7 half-plate), Intimidate +4 (+2 cha), Jump +3 (+2 str, -7 half-plate), Knowledge (religion) +4, Listen +4, Sense motive +4, Spot +4, Survival +4. Favored Enemy +2 (humans), Weapon Focus – greatsword, Weapon Specialization – greatsword, Improved Initiative, Improved Sunder, Iron Will, Power Attack,

Cleave, Track, Wild Empathy. Smite Good 1xday, Aura of Evil, *detect good*, poison use.

Spells Prepared (1; base DC = 12 + spell level): 1st—*corrupt weapon*.

APL 8

☛ **Gorchart, The Black Hand of Iuz:** Male, human PalI, RngI, Ftr4, Blk 1; CR 7; HD 1D10+2 (Paladin), 1D8+2 (Ranger), 4D10+8 (Fighter), 1D10 +2 (Blackguard); hp 57; Init +4 (+4 improved initiative); Spd 20 ft.; AC 18 (touch 10, flat-footed 18) [[+8 +1 *light fortification half-plate*]]; Atk +11/+6 (1d10 + 7 greatsword); AL CE; SV Fort +8, Ref +1, Will +3; Str 16, Dex 10, Con 14, Int 10, Wis 10, Cha 15.

Possessions: +1 *light fortification half-plate*, greatsword, *brooch of shielding*.

Skills and Feats: Climb -1 (+2 str, -7 half-plate), Concentration +7 (+2 con), Diplomacy +6 (+2 con), Hide +1 (-6 +1 *light fortification half-plate*), Intimidate +4 (+2 cha), Jump +4 (+2 str, -6 +1 *light fortification half-plate*), Knowledge (religion) +4, Listen +4, Sense motive +4, Spot +4, Survival +4. Favored Enemy +2 (humans), Weapon Focus – greatsword, Weapon Specialization – greatsword, Improved Initiative, Improved Sunder, Iron Will, Power Attack, Cleave, Track, Wild Empathy. Smite Good 1xday, Aura of Evil, *detect good*, poison use.

Spells Prepared (1; base DC = 12 + spell level): 1st—*corrupt weapon*.

APL 10 & 12

☛ **Gorchart, The Black Hand of Iuz:** Male, human PalI, RngI, Ftr4, Blk 5; CR 11; HD 1D10+2 (Paladin), 1D8+2 (Ranger), 4D10+8 (Fighter), 5D10 +2 (Blackguard); hp 89; Init +4 (+4 improved initiative); Spd 20 ft.; AC 21 (touch 10, flat-footed 21) [[+9 +1 *light fortification full plate*, *amulet of natural armor +1*]]; Atk +15/+10/+5 (1d10 + 7 greatsword); AL CE; SV Fort +13, Ref +5, Will +7; Str 16, Dex 10, Con 14, Int 10, Wis 10, Cha 16.

Possessions: +1 *light fortification full plate*, *unholy greatsword*, *brooch of shielding*, *amulet of natural armor +2*.

Skills and Feats: Climb -1 (+2 str, -7 half-plate), Concentration +11 (+2 con), Diplomacy +6 (+2 con), Hide +6 (-5 +1 *light fortification full plate*), Intimidate +8 (+2 cha), Jump +5 (+2 str, -5 +1 *light fortification full plate*), Knowledge (religion) +4, Listen +4, Sense motive +4, Spot +4, Survival +4. Favored Enemy +2 (humans), Weapon Focus – greatsword, Weapon Specialization – greatsword, Improved Initiative, Improved Sunder, Iron Will, Power Attack, Cleave, Track, Wild Empathy. Smite Good 3xday, aura of despair, aura of evil, command undead, dark blessing,

detect good, poison use, sneak attack +1D6, fiendish servant (Snaps – see below).

Spells Prepared (2/2/1; base DC = 13 + spell level): 1st—*corrupt weapon*, *doom*. 2nd—*bull's strength*, *death knell*. 3rd—*contagion*.

☛ Snaps, Fiendish Dire Rat (Fiendish Companion):

Female fiendish dire rat, Small Augmented Animal, Extraplanar; HD 3d8+3; hp 21; Init +3; Spd 40ft., climb 20 ft.; AC 16, touch 15, flat footed 13 (+1 size, +3 dex, +2 natural); base attack/grapple (+1/-3) Atk +6 base melee (1d4 plus disease); SA disease, smite good; SQ dark vision 60', low light vision, resistance to cold and fire 5, scent, spell resistance 8; AL CE; SV Fort +13, Ref +5, Will +7; STR 11, DEX 17, CON 12, INT 6, WIS 12, CHA 4.

Skills & Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse^B, Weapon Focus - bite. Empathic link, improved evasion, share savings throws, share spells.

Special Attacks: Disease. Filth fever – bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution based. Smite Good 1xday.

Encounter Eight:

APL2

☛ **Dúrgakh:** Male Hobgoblin Ftr2; CR2; Medium Humanoid ; HD 2d10+6 (Fighter); hp 22; Init +2; Spd 20 ft.; AC 19; Atk +6 base melee, +4 base ranged; +8 (1d8+4, Lance, Masterwork); +6 (1d8+4, Longsword); SQ: Darkvision (Ex); AL CE; SV Fort +6, Ref +2, Will -1; STR 18, DEX 14, CON 16, INT 10, WIS 8, CHA 8.

Possessions: 30gp, longsword; masterwork lance, banded mail; heavy steel shield; light warhorse (w/ bit and bridle, military saddle and saddlebags); *elixir of fire breath.*

Skills & Feats: Handle Animal+2, Listen+0, Move Silently-2, Ride+7; Mounted Combat, Ride-By Attack, Weapon Focus: Lance

APL 4

☛ **Dúrgakh:** Male Hobgoblin Ftr2; CR2; Medium Humanoid ; HD 2d10+6 (Fighter); hp 22; Init +2; Spd 20 ft.; AC 19; Atk +6 base melee, +4 base ranged; +8 (1d8+4, Lance, Masterwork); +6 (1d8+4, Longsword); SQ: Darkvision (Ex); AL CE; SV Fort +6, Ref +2, Will -1; STR 18, DEX 14, CON 16, INT 10, WIS 8, CHA 8.

Possessions: 30gp, longsword; masterwork lance, banded mail; heavy steel shield; light warhorse (w/ bit and bridle, military saddle and saddlebags) ; *elixir of fire breath.*

Skills & Feats: Handle Animal+2, Listen+0, Move Silently-2, Ride+7; Mounted Combat, Ride-By Attack, Weapon Focus: Lance.

☛ **Naroth:** Male Hobgoblin Ftr3; CR3; Medium Humanoid; HD 3d10+6 (Fighter); hp 28; Init +4; Spd 20 ft.; AC 17; Atk +6 base melee, +7 base ranged; +7 (1d8+1, mighty composite longbow +1); +6 (1d8+3, Longsword); SQ: Darkvision (Ex); AL CE; SV Fort +5, Ref +5, Will +0; STR 16, DEX 18, CON 14, INT 12, WIS 8, CHA 8.

Possessions: 5gp, longsword, mighty composite longbow +1, Arrows (40), chainmail, light warhorse (w/ bit and bridle, military saddle and saddlebags).

Skills & Feats: Handle Animal+5, Move Silently+3, Ride+12, Spot+2, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot.

☛ **Ghora:** Female Hobgoblin Ftr2/Rgr1; CR3; Medium Humanoid; HD 1d8+2 (Ranger), 2d10+4 (Fighter); hp 26; Init +4; Spd 20 ft.; AC 17; Atk +5 base melee, +7 base ranged; +7 (1d8+1, Mighty composite longbow +1); +5 (1d8+3, Longsword); SQ: Darkvision (Ex); AL CE; SV Fort +7, Ref +4, Will +1; STR 14, DEX 18, CON 14, INT 10, WIS 12, CHA 10.

Possessions: 5gp, mighty composite longbow +1, longsword, Arrows (40), chain shirt, light warhorse (w/ bit and bridle, military saddle and saddlebags).

Skills & Feats: Handle Animal+2, Hide+7, Knowledge (nature)+3, Move Silently+11, Ride+10, Survival+4; Favored Enemy Humans +2, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Track, Wild Empathy.

APL 6

☛ **Dúrgakh:** Male Hobgoblin Ftr6; CR6; Medium Humanoid; HD 6d10+18 (Fighter); hp 58; Init +6; Spd 20 ft.; AC 19; Atk +10/+5 base melee, +8/+3 base ranged; +12/+7 (1d8+6, Lance, Masterwork); +10/+5 (1d8+4, Longsword); SQ: Darkvision (Ex); AL CE; SV Fort +8, Ref +4, Will +1; STR 18, DEX 15, CON 16, INT 10, WIS 8, CHA 8.

Possessions: 30gp, longsword, masterwork lance, banded mail, heavy steel shield, heavy warhorse (w/ bit and bridle, military saddle; saddlebags and chainmail barding); *elixir of fire breath.*

Skills & Feats: Handle Animal+6, Listen+0, Move Silently-2, Ride+13, Improved Initiative, Mounted Combat, Ride-By Attack, Spirited Charge, Trample, Weapon Focus lance), Weapon Specialization (lance).

☛ **Naroth:** Male Hobgoblin Ftr3; CR3; Medium Humanoid; HD 3d10+6 (Fighter); hp 28; Init +4; Spd 20 ft.; AC 17; Atk +6 base melee, +7 base ranged; +7 (1d8+1, mighty composite longbow +1); +6 (1d8+3, Longsword); SQ: Darkvision (Ex); AL CE; SV Fort +5, Ref +5, Will +0; STR 16, DEX 18, CON 14, INT 12, WIS 8, CHA 8.

Possessions: 5gp, longsword, mighty composite longbow +1, Arrows (40), chainmail, light warhorse (w/ bit and bridle, military saddle and saddlebags).

Skills & Feats: Handle Animal+5, Move Silently+3, Ride+12, Spot+2, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot.

☛ **Ghora:** Female Hobgoblin Ftr2/Rgr1; CR3; Medium Humanoid; HD 1d8+2 (Ranger), 2d10+4 (Fighter); hp 26; Init +4; Spd 20 ft.; AC 17; Atk +5 base melee, +7 base ranged; +7 (1d8+1, Mighty composite longbow +1); +5 (1d8+3, Longsword); SQ: Darkvision (Ex); AL CE; SV Fort +7, Ref +4, Will +1; STR 14, DEX 18, CON 14, INT 10, WIS 12, CHA 10.

Possessions: 5gp, mighty composite longbow +1, longsword, Arrows (40), chain shirt, light warhorse (w/ bit and bridle, military saddle and saddlebags).

Skills & Feats: Handle Animal+2, Hide+7, Knowledge (nature)+3, Move Silently+11, Ride+10,

Survival+4; Favored Enemy Humans +2, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Track, Wild Empathy.

APL 8

☛ **Dúrgakh:** Male Hobgoblin Ftr8; CR8; Medium Humanoid; HD 8d10+24 (Fighter); hp 76; Init +6; Spd 20 ft.; AC 20; Atk +12/+7 base melee, +11/+6 base ranged; +14/+9 (1d8+6, masterwork lance); +12/+7 (1d8+4, Longsword); SQ: Darkvision (Ex); AL CE; SV Fort +9, Ref +4, Will +1; STR 18, DEX 16, CON 16, INT 10, WIS 8, CHA 8.

Possessions: 30gp, longsword, masterwork lance, +1 chainmail, heavy steel shield, heavy warhorse (w/ bit and bridle, military saddle; saddlebags and chainmail barding); *elixir of fire breath*.

Skills & Feats: Handle Animal+8, Listen+0, Move Silently+1, Ride+15, Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus: Lance, Weapon Specialization: Lance.

☛ **Naroth:** Male Hobgoblin Ftr6; CR6; Medium Humanoid; HD 6d10+12 (Fighter); hp 52; Init +4; Spd 20 ft.; AC 17; Atk +9/+4 base melee, +10/+5 base ranged; +12/+7 (1d8+4, mighty composite longbow +2); +9/+4 (1d8+3, Longsword); SQ: Darkvision (Ex); AL CE; SV Fort +7, Ref +6, Will +1; STR 16, DEX 18, CON 15, INT 12, WIS 8, CHA 8.

Possessions: 5gp, longsword; mighty composite longbow +2; Arrows (40), chainmail, light warhorse (w/ bit and bridle, military saddle, saddlebags and leather barding).

Skills & Feats: Climb+0, Handle Animal+5, Jump+0, Move Silently+3, Ride+15, Spot+3, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus: (composite longbow), Weapon Specialization: (composite longbow).

☛ **Ghora:** Female Hobgoblin Rgr4/Ftr2; CR6; Medium Humanoid; HD 4d8+8 (Ranger), 2d10+4 (Fighter); hp 47; Init +4; Spd 20 ft.; AC 17; Atk +8 base melee, +10 base ranged; +10 (1d8+2, Mighty composite longbow +2); +8 (1d8+3, Longsword); SQ: Darkvision (Ex); AL CE; SV Fort +9, Ref +5, Will +4; STR 15, DEX 18, CON 14, INT 10, WIS 12, CHA 10.

Possessions: 5gp, mighty composite longbow +2, longsword, Arrows (40), chain shirt, light warhorse (w/ bit and bridle, military saddle, saddlebags and leather barding).

Skills & Feats: Handle Animal+5, Hide+5, Knowledge (nature)+4, Move Silently+7, Ride+15, Survival+5; Endurance, Favored Enemy Humans +2,

Iron Will, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Track, Wild Empathy.

Spells Prepared (Rgr --/1): 1st - Entangle.

APL 10

☛ **Dúrgakh:** Male Hobgoblin Ftr10; Medium Humanoid; HD 10d10+30 (Fighter); hp 94; Init +7; Spd 20 ft.; AC 20; Atk +14 base melee, +13 base ranged; +14 (1d8+4, Longsword); +16 (1d8+7, +1 Lance); +13 (1d8, Longbow, composite); SQ: Darkvision (Ex); AL CE; SV Fort +10, Ref +6, Will +2; STR 18, DEX 16, CON 16, INT 10, WIS 8, CHA 8.

Possessions: Longsword, +1 lance, composite longbow, +1 chainmail, heavy steel shield, heavy warhorse (w/ bit and bridle, military saddle; saddlebags and chainmail barding); *elixir of fire breath*.

Skills & Feats: Handle Animal+10, Listen+0, Move Silently+1, Ride+18, Improved Critical: Lance, Improved Initiative, Mounted Archery, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus: Lance, Weapon Specialization: Lance.

☛ **Naroth:** Male Hobgoblin Ftr8; CR8; Medium Humanoid; HD 8d10+24 (Fighter); hp 76; Init +4; Spd 20 ft.; AC 17; Atk +11/+6 base melee, +12/+7 base ranged; +13/+8 (1d8+5, 19-20/x3, mighty composite longbow +3); +11/+6 (1d8+4, longsword); SQ: Darkvision (Ex); AL CE; SV Fort +9, Ref +6, Will +1; STR 16, DEX 18, CON 16, INT 12, WIS 8, CHA 8.

Possessions: 5gp, longsword; mighty composite longbow +3; arrows (40), chainmail, light warhorse (w/ bit and bridle, military saddle, saddlebags and leather barding).

Skills & Feats: Climb+0, Handle Animal+5, Jump+0, Listen+0, Move Silently+3, Ride+15, Spot+4, Improved Critical: (composite longbow), Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus: (composite longbow), Weapon Specialization: (composite longbow).

☛ **Ghora:** Female Hobgoblin Rgr6/Ftr2; Medium Humanoid ; HD 6d10+12 (Ranger), 2d10+4 (Fighter); hp 69; Init +4; Spd 30 ft.; AC 18; Atk +11 base melee, +12 base ranged; +11 (1d8+4, Longsword); SQ: Darkvision (Ex); AL CE; SV Fort +10, Ref +6, Will +5; STR 16, DEX 18, CON 14, INT 10, WIS 12, CHA 10.

Possessions: 5gp, mighty composite longbow +3, longsword, Arrows (40), chain shirt +1, light warhorse (w/ bit and bridle, military saddle and saddlebags).

Skills & Feats: Handle Animal+5, Hide+13, Knowledge (nature)+5, Move Silently+13, Ride+15,

Survival+6; Endurance, Favored Enemy Humans +4, Favored Enemy Dwarves +2, Improved Critical Long Bow, Iron Will, Mounted Archery, Mounted Combat, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Wild Empathy.

Spells Prepared (Rgr -/2); 1st - Entangle, Resist Energy.

➤ **Viper, medium (Animal companion):** Female medium viper, Medium Animal; HD 4d8; hp 23; Init +4; Spd 20ft., climb 20 ft.; AC 19, touch 14, flat footed 15 (+4 dex, +5 natural); Atk +7 base melee (1d4-1 plus poison); SA poison; SQ scent; AL CE; SV Fort +3, Ref +7, Will +1; STR 9, DEX 18, CON 11, INT 1, WIS 12, CHA 2.

Skills & Feats: Balance +12, Climb +11, Hide +13, Listen +5, Spot +5, Swim +7; Weapon Finesse.

Special Attacks: Poisonous bite (DC 11), 1D6 primary and secondary Con damage.

APL 12

➤ **Dúrgakh:** Male Hobgoblin Ftr12; CR12; Medium Humanoid; HD 12d10+36 (Fighter); hp 112; Init +7; Spd 20 ft.; AC 20; Atk +17/+12/+7 base melee, +13 base ranged; +17/+12/+7 (1d8+5, Longsword); +19/+14/+9 (1d8+8, +1 Lance); +13 (1d8, Longbow, composite); SQ: Darkvision (Ex); AL CE; SV Fort +11, Ref +7, Will +6; STR 20, DEX 16, CON 16, INT 10, WIS 10, CHA 8.

Possessions: Longsword, +1 lance, composite longbow, +1 chainmail, heavy steel shield, heavy warhorse (w/ bit and bridle, military saddle; saddlebags and chainmail barding); *elixir of fire breath, gauntlets of ogre power.*

Skills & Feats: Handle Animal+12, Listen+0, Move Silently+1, Ride+20, Improved Critical: Lance, Improved Initiative, Iron Will, Mounted Archery, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus: Lance, Weapon Focus, Greater: Lance, Weapon Specialization: Lance.

➤ **Naroth:** Male Hobgoblin Ftr10; CR10; Medium Humanoid; HD 10d10+30 (Fighter); hp 94; Init +4; Spd 20 ft.; AC 17; Atk +13/+8 base melee, +14/+9 base ranged; +13/+8 (1d8+7, 19-20/x3, mighty composite longbow +3); +11/+6 (1d8+4, longsword); SQ: Darkvision (Ex); AL CE; SV Fort +10, Ref +7, Will +2; STR 16, DEX 18, CON 16, INT 12, WIS 8, CHA 8.

Possessions: 5gp, longsword; mighty composite longbow +3; arrows (40), chainmail, light warhorse (w/ bit and bridle, military saddle, saddlebags and leather barding).

Skills & Feats: Climb+0, Handle Animal+7, Jump+0, Listen+0, Move Silently+3, Ride+17, Spot+4,

Improved Critical: (composite longbow), Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus: (composite longbow), Weapon Focus, Greater: (composite longbow), Weapon Specialization: (composite longbow), Weapon Specialization, Greater: (composite longbow).

➤ **Ghora:** Female Hobgoblin Rgr8/Ftr2; CR10; Medium Humanoid; HD 8d8+16 (Ranger), 2d10+4 (Fighter); hp 83; Init +4; Spd 30 ft.; AC 18; Atk +13/+8 base melee, +14/+9 base ranged; +14/+9 (1d8+3 composite longbow); +13/+8 (1d8+4, Longsword); SQ: Darkvision (Ex); AL CE; SV Fort +11, Ref +10, Will +6; STR 16, DEX 18, CON 14, INT 10, WIS 14, CHA 10.

Possessions: 5gp, mighty composite longbow +3, longsword, Arrows (40), chain shirt +1, light warhorse (w/ bit and bridle, military saddle and saddlebags).

Skills & Feats: Handle Animal+8, Hide+15, Knowledge (nature)+7, Move Silently+15, Ride+17, Survival+8; Endurance, Favored Enemy Humans +4, Favored Enemy Dwarves +2, Improved Critical: (composite long bow), Iron Will, Mounted Archery, Mounted Combat, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus: (composite long bow), Wild Empathy.

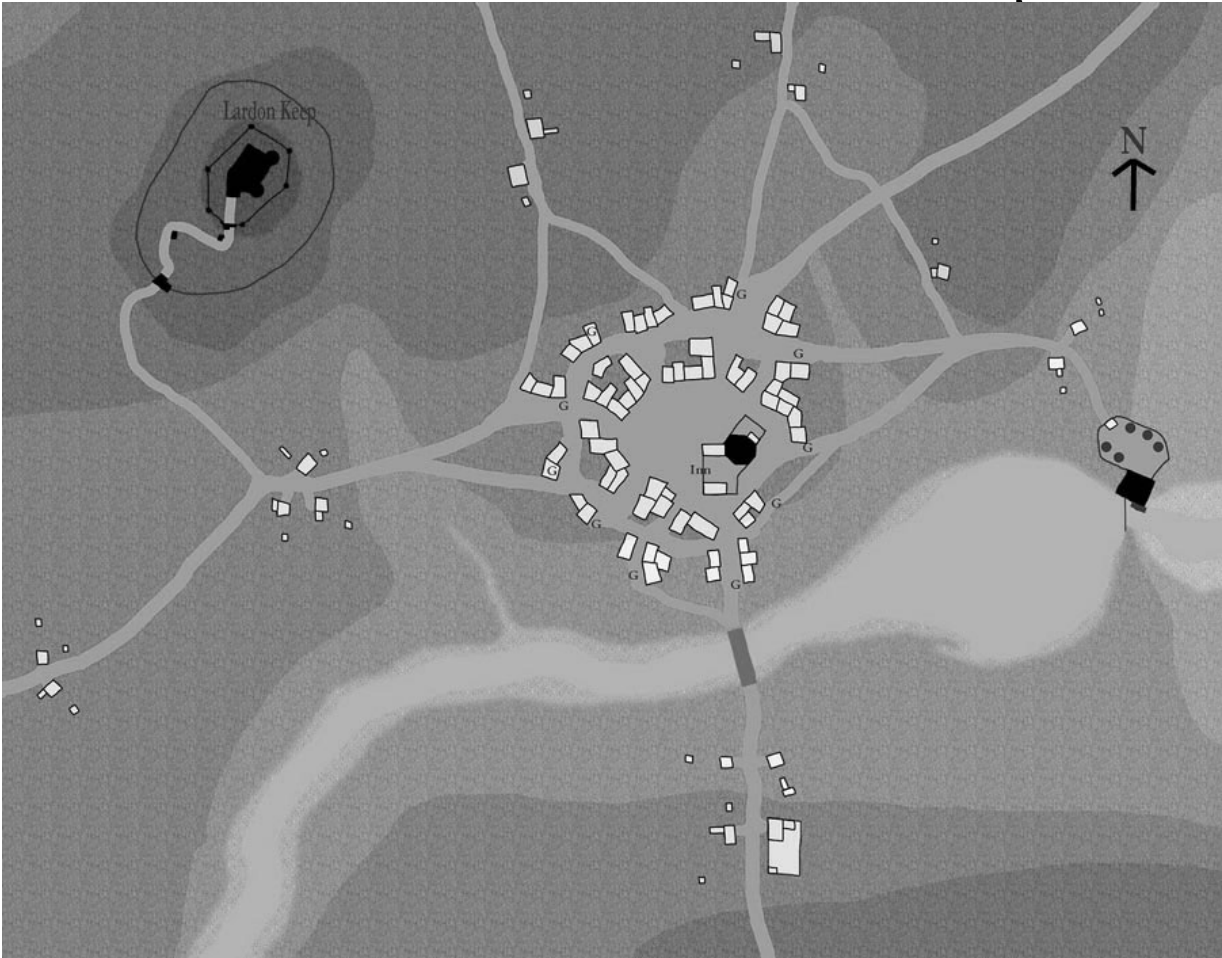
Spells Prepared (Rgr -/2/1); 1st - *entangle, resist energy.* 2nd - *spike growth.*

➤ **Viper, medium (Animal companion):** Female medium viper, Medium Animal; HD 4d8; hp 23; Init +4; Spd 20ft., climb 20 ft.; AC 19, touch 14, flat footed 15 (+4 dex, +5 natural); Atk +7 base melee (1d4-1 plus poison); SA poison; SQ scent; AL CE; SV Fort +3, Ref +7, Will +1; STR 9, DEX 18, CON 11, INT 1, WIS 12, CHA 2.

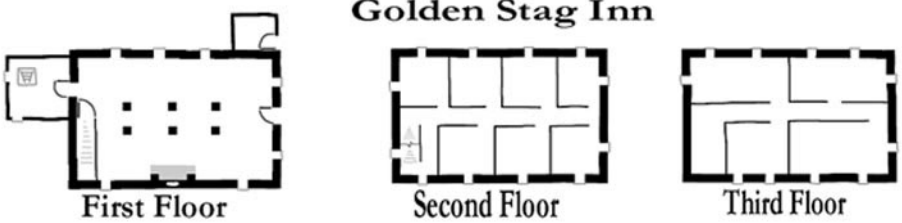
Skills & Feats: Balance +12, Climb +11, Hide +13, Listen +5, Spot +5, Swim +7; Weapon Finesse, Animal Tricks: *Attack, Defend, Down, Seek, Stay.*

Special Attacks: Poisonous bite (DC 11), 1D6 primary and secondary Con damage.

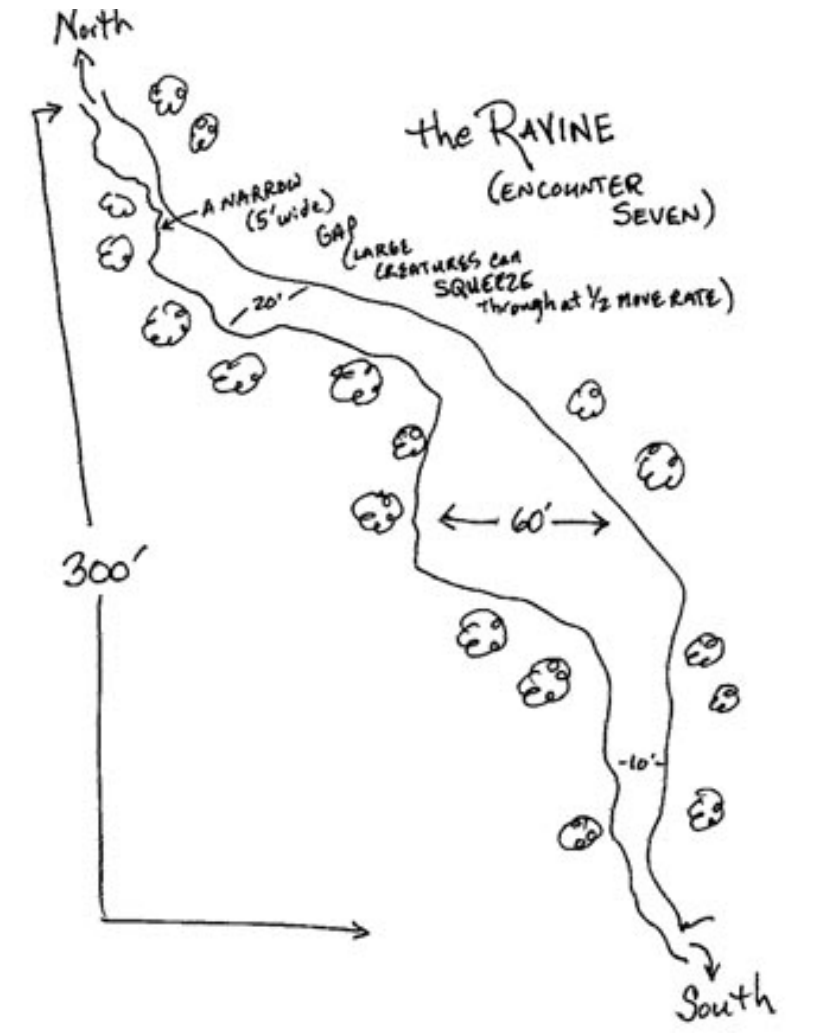
DM Aid #1: Map of Lardon



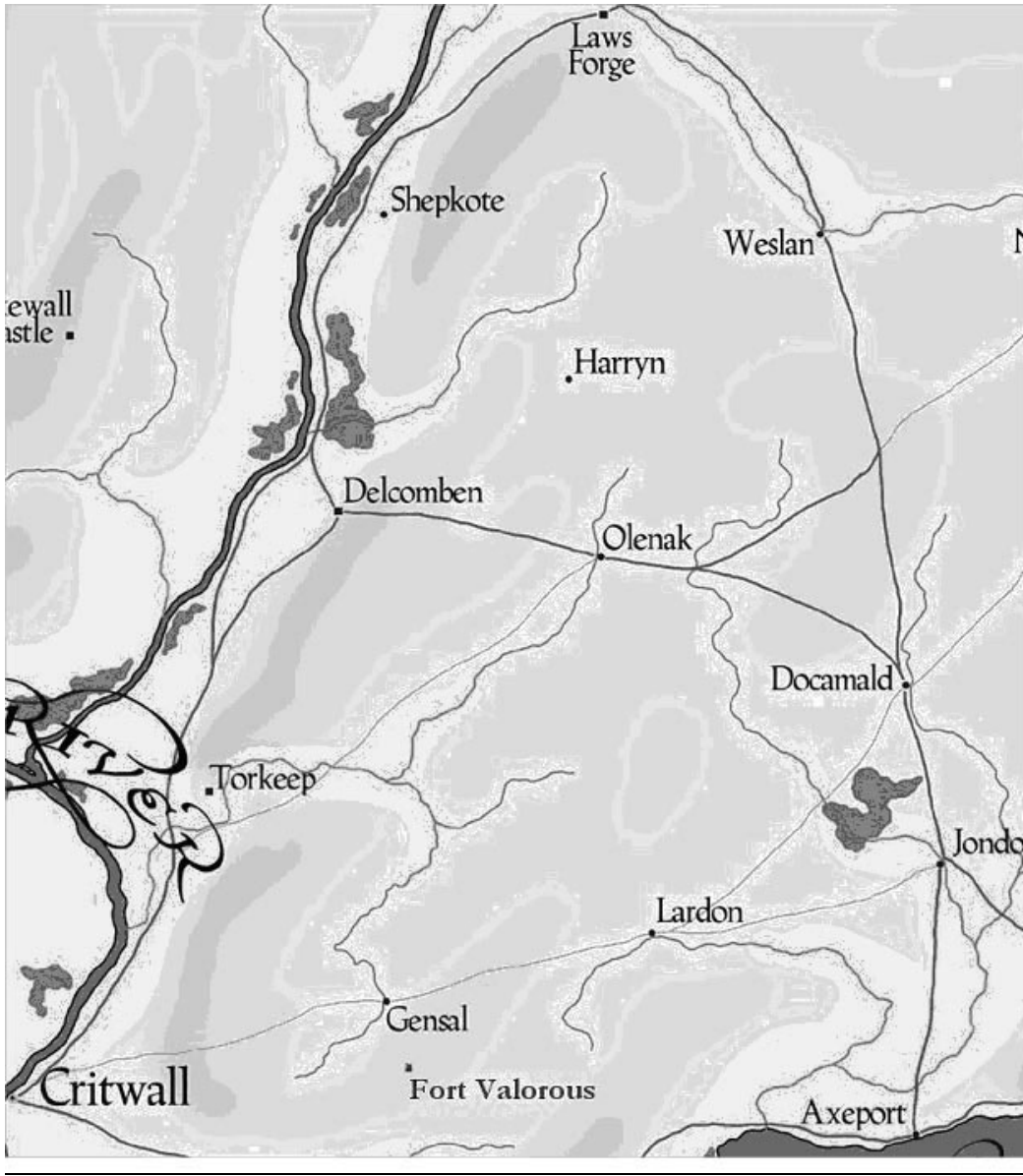
DM Aid #2: Map of Golden Stag Inn



DM Aid #3: The Ravine



Player Handout #1: Area Map of Lardon and Surrounding Occupied Territory



SHL03-07 Noble Intentions Event Summary

- Did the PCs find Count Lardon's change in plans at the last minute odd? YES / NO
- Did the PCs leave Fort Valorous immediately after their meeting with Quatain? YES / NO
- Did the PCs go to Lardon? YES / NO
- Did the PCs recover the chest? YES / NO
- How many waves of guards did the PCs face at Lardon? 1 / 2 / 3 / 4
- Did the PCs make it to the ravine in time to ambush Gorchart? YES / NO
- Did the PCs capture Gorchart? YES / NO
- Did the PCs make it back to Critwall with Gorchart? YES / NO
- Did any PC perform what the DM considered to be a treasonous act against the Council of Lords (note that such an act is not necessarily evil)? YES / NO

If so, provide the Triad with the Player Name, Character Name, Contact Information and details of the alleged treasonous act.