

GEO7-02

# Blood Feud

## A One-Round D&D® LIVING GREYHAWK™

### Geoff Regional Adventure

Version 0.5.1

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The half-orcs of Clear Sky have arrived in Melgorn, and they have started building their homes in the new town of Clear Sky. Their new neighbors drop by for a visit, but old enemies threaten the developing relationship. The PCs may be the ones who keep things from falling apart. A Geoff regional adventure for APLs 2-10. A loose sequel to GEO 4-08 Massacre at Clear Sky and GEO Intro 6-03 The Old Ways.

**Note:** This adventure will be of particular interest to members of Clear Sky and the Naven Du'aellesti.

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at [scon40@aol.com](mailto:scon40@aol.com). For LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).



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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

## LIVING GREYHAWK LEVELS OF PLAY

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

Determine the character level for each of the PCs participating in the adventure.

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

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

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

## TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Geoff. Characters native to Geoff pay one Time Unit per round, all others pay two Time Units per round.

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

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep,

may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

## ADVENTURE BACKGROUND

In GEO 4-08, *Massacre at Clear Sky*, the PCs had to stop a cleric of Gruumsh from completing a ritual that would "purify" the half-orc camp of Clear Sky. The evil cleric, Korbek, had fooled a stone giant named Cnut into helping convert an ancient Ur-Flan site into a space to serve Korbek's dark deeds and sacrifices. The PCs informed Cnut that he had been tricked into assisting the cause of evil, and Cnut provided a map showing the location of the ritual chamber.

After the events of *Massacre at Clear Sky*, Cnut traveled to the Stark Mounds to join his brethren. Once Cnut was satisfied that his people were well established, he left to begin making amends to the half-orcs of Clear Sky. He talked to the gnomes of the Stark Mounds and found someone who would be willing to act as a go-between for him and some adventurers. Once that was accomplished, Cnut felt that he could go to Clear Sky in relative safety.

Another personage from *Massacre* didn't fare so well. Korbek, the evil cleric, was slain moments before he could complete his ritual. A contingency spell teleported his body away, but it took some time before he was raised from the dead and completely healed. Once back to full health, he rose to command the Blood Axe tribe of orcs that live along the Barrier Peaks.

Early in CY 597, Clear Sky made its last nomadic journey to the cantrev of Melgorn. The elders of Clear Sky purchased the cantrev a couple of years ago from the Brenin, and now with the Giant threat eliminated, they were able to move to their new home.

Korbek found out about the new status of Clear Sky, and started marching his orcs south, toward a final reckoning. Along the way, he sent deputies to the Reavers orc tribe, inviting them to help bring Clear Sky back to the orcs. Failing that, the tribes could pillage the place to their hearts' content. Many accepted, and Korbek's ranks swelled. The Olwythi noticed the migration of the orcs, and they

notified Arth that a large group of orcs was heading generally south. Arth took some precautions, but until he had more information, there was little more he could do.

The arrival of the half-orcs in Melgorn had a substantial impact on the elves of the Hornwood, which borders on the cantrev of Melgorn. Shivanshallos (or Shiver) McKellenrand, the high king of the high elves, wants to make friends with Clear Sky. The Hornwood elves were still recovering after the events of GEO 4-06 *Winter of Discontent*, and Shiver wanted to make sure that the half-orcs would remain friendly. He decided to metaphorically kill two birds with one stone, and dispatched his sister, the Princess C'oiavanina (or Nina) Aulairessandra McKellenrand, on a diplomatic mission. He also sent a professional diplomat to handle the actual negotiations. Shiver hoped that exposure to Clear Sky would help cure, or at least alleviate, Nina's xenophobia towards non-elves.

## ADVENTURE SUMMARY

**Introduction:** The PCs receive either **Player Handout 1** if they have not played *GEO 4-08 Massacre at Clear Sky*, or **Player Handout 2** if they have. Both lead to the same destination.

**Encounter One:** The PCs meet Cnut (pronounced Ka-noot), a stone giant. He asks the PCs to escort him to Clear Sky in Melgorn, the southern most cantrev in Geoff. It is about a six-day journey. The PCs have the option to either accept or refuse.

**Encounter Two:** The PCs (and Cnut) arrive in Clear Sky and are introduced to Eliseg the druid and Arglwyth Arth of Melgorn. Eliseg encourages the PCs to stay for a few days as the guests of Clear Sky. He also asks them to observe both camps and act as intermediaries. Eliseg thinks that the presence of the PCs might mitigate any friction between the elves and the half-orcs. The PCs have a chance to wander around Clear Sky, learn about its citizens, and gain information for later.

**Encounter Three:** The elves arrive the next morning and pleasantries are exchanged. Both sides agree to have the actual meeting the next day.

**Encounter Four:** While the PCs are wandering around Clear Sky, they see the elven princess Nina exploring the camp, escorted by bodyguards. A fancy ribbon falls from her hair and

is picked up by a random half-orc, who offers it to the princess. She refuses, although PCs may be able to tell that she finds the half-orcs to be distasteful at best. The PCs can talk to her, although they won't get a lot of information.

**Encounter Five:** One of the elven commanders, Itanil Darksniper, approaches the PCs and asks them if they can answer a series of questions about Clear Sky. If the PCs can answer the questions successfully, Itanil will have solid information to rebut the firebrands who wouldn't mind going to war with Clear Sky.

**Encounter Six:** Later that same day, a group of half-orcs approaches the camp waving a white flag. Arth, several members of Clear Sky and the PCs find out that these half-orcs used to live with the orcs of the Skull tribe, and they now want to live with Clear Sky. Some of the elves think that Arth is up to something. The PCs need to persuade the elves that this isn't part of some plot.

**Encounter Seven:** Around noon the next day, as both sides get ready for the big meeting, a scout reports that a group of orcs and humanoids are approaching. Both sides prepare for battle as the orcs arrive. Korbec, the main villain from *Massacre at Clear Sky*, leads them. He tries to persuade Eliseg and Arth to join the orcs. He fails, and when he hears about the elves, he launches a general assault on both groups. The elves and half-orcs work together to defeat the orcs. During the battle, both Eliseg and Korbec are killed.

**Encounter Eight:** The meeting is postponed until Clear Sky can pay tribute to their beloved leader. Arth invites the elves to stay for Eliseg's funeral, and they accept. Arth leads the funeral ceremony, after which the pyre is lit. After the ceremony, Cnut asks the PCs, Arth, the princess and the diplomat if they would inspect the monument he has erected in Eliseg's memory. It is a stone tree that has some magic in it.

The conclusion is based on how the PCs did in the various encounters. A score is provided for each based on success or failure, and the final score determines which conclusion the PCs reach.

## PREPARATION FOR PLAY

The judge should find out whether the PCs have played certain modules, as this will have an impact on the module.

- *GEO 4-06 Winter of Discontent* – Note if the PC has the Favor of the Heart of the Hornwood.

- GEO 4-08 *Massacre at Clear Sky* – Note if the PC has the Hero of Clear Sky favor.
- GEO Intro 6-03 *The Old Ways* – Note if the PC has the Minor Enmity of the Hornwood Elves.

When judging the module, err on the side of fun, and reward the party if they come up with an innovative idea that helps them deal with an encounter. The combat in **Encounter 7** is more complicated than usual, so judges should take some extra time to go over the individual waves, box text, and special conditions.

Within the module, the PCs must accomplish certain tasks. These primarily involve observing and talking to people. To keep track of how the party is doing, each encounter that contains something of importance is scored. As the module progresses, add or subtract from the overall score as the PCs do things. At the end, the final score will determine which conclusion the PCs receive. The PCs start at –2, so they need to do at least some things to improve the situation.

Modify the starting score based on the following:

- For each member of the party that belongs to the Clear Sky metaorg, subtract one from the starting score, since the elves already distrust Clear Sky.
- For each member of the party who is a member of the Naven Du'aellesti, add one to the starting score.
- For each member of the party that has or had the Favor of the Heart of the Hornwood from GEO 4-06 *Winter of Discontent*, add one to the starting score.
- For each member of the party that has the Minor Enmity of the Hornwood Elves from GEO Intro 6-03 *The Old Ways*, subtract one from the starting score.

## INTRODUCTION

***A messenger wearing the livery of the Fleet of Foot service stands in front of you, holding out a scroll case. As far as you know, you have paid all your dues to the organizations to which you belong, so it's probably not a request for money. And at the moment, no one is probably trying that hard to kill you, so the scroll case is more than likely safe.***

Give the PCs a moment to accept the case or not. If they don't, the messenger sets it down in

front of them, wishes them a good day, and leaves, shaking his head. If the PC never opens the case, the module is over for that PC.

If the PC has not played GEO 4-08 *Massacre at Clear Sky*, give them **Player Handout #1**. If they have, give them **Player Handout #2**.

Continue to **Encounter 1**.

## ENCOUNTER 1: WE'RE HIRED BY WHO?

***Even with some bad weather, the trip to the Stark Mounds has been tolerably decent. You haven't run into any monsters or bandits. One could get used to traveling around Geoff without having to fight for one's life all the time. Striding up a hill, you finally arrive at the site of the old watchtower. It appears that it was built in a tree, although all that remains now is a wide stump. In addition, it looks like some other adventuring types have also answered the letter.***

At this point, the PCs should introduce themselves.

***A few minutes after the introductions, as you settle in for a wait of uncertain length, a giant silently and swiftly appears out of the ground about a stone's toss away from you. He wears no armor and carries no weapon, but he does have a bag slung over one shoulder and he wears a white apron with purple trim.***

If the PC is from Geoff, no check is required to know that this is a stone giant and that they are generally not hostile. Otherwise, it's a Knowledge (Nature) or Bardic Lore check (DC 11). If the PC has played GEO 4-08 *Massacre at Clear Sky*, they recognize Cnut automatically.

If the PCs want to attack, roll for initiative. As soon as someone casts an offensive spell on or attacks Cnut, Cnut activates a magical item (on his turn) and disappears (teleported). The module is over.

***The giant raises a hand in greeting. "Ah, you have received my message. I thank you for coming, little ones." He bows slightly. "My name is Cnut [pronounced Ka-noot]. Please, be seated while I explain why I have asked you to come here."***

A Knowledge (Local - Sheldomar) or Bardic Lore check (DC 15) informs the PC that the white apron with purple trim is the mark of a stone giant

elder. Geoff PCs may make an Intelligence check (DC 10) to remember this.

A Knowledge (Local - Sheldomar) or Bardic Lore check (DC 25) informs the PC that Cnut worked for the Sakhut several years ago, building roads and fortifications. He designed King Brodde's castle in Pregmere.

Cnut asks if everyone knows the story of what happened in GEO 4-08 *Massacre at Clear Sky*. If everyone does, or if someone summarizes it for the rest of the party, then skip the first paragraph and start with the second. If no one in the party knows the story, read the following:

***"Some time ago, I was approached by a small one named Korbec, a half-orc cleric. He said that he wanted to conduct a ritual to make his people stronger. He needed my help to clear out and reconstruct an ancient chamber in the mountains. I accepted his word at face value, but I found out later that he had tricked me. He was actually planning on killing most of the half-orcs in the camp of Clear Sky. Some adventurers told me of his treachery, and I provided them the means to reach the chamber in time to stop Korbec.***

***"I still feel guilty for almost killing so many, and I wish to go to Clear Sky and make amends. There are still some that hunt my kind, however, and having other small ones along might let me travel unmolested. That is why I sent the message to you."***

Questions and answers (paraphrase if necessary):

Q: Did you help the Sakhut willingly?

***A: "To a certain extent. The Sakhut brutally punished disobedience. I helped design numerous structures and acted as a general director of construction. I was never on the front line. Only through the gaining of knowledge was I able to partially escape the Sakhut's hold on me."***

Q: What sort of knowledge?

***A: "I learned secrets that made me indispensable. I do not wish to discuss them."***

Q: Do you know anything about the monoliths the Sakhut used?

***A: I know a little.*** (A Sense Motive (DC 18) reveals that Cnut is hiding something, but he doesn't say anything, even if pressed. Cnut actually knows a lot about the monoliths. He helped build them.)

Q: What are you going to do at Clear Sky?

***A: "I have learned that Clear Sky is going to build a permanent town. I have a great deal of experience at building things, so I thought that using my skills would be a good way to make up for my mistake."***

Q: But you didn't make a mistake.

***A: "I feel like I did. Helping Clear Sky will help me find peace."***

Q: Why aren't you calling us tyv?

***A: "The term "tyv" isn't very respectful. I'm not sure what else to use, so I call your kind small ones."***

Cnut is being truthful. The party is welcome to make a Sense Motive check, but Cnut means what he says.

If the PCs have other questions, Cnut either says he doesn't know, wasn't there, or doesn't remember (unless the judge knows the answer).

## ENCOUNTER 2: DON'T SHOOT!

**Judge's Note:** When running the half-orcs, keep in mind that they tend to speak simply (no flowery language). Their tone is frequently guttural.

***The rest of the journey to Clear Sky is uneventful. Over the course of several days, your group finds remnants of the Giant invasion: burned homesteads, piles of huge bones, footprints far too large to be human, and sites of battles that can still be seen even through the tall grass. Cnut shakes his head in sadness when he sees remnants of the war. He seems a little melancholy, but begins to cheer up as you approach Clear Sky.***

***Finally, early in the morning, you crest a small hill and see your destination. An earthen palisade topped with a fence of pointed wooden poles surrounds Clear Sky. A ditch surrounds the entire camp, although large bridges allow entrance on either side. As you approach, the half-orc gate guards stare briefly at you, but most of their attention is directed at Cnut.***

***"Welcome to Clear Sky. What is it that you want?" One of the gate guards asks.***

The PCs can speak up at this point and say why they are here. If they don't, Cnut speaks.

**Cnut replies, "I have come to offer my services."**

**The guard looks puzzled for a moment, and then brightens. "I will have to ask my boss about this. Wait here." He jogs off while the other two stare silently. After a minute or two, the guard returns, followed by an older half-orc that wears mithral full plate. A greatsword is strapped to his back. The newly arrived half-orc stares up at Cnut, while the other gate guards look relieved. "I'm Ullich ap Llen, Captain of the Guard. What's this about services?"**

**Cnut explains what his purpose is, and Ullich nods. "I've heard of you, Cnut. Please come with me. Your friends too." [Ullich greets by name PCs who have either the Friend or Hero of Clear Sky favor from GEO 4-08 Massacre at Clear Sky.]**

**Ullich leads your group into the middle of Clear Sky. Inside the walls, the houses range from traditional Gyric tepees and wigwams to partially buried stone dwellings. Several plain stone buildings have been constructed that look like storage rooms. Large areas inside the walls are bare, as if the half-orcs are planning on expanding their numbers rapidly.**

**A short distance away, children are running around a play area that seems to have a large pile of fur in the middle. You realize it is some sort of large creature that the children are using as a hill, ramp, and slide. [This is Yarg, Eliseg's Dire Wolverine animal companion. He likes kids.]**

**Near the center of the camp, an amphitheater has been dug into the earth, large enough to easily hold all of the members of Clear Sky. The center of the amphitheater features a large, round fire pit. Near the edge of the amphitheater, you see a large animal skin stretched on a frame and prominently displayed. It is covered in words and symbols.**

**If the PCs read Flan, they can understand the title on top of the skin: "Rules of Clear Sky." The rules can be read from here with a Spot check (DC 30). If they succeed, give them **Player Handout #3**.**

**Only a moment later, Ullich arrives at a large tent. Part of the wall is open, and several half-orcs can be seen within. "Arglwyth Arth? Elder Eliseg? There's an interesting guest here to see you." Two of the half-orcs emerge**

**and face your party. One is rangy and grizzled, and wears a symbol on his chest.**

Geoff PCs, all druids, and followers of Obad-Hai and/or the Old Faith automatically recognize the symbol as Obad-Hai. For everyone else, it's a Knowledge (Religion) check (DC 11).

**The other half-orc is massive and barrel chested. He is considerably younger than the first half-orc, although he is no longer young. He looks at you, then at Cnut, then at the older half-orc, who shrugs, then back at the giant. "Uh, I am Arglwyth Arth of Melgorn. What do you want?"**

**Cnut replies, "I am Cnut. You may have heard of me from a few years ago. I almost created a catastrophic problem for you, and I wish to offer my services as atonement."**

**Arth's eyes flash in remembrance. "Yes, I do remember. Let us talk by the fire pit." With that, Arth and Cnut walk away along the edge of the amphitheater.**

At this point, Eliseg walks over to the party. Up close, the party can see just how old he is. He wheezes just a tiny bit, but he is still in good health.

**"I appreciate your efforts to help Cnut come here. As a token of Clear Sky's thanks, I would invite you to stay here for a couple of days as our guests.**

**"By the way, I have a task that I need help with. I can pay you [APLx10] lions for your trouble. It should only take a few days."**

If the party declines, Eliseg understands and sends the party on their way. Cnut pays the party what he promised, and the party leaves. The module is over.

**"The task is simple. A delegation is coming to visit tomorrow, and I would like you to watch and talk if necessary. We do not know them well, and there may be some difficulty. You may be able to help in some way."**

If the party asks which group, Eliseg smiles apologetically.

**"Sorry. The elves of the Hornwood, our new neighbors. Now come with me, as it is time for lunch."**

Eliseg's motive is to get the PCs to act as a potential buffer, and also to remind the elves that the half-orcs are connected with the rest of the



Gyri. Eliseg converses with the PCs on any topic they wish to discuss. He is an authority on the Old Faith and Clear Sky, and he is reasonably knowledgeable about the Brenin and the court. He also knows a great deal about the current situation in Geoff, and a little bit about Keoland and Greyhawk in general. Feel free to have Eliseg ask the PCs questions.

On the way to and during lunch, the PCs can ask questions about the visit tomorrow. This is what Eliseg knows:

- The High King of the elves, Shivanshallos (Shiver), is sending his sister C'oiavanina [Kō-ē-ah-vah-NINA] and one of his top diplomats to visit Clear Sky.
- Her bodyguard and an honor guard, perhaps about 100 elven warriors total, will accompany the princess.
- Clear Sky and the elves have had some interaction already. A half-orc druid and a group of adventurers rescued some elves near the edge of the Hornwood. Eliseg hopes to build on this. (This references GEO6-IS3 *The Old Ways*.)
- While Eliseg hasn't heard much from his sources, what he's heard suggests that the Princess is not all that friendly towards non-elves. Eliseg hopes that the diplomat is more open minded.
- Eliseg has heard about the areas of Geoff where the Ffolk have starved. Clear Sky is much better off compared to those other areas.

During the rest of the day, the PCs are either invited to take part in or simply observe the half-orcs in their day-to-day activities.

The PCs can view and/or participate in the following (run as many as possible without running out of time). The goal here is to show that the half-orcs have a culture and are civilized.

- A young half-orc (Goric ap Clear Sky) is training some half-orc children in combat. When he sees the PCs, he invites an obvious fighter type to spar with him. The young half-orc is a barbarian 1/fighter 1 (Init +1, AC 14 (leather armor and light wooden shield) (12 raging), touch 11 (9 raging), flat-footed 12 (10 raging), hp 20 (24 raging), +1 (+3 raging) to hit (1d8+3 (+5 raging)/19-20x2 subdual damage) who uses the flat of a longsword for sparring (the -4 has been included in his calculation).

He fights until he has been hit twice, he hits twice, or someone is knocked unconscious. If anyone is knocked out, the kids cheer. A cleric walks over and heal the loser. Goric is gracious in both victory and defeat. (The PCs should realize that the half-orcs are good and honorable fighters.)

- A leather worker is wrapping a piece of leather around the hilt of a greatsword while she talks to the blacksmith. They are talking about the visit by the elves, and both hope that things go well. If the PCs stop and chat, both invite the party to inspect their wares. The leather worker has masterwork clothing and even magical leather armor, while the blacksmith has several masterwork chain shirts, a breastplate, and even a mithral breastplate for sale. He also has all the two-handed weapons from the PHB and a couple of items from Complete Warrior. (The PCs can see that the half-orcs are industrious and work together to accomplish tasks.)
- Eliseg teaches a group of half-orcs about the current political situation. He mentions the state of the Land (mostly that there are hungry Gyri to the north), the Brenin, some of the nobles, the various cantrevi, and a brief word about the Dim Forest.

**Judge Note:** Depending on how much you actually know about the current situation in Geoff, you can add more details. If time permits, Eliseg and the PCs can delve fairly deeply into Geoff history. If you don't know a great deal, then simply state that Eliseg talks about the above subjects. It is obvious the half-orcs both have and are hungry for knowledge.

- One of the shepherds is tending an injured lamb. He wraps the leg in bandages after applying liniment. (The PCs can realize that the half-orcs have knowledge of the healing arts.)
- A group of half-orcs sits around a half-orc Prydyth, who plays a drum and sings about the adventurers who defeated the evil cleric Korbek. (This references GEO 4-08 *Massacre at Clear Sky*.) If a PC who played Massacre is in the party, the Prydyth stops his song and grabs the PC. He asks the PC to tell what happened in the final encounter, as his song is a little vague. (The PCs can realize that the half-orcs appreciate stories and music.)
- A half-orc Prydyth is telling stories about the founding of Clear Sky to a group of half-orc

teenagers. One of the teenagers asks if you have to be born into Clear Sky to be a member or if just anyone can join. The Prydyth replies that any half-orc can join, as long as they follow the rules of Clear Sky. He further says that Clear Sky has become somewhat famous, and that it is known now throughout the Sheldomar Valley. The teenagers seem to be impressed. (The PCs can realize that the half-orcs use their history as a teaching tool.)

- A bunch of half-orc children are playing a game that involves a lot of running around and climbing Yarg, Eliseg's dire wolverine animal companion. A group of females are keeping an eye on the children while they card and spin wool. Every so often, they break up an argument or keep a child from playing with Yarg too roughly. (The PCs can realize that the half-orcs care about their children.)
- In one section of Clear Sky, a series of tents represent shrines to a variety of deities. All the Flan and Old Faith gods are there (including Ehlonna), as well as Farlanghn, Kord, Trithereon, Vathris, and even Wee Jas (this tent is smaller than the others and is located behind the shrine of Obad-Hai). There is at least one priest for each shrine. The Flan deities have several priests on call (at the moment, the highest level priest (Pelor) is 13<sup>th</sup> level). The Flan deities receive the most attention. The PCs can realize that the half-orcs are pious, and they worship the Flan deities (and a few others).

At some point, the PCs can read the rules of Clear Sky, or if no one reads Flan, a half-orc can translate. (Give the PCs **Player Handout #3**) (If the party has a Clear Sky half-orc present he/she can explain the difference between the two statements about fighting. "No one fights" means no fighting with each other. Claws and teeth do not count. "Everyone fights" means all will be expected to fight a common enemy.)

***In the evening, Eliseg rescues his animal companion, Yarg, from the mass of kids who are climbing all over the gentle giant. The dire wolverine falls in next to Eliseg as the druid leads everyone towards the evening meal. Supper is communal and consists of some sort of mutton stew and rough wheat bread.***

The PCs can continue to discuss the situation with Eliseg.

***While you eat, Cnut and Arth return. They stop near the cooking fire and grab bowls of***

***stew. The two come over to your group and take seats. Arth speaks to Eliseg, although everyone can hear him. "I have talked to Cnut, and I think he can be trusted. He has shown me some of his ideas and his craft work, and I am, uh, impressed." Cnut looks quietly pleased at Arth's comments.***

The PCs receive the *Appreciation of Cnut Favor*.

## ENCOUNTER 3: A GRAND ENTRANCE

***The next morning, all of Clear Sky turns out for the arrival of the elves. Half-orcs crowd along the western wall and spread out onto the plain just outside. Arth, Eliseg, and the rest of the elders gather in front of the masses. The babble of conversation fills the air until one of the guards raises his hand and says: "I see them!" Almost instantly, the noise dies. Off in the distance, a mass of troops, perhaps 100 or so, can be seen marching towards Clear Sky. As they get closer, details become clearer.***

***A group of elves sit on horses, surrounded by troops. Two teams of horses haul a pair of wagons full of supplies. A young female elf rides in the middle of the formation. She is dressed in purple dragon hide armor that bears the symbol of the Hornwood on its front, and a lethal looking dagger with the same symbol rests at her hip. The elf riding next to her looks much like a bodyguard. He looks vaguely familiar. On the female's other side, a brightly dressed elf forms a counterpoint to the darkly clad bodyguard. He looks like a diplomat.***

A Knowledge (Local - Sheldomar) or Knowledge (Nobility and Royalty (DC 20) tells the PC that the bodyguard elf is Daryth Shadowdancer, member of the famous adventuring band known as the Hornwood Liberation. All the rumors you have heard mention his fighting prowess throughout the War Against the Giants.

***The formation of elves marches forward until they are only ten paces from the western gate. As one, the formation stops. The horse riders dismount and make their way through the elven soldiers, who part to let the group pass. The female elf, her bodyguard, the diplomat, and two clerics make their way to the***

**gate, where Arth, Eliseg, and the rest of the Elders wait. Arth and Eliseg step forward while the other Elders step out of the road. The two turn and join the elven procession. A cheer rises up from the half-orcs as the elves enter. Arth and Eliseg lead the elves to a campsite within the wall of Clear Sky. The woman and the elves with her stop at the entrance to the camp while the rest of the elves enter the camp area. They approach Arth and Eliseg.**

**Arth takes a step forward. "I am Arglwyth Arth of Melgorn, head of the Council of Elders of Clear Sky, and I bid you welcome. May we both live well."**

**The diplomatic elf, whose outfit up close is rather dazzlingly colored, responds. "I am Llioren Arvenkor, Special Envoy to the Shivanshallos, High King of the Hornwood." He turns to the woman next to him. "This is the Princess C'oiavanina Aulairessandra McKellenrand, sister to our beloved High King. Since few non-elves can correctly pronounce her highnesses name, she graciously accepts the appellation: "Princess Nina." The princess executes a small curtsy with the grace and elegance of one born to privilege and nobility. "And this is her personal guard, Daryth Shadowdancer." Daryth nods politely, but continues to keep an eye on everything around him. Llioren continues, "I thank you for your words and hope that our time together will be fruitful."**

**With the formalities out of the way, Arth and Llioren step closer and shake hands. Arth bows to the Princess, who nods slightly in acknowledgement. Arth and Llioren briefly converse for a moment, and then Llioren steps back and waves to the elves. They break formation and begin setting up camp. Arth yells out, "The formal meeting will be tomorrow at noon!" The half-orcs break up and return to their normal tasks.**

**If an elf PC approaches the elven camp, they are greeted warmly, especially if they are a high elf, but they are ultimately turned away (though they are welcome to chat with the guards at the entrance to the camp). The guards say that the princess has requested only her bodyguards and the honor guard in the camp due to security concerns. This is an unusual edict for high elven nobility, and further demonstrates the depth of the princess' xenophobia and paranoia.**

**If a PC member of the Naven Du'aellesti approaches the camp, he is permitted to enter briefly to speak to Llioren. Llioren wishes the PC well, but mentions that he is busy preparing for the meeting tomorrow. The princess is unavailable, as she's preparing to go out "on the town".**

## **ENCOUNTER 4: IN AMONG THE SAVAGES**

**After the arrival of the elves, Eliseg gives the PCs free rein to wander around Clear Sky.**

**About an hour after the elves arrive, you hear a faint murmur coming from farther down the street. The princess Nina has decided to look around Clear Sky. Four bodyguards surround her, and Daryth Shadowdancer seems to be acting as more of a tour guide and escort this time rather than a bodyguard. As she progresses down the street, a female half-orc steps out onto the avenue behind the princess and picks up a small object. She calls out to the princess, who stops and turns to face the half-orc.**

**"Yes?" the princess replies. The half-orc steps forward and offers a ribbon to the elf. "Princess, this fell from your hair."**

**Nina wears a pained look for a moment, then says with a wave of her hand and feigned nonchalance, "Keep it, it's yours." The half-orc nods her head. "Thank you, Princess Nina." She tucks the ribbon into her belt and backs away.**

**The PCs can talk to the princess. She generally acts condescendingly and dismissively towards any non-full high elf. The PCs need to be very diplomatic in order to not be dismissed out of hand. If they ask about the ribbon, Nina says it was an old one that was falling apart. Her ears twitch a little while she says that. A Sense Motive check (DC 15) reveals that Nina is lying.**

**If the PCs speak in a respectful tone, they can learn some things about the princess and the Hornwood Elves. Even when addressed respectfully, the princess is pretty xenophobic. Her speech is peppered with comments about how humans are dirty, uncouth and loud; dwarves are nasty and brutish, halflings steal, gnomes lack scholarship, half-orcs are simply impossible to deal with ("one has to stoop so far down"), and the other races of elves need the beneficence of the high elves.**

- She adores her brother Shivanshallos (Shiver).
- Adventurers helped the Hornwood, but it will require the high elves (as always) to “properly” repair things to their rightful state.
- She didn’t want to come here (this is pretty obvious), but she thinks that Clear Sky has a certain “barbaric” charm.
- She admires Llioren for his ability to deal with non-elves.
- Her brother, the king, thinks she needs some “exposure” to the outside world. She doesn’t agree.

Those with a successful Sense Motive check (DC 10+ APL) can read the body language of her high elven escort and can tell that they are somewhat embarrassed by her outlook on the other races, though none say as much if asked openly.

The PCs can try to get Nina to see that the half-orcs are worthy of friendship, but as yet she hasn’t received a sufficient shock to break through her preconceived notions. Nina joins the PCs as they walk around Clear Sky if the PCs ask nicely. If the PCs can make a Diplomacy check (DC 40), she looks thoughtful, and actually gives what the PCs are talking about a moment of serious thought. Daryth gives the PCs a thumbs- up out of Nina’s sight (he would prefer that she be a little more accepting of non-elves). After walking around Clear Sky, she heads back to the elven camp.

The princess is a little more honest with members of the Naven Du’aellesti. She privately confides in them that she doesn’t want to be here, and that the half-orcs are nasty and brutish.

If the PCs attack the princess, her personal guard and the half-orcs of Clear Sky subdue the offending PC (the princess is technically a guest of Clear Sky, and Gyrlic custom states that a host must defend his guests from attack), and the module is over for that PC (or PCs).

## ENCOUNTER 5: QUESTIONS AND ANSWERS

While the PCs are wandering around Clear Sky, one of the elven commanders finds the PCs.

***As you make your way around Clear Sky, one of the elves approaches you. “My name is Itanil Darksniper. May I have a moment of your time?”***

If the PC(s) agree, Itanil continues.

***“The high elves of the Hornwood have heard a great deal about Clear Sky, but what we actually know is quite limited. Many of us consider half-orcs to simply be smarter orcs, but many others, however, wish to gain more insight about them for many reasons. An old elven saying goes: ‘A sword in a sheath is a sword no less sharp than a sword in a hand’, and we would hope to know that the half-orcs are not a sheathed sword waiting to be drawn on our southern border. If you could share with me what you know about these curious half-breeds it may go a long way in assuaging some of my people’s concerns. Would you be so kind?”***

If the party agrees, Itanil begins listing statements. The PCs can either use the examples they saw in Clear Sky or they can come up with something else that makes logical sense. Allow the PCs to be creative.

***“It is said that the half-orcs are lawless and reckless.”***

The PCs can mention the Rules of Clear Sky, the council of Elders, and that Arth is a member of the nobility of Geoff.

***“It is said that the half-orcs fight dishonorably, and that they will do whatever it takes to win.”***

The PCs can cite the example of Goric, who fought honorably. The PCs may have other stories of Clear Sky members who also fought well.

***“It is said that the half-orcs lack skills, and that they cannot work together to even accomplish simple tasks.”***

The PCs can mention the leather worker and blacksmith and/or the women carding and spinning wool together.

***“It is said that the half-orcs have no traditions.”***

The PCs can mention the Rules of Clear Sky and the shrines dedicated to the Flan pantheon.

***“It is said that the half-orcs have faint regard for each other, and that they will kill each other over trifles.”***

The PCs can cite parts of the Rules of Clear Sky, or mention the mothers taking care of their children.

***"It is said that the half-orcs lack knowledge, and that they rely upon others to tell them what to do."***

The PCs can mention the half-orcs gathered around Eliseg, or discuss the half-orc Prydythi who are instructing the rest of Clear Sky, or mention the shepherd who is treating the injured lamb, or provide other personal examples.

***"What is a giant doing in Clear Sky? I thought the giants were our enemies?"***

The PCs can cite positive encounters with Giants. They could mention the cloud giants (if they played GEO 5-03 *The Weight of Words* and were successful), or the stone giants they escorted (if they played GEO 6-01 *Shattered Houses*), or Cnut's help (if they played GEO 4-08 *Massacre at Clear Sky*), or they can say why Cnut is in Clear Sky. The PCs may have had other positive encounters in additional modules as well. The PCs can even take Itanil to meet Cnut. Cnut is civil and polite, while Itanil is a little taken aback at being so close to a giant. He is particularly hard to convince, as it was a stone giant who sundered the Heart of the Hornwod. Cnut freely give answers to Itanil's questions (use the conversation from **Encounter 1**). Itanil is impressed with Cnut, and accepts Cnut's words. If the PCs do this, they get +1 added to their score, regardless of whether or not they actually succeed at this encounter.

**Judge's Note:** If all else fails and the party doesn't come up with good arguments, the PCs can make six Diplomacy checks (DC 24). They must succeed at four of them to successfully complete this encounter. The party still receives full XP if this is done.

If the PCs are able to successfully respond to at least four of Itanil's statements, give the party 5 points. Otherwise they get -6 points.

## **ENCOUNTER 6: AN UNEXPECTED COMPLICATION**

***Early the next morning, a shout comes from the wall. Several guards jog towards the gate, and even Arglwyth Arth emerges from his tent to see what's going on. Ullich runs up to the Arglwyth, armor clanging. "Arglwyth, the***

***guards report seeing a small group of half-orcs heading for us. They are not from Clear Sky. One is waving a white flag." Ullich shrugs. "What do you want us to do?"***

***Arth thinks for a moment. "Tell them to halt. I will speak to them. Ullich, grab some of the Elders and guards and meet me at the gate." Arth disappears into his tent, and comes out fully armored a few minutes later.***

Arth looks over and invites the PCs to tag along. If the PCs don't go along, Arth gives a brief summary to Eliseg when he returns. Skip to Eliseg's Request.

***Once outside the wall, the party makes its way to the group of about twenty half-orcs. Arth stops near the group and speaks. "I am Arglwyth Arth of Melgorn. Who are you?"***

***The flag-waving half-orc replies in broken Common, "I am Treb, no longer of Skulls tribe of orcs. We all from the Skulls tribe, used to be. We left when the chief kill some of our half-blood kin. He is strong but stupid, and we decide we did not like his ways no longer, so we come here. We not know your ways, but we willing to learn."***

***"Uh, you have come at a bad time. You may stay, but you will have to be placed under guard for a few days."***

***Treb looks back at his compatriots, and then shrugs. "It is better than dying. We agree."***

***Arth leads everyone back to camp. He assigns guards to keep an eye on the newcomers, who are placed just inside the wall on the side of the camp away from the elves.***

**Eliseg's Request:**

***Eliseg drifts over as you reenter the camp. "Some of the elves seem a bit suspicious that these half-orcs appeared while they are here. Would you mind talking to them briefly? It might not help, but it is worth a try."***

The PCs don't have to help, but if they do, it could remove the negative penalty this encounter gives to the relationship between the Hornwood Elves and Clear Sky.

The PCs need to decrease the paranoia in the elven camp. The PCs can talk to either Itanil or Llioren. They can either make a Diplomacy check (DC 20), or role-play well with reasons that make sense. They can mention the story of how Clear

Sky came to be, and that half-orcs occasionally show up and join.

If the PCs at least try to persuade the elves that there is no hidden motive, they receive 1 point. If they don't do anything, they get -3 points.

Any PC making a successful Knowledge (local – Sheldomar Valley) (DC 15), or Bardic Knowledge (DC 10) will know that the Skulls is a large tribe, a self-styled 'nation', of orcs that live south of the Hornwood, and west of Melgorn.

The PCs can try to backtrack the half-orcs if someone in the party has Track. A Survival check (DC 12) shows that the half-orcs came from the west. (The approaching orc horde is coming from the north and west, along the foothills skirting the Hornwood.)

If the PCs ask around, this has happened two other times since Clear Sky moved to Melgorn.

## **ENCOUNTER 7: OUT OF THE FRYING PAN AND INTO THE FLAME STRIKE**

*Later that morning, as both camps are preparing for the meeting, a scout comes running at top speed back to Clear Sky. He yells something to Ullich, who grabs a horn off his back and blows a series of notes. Almost instantly, every half-orc in Clear Sky begins to prepare for combat in some fashion. The scout runs to the elven camp and talks briefly to the guards. One of the guards runs to the middle of the camp. Moments later, the elves are arming.*

If the party asks what's going on, a half-orc mentions that the scout saw a large group of orcs marching towards Clear Sky from the foothills to the west, and that they are not far away.

*Several minutes later, Eliseg and Arth make their way to the gate entrance. Arth is fully armed and armored, while Eliseg has donned a suit of heavy black dragon hide. The two climb a flight of stairs to the rampart next to the gate. Both stare at the woods to the northwest. Only a short while later, the woods begin to shake as a mass of orcs start to emerge. The group is not just made up of orcs. Several giants bolster the force, and some of the leaders are mounted on horses and other, more exotic creatures. The entire mass marches out onto the plain surrounding*

***Clear Sky and stops about two bowshots away from the main gate.***

If you think of Clear Sky as a clock, the elves are at about 8 o'clock (although inside the wall), while the orc army is at about 1 to 2 o'clock.

***A single horse and rider move forward from the orc horde. As the two get closer, it is apparent that the horse is not natural. It is as big as an elephant, and fire jets from its nostrils. Smoke surrounds the huge creature. The rider wears black plate mail festooned with cruel hooks. The two halt within a short bowshot of the wall, and the figure raises his visor. Eliseg curses and spits. He seems to recognize the figure. Arth and several others also realize who the half-orc is, but the figure speaks before they have a chance to say anything. The figure's voice echoes across the plain.***

If the PC played GEO 4-08 Massacre at Clear Sky, they recognize Korbek. Otherwise, one of the half-orcs on the wall identifies him for the party.

***"Eliseg, I have come to give you one last chance. Embrace your orc heritage and join us. The humans will never fully accept you. They fear your orc blood. If Clear Sky joins me as the Blood Axes and the Reavers and the Skulls have, we will build the mightiest orc nation since Gruumsh walked the land. We will be feared and respected throughout the Sheldomar Valley. But take heed, this is your last opportunity. If you do not join with us, then your legacy will drown in a lake of blood."***

***Eliseg replies breezily with a wave of his hand, "I run things no longer. I have retired to make way for the younger ones. The decision is up to Arglwyth Arth." He turns and looks at Arth, who steps up.***

***"Uh, the half-orcs of Clear Sky made up their mind years ago. We don't want to live in the orc way, because it stinks like five-day fish. We like the Flan, and they are finally becoming used to us."***

***"So you reject this gift of Gruumsh? You, his children, turn away from your father?"***

***"We would prefer to be the 'slaves' of Obad-Hai rather than sit at the right hand of Gruumsh!" Arth yells this back in Orcish so that the entire army can hear his declaration. A couple of other half-orcs nearby translate the words into common, grinning. Eliseg***

**starts laughing. “Oh, that’s going to set him off.” You hear him mutter.**

**Korbec starts to say something else, but at that moment, a runner arrives and tosses a stone wrapped in paper up to the cleric. Korbec examines the paper and looks up swiftly. “There are elves in Clear Sky! What are they doing here?”**

**“Uh, they’re here to discuss trade and mutual defense. And I have to say that I prefer them to you, Korbec.” Arth looks like he’s trying for maximum irritation in the shortest time possible. The rest of Clear Sky joins in. “Go elves!” “Elves are great!” “Poke Gruumsh’s other eye out!” The few nearby elves look both delighted and dismayed at the same time, as if they can’t decide whether the good news of Clear Sky’s decision outweighs the fact that there are over 2,000 orcs outside the wall.**

**Korbec’s face turns red. “Blasphemers!” He shrieks. “You are no orc-bloods! You are weaklings, and must be culled for the glory of Gruumsh!” He waves a hand above his head. “Kill them all! Salt the earth when you are done!” The army begins to move towards and around Clear Sky, heading for the elves. Arth and Eliseg jump down off the wall. Arth turns to you. “We need everyone to fight. Will you take a position between Clear Sky and the elves? We want to make sure that the elves don’t shoot us, since, uh, some folks on both sides look kind of alike.”**

A successful Knowledge (Local – Sheldomar Valley) (DC 15) or Bardic Knowledge (DC 10) reveals that the Blood Axes are a tribe, or nation, of orcs that live all along the Barrier Peaks, and the Reavers are a tribe, or nation, that lives near the junction of the Barrier Peaks and the Crystalmists. Those tribes, and others, were thralls of the giants during the invasion and occupation of Gyruuff, and obviously still pose a threat.

If the party refuses, Arth tells them to defend the camp. The party has to fight the next higher APL combat as an orc column breaks into the camp. At APL 10, double the number of creatures. If the party doesn’t defend the camp, and tries to flee using non-magical means, they have to fight the encounter two APLs higher. At APL 8 and 10, triple the APL’s number of creatures.

**Along with Eliseg, Yarg, Arth, and a number of guards, you rush towards the elven**

**camp to form a line. The elves form ranks just as the wall collapses under a barrage of stones thrown by giants.**

**Conditions:** The sky is overcast with heavy clouds, so the orcs and kobolds are not dazzled by bright sunlight.

On the battlemat, draw two parallel lines 50 feet long and 30 feet apart. Place dashed lines across the ends of the solid lines. This is the area the PCs must defend. One dashed line represents where the orc attackers are coming from. The other side is open, and the PCs can flee if they want. Once off the board, the PCs cannot rejoin the combat (the line compresses and prevents reentry).

**Important Note:** a PC about to die (in negatives) can be thrown out of the fight zone along the back line if the situation is desperate. They are out of the fight, but they auto stabilize instantly (a nearby cleric hits the PC with a cure minor wounds spell).

A PC may cross the orc dashed line, but they move at half speed and are attacked ((8+APL) to hit, (d10+(APL\*2)/x2) damage each time they enter the area). From the orc line, the elves are behind the left hand solid line, while the Clear Sky half-orcs are behind the right hand solid line. PCs may move into these areas, but they move at half-speed, and they must finish their movement back in their area, or else they are considered to have left the combat. The orc combatants may enter those areas, but they are attacked as if they are PCs entering the orc area.

### **During the Battle**

- Any area effect spell (like *entangle*, *Evard’s black tentacles* or *wall of force*) is automatically dispelled. Instantaneous spells like *Glitterdust* are not targeted.
- After each round, the PCs allies’ help out. After the first wave, a half-orc cleric casts up to two healing spells (maximum level is APL/2). After the second wave, an elven cleric casts up to two healing spells (maximum level is APL/2). After the third wave, one cleric from each group casts either two healing spells or a Lesser Restoration spell (Restoration at APLs 8-10).
- The PCs have time to heal, or cast buff spells between waves of attackers. See the underlined notes after each wave for how much time they have.

Before the first wave begins, read this box text:

*The half-orcs are barely able to get into position in front of the elves before the orc army slams into their thin line. A space is left that you move into, taking up position. A group of attackers moves towards you, intent on testing your strength.*

## **WAVE 1 (APL+0)**

### **APL 2**

**Orcs (4):** hp 7 each; see *Monster Manual*, page 203.

### **APL 4**

**Orcs (8):** hp 7 each; see *Monster Manual*, page 203.

### **APL 6**

**Ogres (3):** hp 35 each; see *Monster Manual*, page 199.

### **APL 8**

**Troll (3):** hp 72 each; see *Monster Manual*, page 247.

### **APL 10**

**Ogre Barbarians (3):** hp 95 each; see *Monster Manual*, page 199.

**Note:** After the first wave ends, the PCs have three rounds to heal, buff, etc.

Before the second wave begins, read this boxed text:

*To your right, the fighting has become savage. Where Eliseg once stood, a huge dire bear fights along side a huge dire wolverine. Giants throw rocks and orcs throw javelins. The elves pour bow fire into the masses of orcs that throw themselves at the half-orcs of Clear Sky. Spells explode and sizzle across the battlefield. Occasionally a strange monster appears and adds to the carnage. Near the middle of the line, Korbek and his steed approach Eliseg in his huge dire bear form. You no longer have time to spend observing the battlefield as a single creature moves forward, intent on breaking your line.*

## **WAVE 2 (APL+1)**

### **APL 2**

**Hell Hound:** hp 28; see *Monster Manual*, page 152.

### **APL 4**

**Green Hag:** hp 63; see *Monster Manual*, page 143.

### **APL 6**

**Hill Giant:** hp 120; see *Monster Manual*, page 123.

### **APL 8**

**Frost Giant:** hp 154; see *Monster Manual*, page 122.

### **APL 10**

**Hill Giant Dire Wereboar:** hp 214; see *Monster Manual*, page 194.

**Note:** After the second wave ends, the PCs have three rounds to heal, buff, etc.

Before the third wave begins, read this box text:

*A now large sized Korbek is locked in mortal combat with Eliseg. The two tear into each other, intent on their private war. All around them the tide of battle ebbs and flows. More orcs attack, and your focus returns to your situation.*

## **WAVE 3 (APL+1)**

### **APL 2**

**Ungk, Yrrto, Zerb, Male Orc Barbarian 1 (3):** hp 16 each (raging); see *Appendix 1*.

### **APL 4**

**Ungk, Yrrto, Zerb, Male Orc Barbarian 1/Fighter 1 (3):** hp 27 each (raging); see *Appendix 2*.

### **APL 6**

**Ungk, Yrrto, Zerb, Male Orc Barbarian 2/Fighter 2 (3):** hp 51 each (raging); see *Appendix 3*.

### **APL 8**

**Ungk, Yrrto, Zerb, Male Orc Barbarian 2/Fighter 4 (3):** hp 73 each (raging); see *Appendix 4*.



## APL 10

Ungk, Yrrto, Zerb, Male Orc Barbarian 2/Fighter 6 (3): hp 103 each (raging); see Appendix 5.

Note: After the third wave ends, the PCs have four rounds to heal, buff, etc.

Before the fourth wave, read this box text:

*The half-orcs of Clear Sky have been pushed back enough that Eliseg and Korbec have become isolated from the rest of the half-orc line. Both Eliseg and Korbec are badly wounded, but they refuse to back down. Finally, Korbec quickly touches Eliseg, and the bear shudders in pain. Almost instantly, Korbec delivers a series of blows that fell the mighty bear. The bear collapses, crushing a squad of orcs underneath. A moment after that, Yarg looms over the cleric, and in one mighty clash of teeth, bites Korbec's head, completely severing it from his body. The armored figure collapses next to the fallen bear. Yarg howls and charges into the midst of the orc army, scattering and trampling orcs in his way. Another wave of troops rushes towards you. Perhaps this will be the final fight.*

## WAVE 4 (APL+2)

### APL 2

Ssesh, Kobold Sorcerer 2: hp 9; see Appendix 1.

Grug, Male Orc Barbarian 1/Fighter 1: hp 27 (raging); see Appendix 1.

### APL 4

Ssesh, Kobold Sorcerer 4: hp 17; see Appendix 2.

Grug, Male Orc Barbarian 2/Fighter 2: hp 51 (raging); see Appendix 2.

### APL 6

Ssesh, Kobold Sorcerer 6: hp 25; see Appendix 3.

Grug, Male Orc Barbarian 2/Fighter 4: hp 73 (raging); see Appendix 3.

### APL 8

Ssesh, Kobold Sorcerer 8: hp 33; see Appendix 4.

Grug, Male Orc Barbarian 2/Fighter 4/Occult Slayer 2: hp 101; see Appendix 4.

## APL 10

Ssesh, Kobold Sorcerer 10: hp 67; see Appendix 5.

Grug, Male Orc Barbarian 2/Fighter 4/Occult Slayer 4: hp 123; see Appendix 5.

If the PCs win, they get 10 points. If they are defeated (TPK or retreat), then subtract 6 points. If even one PC is left, and all the monsters are defeated, then all the PCs are treated as if they defeated the combat.

**Tactics:** All APLs: Waves 1, 2 and 3 simply charge forward and try to do as much damage as possible. The creatures fight intelligently. They don't coup-de-grace even if the party has been completely wiped out, as there are more targets on the field to go fight, and they're in a hurry.

In wave 4, the sorcerer and the fighter try to keep each other alive as long as possible. The sorcerer attempt to cast spells that either take out fighters or disable enemy spell casters. The fighter attempts to take out archers that target the sorcerer and block charge lanes so that enemy fighters can't reach the sorcerer.

**Treasure:** Describe treasure from this encounter. This includes the combatants' possessions and any other treasure the PCs can find during this encounter. Also list any Adventure Record effects that the PC might earn from this encounter.

APL 2: L: 234 gp, C: 300 gp, M: 5 *potions of cure light wounds* (4 gp each), 2 *scrolls of ice dagger* (2 gp each), 2 *scrolls of hail of stone* (2 gp each).

APL 4: L: 318 gp, C: 600 gp, M: 4 *potions of cure moderate wounds* (25 gp each), *potion of cure light wounds* (4 gp), 2 *scrolls of ice dagger* (2 gp each), 2 *scrolls of hail of stone* (2 gp each), *vest of resistance +1* (83 gp), *spiked chain +1* (194 gp).

APL 6: L: 172 gp, C: 600 gp, M: 2 *vests of resistance +1* (83 gp each), 3 *glaives +1* (192 gp each), *potion of cure light wounds* (4 gp), 3 *potions of cure moderate wounds* (25 gp each), *potion of cure serious wounds* (62 gp), 2 *scrolls of ice dagger* (2 gp each), 2 *scrolls of hail of stone* (2 gp each), 2 *scrolls of chain missile* (31 gp each), *mithral chain shirt +1* (175 gp), *spiked chain +1* (194 gp).

APL 8: L: 1175 gp, C: 300 gp, M: 3 vests of resistance +1 (83 gp each), 3 glaives +1 (192 gp each), 3 potions of cure moderate wounds (25 gp each), 2 potions of cure serious wounds (62 gp each), 2 scrolls of chain missile (31 gp each), 2 scrolls of vortex of teeth (58 gp each), 2 vests of resistance +3 (750 gp each), cloak of charisma +2 (333 gp), mithral chain shirt +1 (175 gp), spiked chain +1 (194 gp).

APL 10: L: 109 gp, C: 100 gp, M: 3 glaives +1 (192 gp each), 3 mithral breastplates +1 (433 gp each), 3 potions of cure moderate wounds (25 gp each), 2 potions of cure serious wounds (62 gp each), 2 scrolls of chain missile (31 gp each), 2 scrolls of vortex of teeth (58 gp each), 5 vests of resistance +3 (750 gp each), cloak of charisma +4 (1333 gp), belt of giant strength +4 (1333 gp), mithral chain shirt +1 (175 gp), spiked chain +1 (194 gp)..

## ENCOUNTER 7: THE END OF AN ERA

*The fall of both Eliseg and Korbec shocks both sides, but the orcs break first. Korbec was the only thing holding the horde together, and with his death, the remaining orcs scatter. Arth and the elders run to Eliseg's side, hoping against hope that even a tiny amount of life remains. Several elves rush forward as well. When Arth arrives, he falls to his knees and frantically checks to see if Eliseg still lives. A cleric clangs up, but slows when she comes closer. Arth clutches Eliseg's body as everyone around realizes the awful truth. In spite of the damage Eliseg took, his face still wears a bloody smile, and he seems to be at peace. Arth looks up, misty eyed, and speaks to no one in particular. "The meeting will be tomorrow." The nearby elves nod and turn away.*

If a PC offers to raise Eliseg, Arth thanks the PC but gently refuses. He points out that Eliseg was extremely old for a half-orc, and if it hadn't been for his druidic abilities, Eliseg would have been bedridden or worse years ago. Arth thought that Eliseg wouldn't have had much longer to live, and he died in as perfect a way as he could have hoped for. If the PC goes ahead anyway, Eliseg refuses to come back. His job is done, and he moves on to his eternal rest.

*Princess Nina and her bodyguard survived the fight, although blood is splashed on her*

*armor and several of her guards wear bandages. As she gazes slightly dazed out over the field of death and destruction, her eyes suddenly fix on a pile of dead Clear Sky half-orcs that stood directly in front of the elven archers. One of them, a female, has an elven ribbon wrapped around her belt. The princess stares mutely until Daryth gently leads her away.*

*The rest of the day and part of the night are spent cleaning up the field. Both Clear Sky and the elves reclaim their dead, and both help pile up the dead orcs and giants in huge mounds to be burned later. During this time, Eliseg's body is prepared for his funeral ceremony. Arth extends an invitation to the elves to attend Eliseg's funeral, and Llioren accepts for all the elves.*

The PCs can help clear the field of the dead. If they do so in a respectful manner, they get a +1 to their score.

*As in the past, all of Clear Sky gathers in the amphitheater. The elves sit in their own section, but you can see several of them talking quietly with some half-orcs. Cnut sits near the front, gazing silently at the funeral pyre set up in the middle of the fire pit. Arth stands on the ring of stones around the fire pit and calls for attention. The background murmuring dies off almost instantly.*

*"Eliseg's death is one of the worst things we've ever faced." Arth pauses and looks out over the audience. "But Eliseg died as he wanted: defending Clear Sky. His efforts helped make Clear Sky what it is today. Let us honor Eliseg by continuing to make Clear Sky the place he wanted it to be: a place to show what half-orcs are capable of doing."*

*A sigh ripples through the gathering. Arth continues. "I thank the elves for helping us today during the fight. I think we worked well together, as strange as that may sound to some. I hope we can work together again in the future." Arth steps back from the fire pit and waves his arms in the air. As one, four flame strikes descend from the heavens and blast the pyre, setting it ablaze. All around you, you hear half-orcs murmuring things like, "Good bye, Elder. Good bye, Father." With that, the ceremony ends, and everyone returns to their homes and tents.*

Pause to allow the PCs to say their goodbyes to Eliseg if they wish to do so. At that moment, none of the half-orcs or elves really feel like talking. Instead, they would rather go to their tents to be by themselves.

*A little later that evening, Cnut asks you to join him at a spot in Clear Sky. Just after you arrive, Arth, Llioren, Daryth, and the princess show up.*

*"Thank you for coming," Cnut says. "I had intended this to be a gift to Clear Sky, but now I see it more as a memorial to Eliseg. I hope you like it." With that, he walks over to a pavilion and lifts it off as if he was opening a box. The tent was covering a faintly glowing stone tree about ten feet tall. The tree is so well made that in spite of its construction, it looks alive. Everyone gathered walks around the tree, admiring it. Finally, Arth speaks. "This is a great gift. I can only say, uh, thank you." Cnut nods his head. The elves look impressed by the quality of the construction.*

If the PCs think to cast *detect magic*, the tree radiates faint magic in all schools.

## CONCLUSION

### PARTY'S SCORE WAS POSITIVE

*The next day, Llioren and several other high elves spend a great deal of time with Arth and the Elders. When they emerge from the tent they were using, everyone looks satisfied. Arth shakes hands with Llioren and both grin. Even the princess manages a faint smile. It seems that Clear Sky and the Hornwood Elves have taken their first steps on the road to friendship.*

At APL 10, add the following:

*Because you have helped them so much, the elves offer to sell each of you a special horn they claim provides them protection for battle.*

The PCs receive the *Appreciation of Cnut* and *Gratitude of the Hornwood Elves* favors. If the PCs also beat the combat, they receive the *Defender of Clear Sky* favor.

### PARTY'S SCORE WAS ZERO OR NEGATIVE

*In spite of everything, the meeting doesn't go especially well. Occasional shouts can be*

*heard from inside the tent where Arth, the Elders, and the high elves have gathered. Finally, everyone emerges looking frustrated. It seems that the differences between these two peoples are so great that not even the commonly spilled blood of the recent battle can bind them together. The princess wears a slightly smug "told you so" look on her face, although she occasionally frowns and shakes her head as if trying to forget an evil memory. The elves pack quickly and leave, marching away at double time as if they are eager to leave.*

The PCs receive the *Appreciation of Cnut* favor. If the PCs also beat the combat, they receive the *Defender of Clear Sky* favor.

### 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 3 & 5 (Combined)

Discover information in Clear Sky and rebut the comments of the elves.

APL 2: 60 xp.

APL 4: 80 xp.

APL 6: 100 xp.

APL 8: 120 xp.

APL 10: 140 xp.

### Encounter 6

Try to persuade the Elves that Clear Sky is not up to anything.

APL 2: 20 xp.

APL 4: 30 xp.

APL 6: 40 xp.

APL 8: 50 xp.

APL 10: 60 xp.

### Encounter 7

Defeat the orc hordes.

APL 2: 360 xp.

APL 4: 540 xp.  
APL 6: 720 xp.  
APL 8: 900 xp.  
APL 10: 1260 xp.

### Discretionary Roleplaying Award

APL 2: 10 xp.  
APL 4: 25 xp.  
APL 6: 40 xp.  
APL 8: 55 xp.  
APL 10: 70 xp.

### Total possible experience

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

## TREASURE SUMMARY

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they

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

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

### Encounter 1:

APL 2: L: 0 gp, C: 200 gp, M: 0 gp.  
APL 4: L: 0 gp, C: 200 gp, M: 0 gp.  
APL 6: L: 0 gp, C: 200 gp, M: 0 gp.  
APL 8: L: 0 gp, C: 200 gp, M: 0 gp.  
APL 10: L: 0 gp, C: 200 gp, M: 0 gp.

### Encounter 2:

APL 2: L: 0 gp, C: 20 gp, M: 0 gp.  
APL 4: L: 0 gp, C: 40 gp, M: 0 gp.  
APL 6: L: 0 gp, C: 60 gp, M: 0 gp.  
APL 8: L: 0 gp, C: 80 gp, M: 0 gp.  
APL 10: L: 0 gp, C: 100 gp, M: 0 gp.

### Encounter 7:

APL 2: L: 234 gp, C: 300 gp, M: 28 gp.  
APL 4: L: 318 gp, C: 600 gp, M: 389 gp.  
APL 6: L: 172 gp, C: 600 gp, M: 1324 gp.  
APL 8: L: 1175 gp, C: 300 gp, M: 3357 gp.  
APL 10: L: 109 gp, C: 100 gp, M: 11696 gp.

## Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 234 gp, C: 520 gp, M: 28 gp – Total: 782 gp (450 gp).

APL 4: L: 318 gp, C: 840 gp, M: 389 gp – Total: 1,547 gp (650 gp).

APL 6: L: 172 gp, C: 860 gp, M: 1324 gp – Total: 2,356 gp (900 gp).

APL 8: L: 1175 gp, C: 580 gp, M: 3357 gp – Total: 5,112 gp (1,300 gp).

APL 10: L: 109 gp, C: 400 gp, M: 11696 gp – Total: 12,205 gp (2,300 gp).

## ITEMS FOR THE ADVENTURE RECORD

**Appreciation of Cnut:** Cnut is grateful for your assistance. In addition to the funds he paid you, he also provides access to a stone version of any weapon you currently have access to. These weapons are the same weight as the metal version and are of masterwork quality with a hardness of 11. They cost twice as much as a standard masterwork version of the weapon. In addition, Cnut places his personal symbol upon the weapon. Actively displaying this weapon in the presence of any stone giant in the Sheldomar Valley automatically raises their reaction by one step (i.e. Indifferent to Friendly). The weapon also grants the PC a +4 circumstance bonus to diplomacy checks when dealing with non-hostile giants in Geoff. The weapon access expires one year after the date that this module was played. The weapon bonuses are permanent as long as the weapon is not destroyed. The weapon can be repaired via a *stone shape* spell. Favor Level D.

**Defender of Clear Sky:** The PC has helped defend Clear Sky against a horde of orcs. In gratitude, the half-orcs of Clear Sky offer some equipment upgrades. The PC gains Access (Frequency: Adventure) to any two armor and/or weapon upgrades or items from the following list: armor upgrade - *moderate fortification*, *heavy fortification*, *armor of transport* (*Heroes of Battle*); weapon upgrade - *chargebreaker* (*Heroes of Battle*), *fury* (*Heroes of Battle*), or *maiming* (*Miniatures Handbook*). Favor Level C. Mark this Favor as Used when spent.

**Gratitude of the Hornwood Elves:** The PC has helped defend the Hornwood Elves against a marauding band of evil orcs. This favor can be

exchanged to gain access (Frequency: Adventure) to purchase two of the following upgrades (circle one selected): armor upgrade - *easy traveling* (*Heroes of Battle*), forest shroud (*Races of the Wild*); weapon upgrade – *keen*, *prismatic burst* (*Miniatures Handbook*).

Alternatively, this favor can be used in conjunction with two other Favors from the Hornwood elves (of at least Level B), to gain access to the Ruathar prestige class. Favor Level B. Mark this Favor as Used when spent.

**Conjunction of Powers:** If the PC desires, both the Defender of Clear Sky and Gratitude of the Hornwood Elves favors may be spent, along with 4 TUs, to gain access (Frequency: Regional) to a *Belt of Magnificence* +2 (*Miniatures Handbook*). The belt may be upgraded to +4 by paying the upgrade cost plus 8 additional TUs. The belt may be upgraded to +6 by paying the upgrade cost plus 12 TUs. Mark the Favors as Used when spent for this item.

**Clear Sky** Members in good standing of this metaorganization gain access (Frequency: Regional) to the following: heroic destiny (*Races of Destiny*), half-orc barbarian (*Races of Destiny*), half-orc druid (*Races of Destiny*), half-orc paladin (*Races of Destiny*), dragonhide plate, weapon upgrade – merciful, boots of the winterlands, maul of the titans.

### Naven Du'aellesti

Members in good standing of this metaorganization gain access (Frequency: Regional) to the following: Elvencraft longbow (*Races of the Wild*), *boots* or *cloak of elvenkind*, elven chain, mithral chain shirt, mithral breastplate, mithral half-plate, elf paladin (*Races of the Wild*), elf ranger (*Races of the Wild*).

### APL 2,4:

- *Mithral Chain Shirt* (Adventure; DMG)
- *Scroll of Ice Dagger* (Adventure; *Spell Compendium*; 25 gp)
- *Scroll of Hail of Stone* (Adventure; *Spell Compendium*; 25 gp)

### APL 6:

- +1 *Mithral Chain Shirt* (Adventure, DMG)
- *Scroll of Chain Missile* (Adventure; *Spell Compendium*; 375 gp)

**APL 8:**

- *Potion of Shield of Faith +5 (Adventure; DMG)*
- *Scroll of Vortex of Teeth (Adventure; Spell Compendium; 700 gp)*

- *Horn of Plenty (Adventure; Heroes of Battle; 12,960 gp)*
- *+1 Mithral Breast Plate (Adventure; DMG)*

**APL 10:**

## APPENDIX 1 – APL 2

### ENCOUNTER 7 –WAVE 3

#### UNGK, YRRT0, ZERB (RAGING) CR 1

Male Orc Barbarian 1  
CE Medium humanoid (orc)  
**Init** +2; **Senses** Darkvision 60 ft.; Listen +4, Spot +0  
**Languages** Common, Orc

**AC** 15, touch 10, flat-footed 13  
(+2 Dex, +5 armor, -2 raging)

**hp** 16 (1 HD)

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

**Weakness** light sensitivity

**Speed** 30 ft. in breastplate (6 squares), base movement 40 ft.

**Melee** glaive +8 (1d10+9/x3)

**Ranged** javelin +3 (1d6+6/x2)

**Space** 5 ft.; **Reach** 10 ft.

**Base Atk** +1; **Grp** +7

**Atk Options** rage 1/day (7 rounds)

**Combat Gear** potion of cure light wounds

**Abilities** Str 22, Dex 14, Con 18, Int 10, Wis 10, Cha 6  
**SQ** fast movement

**Feats** Weapon Focus (Glaive)

**Skills** Climb +6, Jump +6, Listen +4, Survival +4,

**Possessions** combat gear plus breastplate and glaive

When not raging, these NPCs have the following changed statistics:

**AC** 17, touch 12, flat-footed 15

**hp** 14 (1 HD)

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

**Melee** glaive +6 (1d10+6/x3)

**Ranged** javelin +3 (1d6+4/x2)

**Grp** +5

**Abilities** Str 18, Con 14

**Skills** Climb +4, Jump +4

### ENCOUNTER 7 – WAVE 4

#### SSESH CR 2

Male Kobold Sorcerer 2  
NE Small humanoid (reptilian)  
**Init** +6; **Senses** Darkvision 60 ft.; Listen +1, Spot +1  
**Languages** Common, Draconic

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

**hp** 9 (2 HD);

**Fort** +1, **Ref** +2, **Will** +4

**Weakness** light sensitivity

**Speed** 30 ft. (6 squares)

**Melee** dagger -1 (1d3-3/19-20x2)

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

**Base Atk** +1; **Grp** -6

**Combat Gear** potion of cure light wounds, scroll of ice dagger (x2), scroll of hail of stone (x2)

**Sorcerer Spells Known** (CL 2nd):

1st (5/day)— *charm person* (DC 14), *ray of enfeeblement*

0 (6/day)— *acid splash*, *mage hand*, *prestidigitation*, *ray of frost*

**Abilities** Str 4, Dex 14, Con 12, Int 10, Wis 12, Cha 16

**Feats** Improved Initiative

**Skills** Concentration +6, Knowledge (arcana) +1, Spellcraft +2

**Possessions** combat gear plus small dagger and spell component pouch

#### GRUG (RAGING) CR 2

Male Orc Barbarian 1/Fighter 1

CE Medium Humanoid (orc)

**Init** +2; **Senses** Darkvision 60 ft.; Listen +4, Spot +0

**Languages** Common, Orc

**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 armor, +2 deflection, -2 raging)

**hp** 27 (2 HD)

**Fort** +8, **Ref** +2, **Will** +2

**Weakness** light sensitivity

**Speed** 40 ft. in chain shirt (8 squares), base movement 40 ft.

**Melee** spiked chain +8 (2d4+9/x2)

**Ranged** javelin +4 (1d6+6/x2)

**Space** 5 ft.; **Reach** 10 ft.

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

**Atk Options** power attack, rage 1/day (7 rounds)

**Combat Gear** potion of cure moderate wounds, potion of shield of faith +2 (already used)

**Abilities** Str 22, Dex 14, Con 18, Int 10, Wis 10, Cha 6

**SQ** fast movement

**Feats** Exotic Weapon Proficiency (spiked chain), Power Attack

**Skills** Climb +11, Jump +11, Listen +4, Survival +4,

**Possessions** combat gear plus mithral chain shirt and 2 masterwork spiked chains

When not raging, Grug has the following changed statistics:

**AC** 18, touch 14, flat-footed 16

**hp** 23 (2 HD)

**Fort** +6, **Ref** +2, **Will** +0

**Melee** spiked chain +6 (2d4+6/x2)

**Ranged** javelin +4 (1d6+4/x2)

**Grp** +6

**Abilities** Str 18, Con 14

**Skills** Climb +9, Jump +9

## APPENDIX 2 – APL 4

### ENCOUNTER 7 –WAVE 3

#### UNGK, YRRT0, ZERB (RAGING) CR 2

Male Orc Barbarian 1/Fighter 1

CE Medium humanoid (orc)

**Init** +2; **Senses** Darkvision 60 ft.; Listen +4, Spot +0

**Languages** Common, Orc

**AC** 15, touch 10, flat-footed 13

(+2 Dex, +5 armor, -2 raging)

**hp** 27 (2 HD)

**Fort** +8, **Ref** +2, **Will** +2

**Weakness** light sensitivity

**Speed** 30 ft. in breastplate (6 squares), base movement 40 ft.

**Melee** glaive +10 (1d10+9/x3)

**Ranged** javelin +4 (1d6+6/x2)

**Space** 5 ft.; **Reach** 10 ft.

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

**Atk Options** rage 1/day (7 rounds)

**Combat Gear** potion of cure moderate wounds

**Abilities** Str 22, Dex 14, Con 18, Int 10, Wis 10, Cha 6

**SQ** fast movement

**Feats** Combat Reflexes, Weapon Focus (Glaive)

**Skills** Climb +7, Jump +7, Listen +4, Survival +4,

**Possessions** combat gear plus breastplate and masterwork glaive

When not raging, these NPCs have the following statistics:

**AC** 17, touch 12, flat-footed 15

**hp** 23 (2 HD)

**Fort** +6, **Ref** +2, **Will** +0

**Melee** glaive +8 (1d10+6/x3)

**Ranged** javelin +4 (1d6+4/x2)

**Grp** +6

**Abilities** Str 18, Con 14

**Skills** Climb +5, Jump +5

### ENCOUNTER 7 – WAVE 4

#### SSESH CR 4

Male Kobold Sorcerer 4

NE Small humanoid (reptilian)

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

**Languages** Common, Draconic

**AC** 17, touch 16, flat-footed 15

(+1 size, +2 Dex, +1 natural, +3 deflection)

**hp** 17 (4 HD);

**Fort** +3, **Ref** +4, **Will** +6

**Weakness** light sensitivity

**Speed** 30 ft. (6 squares)

**Melee** dagger +0 (1d3-3/19-20x2)

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

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

**Combat Gear** potion of cure light wounds, potion of *shield of faith* +3 (already used), scroll of *ice dagger* (x2), scroll of *hail of stone* (x2)

**Sorcerer Spells Known** (CL 4th):

2nd (4/day)— *glitterdust* (DC 16)

1st (7/day)— *charm person* (DC 14), *grease* (DC 15), *ray of enfeeblement*

0 (6/day)— *acid splash*, *flare* (DC 13), *mage hand*, *mending*, *prestidigitation*, *ray of frost*

**Abilities** Str 4, Dex 14, Con 12, Int 10, Wis 12, Cha 17

**Feats** Improved Initiative, spell focus (conjuration)

**Skills** Concentration +8, Knowledge (arcana) +3, Spellcraft +2

**Possessions** combat gear plus vest of resistance +1, small dagger and spell component pouch

#### GRUG (RAGING) CR 4

Male Orc Barbarian 2/Fighter 2

CE Medium Humanoid (orc)

**Init** +2; **Senses** Darkvision 60 ft.; Listen +4, Spot +0

**Languages** Common, Orc

**AC** 16, touch 12, flat-footed 16

(+2 Dex, +4 armor, +2 deflection, -2 raging)

**hp** 51 (4 HD)

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

**Weakness** light sensitivity

**Speed** 40 ft. in chain shirt (8 squares), base movement 40 ft.

**Melee** spiked chain +11 (2d4+10/x2)

**Ranged** javelin +6 (1d6+6/x2)

**Space** 5 ft.; **Reach** 10 ft.

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

**Atk Options** power attack, rage 1/day (7 rounds)

**Special Actions** uncanny dodge

**Combat Gear** potion of cure moderate wounds, potion of *shield of faith* +2 (already used)

**Abilities** Str 22, Dex 14, Con 19, Int 10, Wis 10, Cha 6

**SQ** fast movement

**Feats** Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Power Attack

**Skills** Climb +12, Jump +12, Listen +7, Survival +5,

**Possessions** combat gear plus mithral chain shirt, masterwork spiked chain and +1 spiked chain

When not raging, Grug has the following statistics:

**AC** 18, touch 14, flat-footed 18

**hp** 43 (4 HD)

**Fort** +8, **Ref** +2, **Will** +0

**Melee** spiked chain +9 (2d4+7/x2)

**Ranged** javelin +6 (1d6+4/x2)

**Grp** +8

**Abilities** Str 18, Con 15

**Skills** Climb +10, Jump +10



## APPENDIX 3 – APL 6

### ENCOUNTER 7 –WAVE 3

**UNGK, YRRT0, ZERB (RAGING) CR 4**

Male Orc Barbarian 2/Fighter 2

CE Medium humanoid (orc)

**Init** +6; **Senses** Darkvision 60 ft.; Listen +7, Spot +0

**Languages** Common, Orc

**AC** 17, touch 12, flat-footed 17

(+2 Dex, +5 armor, +2 deflection, -2 raging)

**hp** 51 (4 HD)

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

**Weakness** light sensitivity

**Speed** 30 ft. in breastplate (6 squares), base movement 40 ft.

**Melee** glaive +12 (1d10+10/x3)

**Ranged** javelin +6 (1d6+6/x2)

**Space** 5 ft.; **Reach** 10 ft.

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

**Atk Options** power attack, rage 1/day (7 rounds)

**Special Actions** uncanny dodge

**Combat Gear** potion of cure moderate wounds, potion of shield of faith +2 (already used)

**Abilities** Str 22, Dex 14, Con 19, Int 10, Wis 10, Cha 6

**SQ** fast movement

**Feats** Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (Glaive)

**Skills** Climb +8, Jump +8, Listen +7, Survival +5,

**Possessions** combat gear plus breastplate, masterwork glaive and +1 glaive

When not raging, these NPCs have the following statistics:

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

**hp** 43 (4 HD)

**Fort** +8, **Ref** +2, **Will** +0

**Melee** glaive +10 (1d10+7/x3)

**Ranged** javelin +6 (1d6+4/x2)

**Grp** +8

**Abilities** Str 18, Con 14

**Skills** Climb +6, Jump +6

### ENCOUNTER 7 – WAVE 4

**SSSH CR 6**

Male Kobold Sorcerer 6

NE Small humanoid (reptilian)

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

**Languages** Common, Draconic

**AC** 17, touch 16, flat-footed 15

(+1 size, +2 Dex, +1 natural, +3 deflection)

**hp** 25 (6 HD);

**Fort** +4, **Ref** +5, **Will** +7

**Weakness** light sensitivity

**Speed** 30 ft. (6 squares)

**Melee** dagger +1 (1d3-3/19-20x2)

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

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

**Combat Gear** potion of cure light wounds, potion of shield of faith +3 (already used), scroll of *ice dagger* (x2), scroll of *hail of stone* (x2), scroll of *chain missile* (x2)

**Sorcerer Spells Known** (CL 6th):

3rd (4/day)— *ray of exhaustion* (DC 16)

2nd (6/day)— *false life*, *glitterdust* (DC 16)

1st (7/day)— *charm person* (DC 14), *grease* (DC 15), *magic missile*, *ray of enfeeblement*

0 (6/day)— *acid splash*, *dancing lights*, *flare* (DC 13), *mage hand*, *mending*, *prestidigitation*, *ray of frost*

**Abilities** Str 4, Dex 14, Con 12, Int 10, Wis 12, Cha 17

**Feats** Improved Initiative, Point Blank Shot, Spell Focus (conjuration)

**Skills** Concentration +10, Knowledge (arcana) +3, Spellcraft +2

**Possessions** combat gear plus vest of resistance +1, small dagger and spell component pouch

**GRUG (RAGING) CR 6**

Male Orc Barbarian 2/Fighter 4

CE Medium Humanoid (orc)

**Init** +2; **Senses** Darkvision 60 ft.; Listen +7, Spot +0

**Languages** Common, Orc

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

(+2 Dex, +5 armor, +4 deflection, -2 raging)

**hp** 73 (6 HD)

**Fort** +12, **Ref** +4, **Will** +4

**Weakness** light sensitivity

**Speed** 40 ft. in chain shirt (8 squares), base movement 40 ft.

**Melee** spiked chain +14/+9 (2d4+12/x2)

**Ranged** javelin +8 (1d6+6/x2)

**Space** 5 ft.; **Reach** 10 ft.

**Base Atk** +6; **Grp** +12

**Atk Options** power attack, rage 1/day (7 rounds)

**Special Actions** uncanny dodge

**Combat Gear** potion of cure serious wounds, potion of shield of faith +4 (already used)

**Abilities** Str 22, Dex 14, Con 19, Int 10, Wis 10, Cha 6

**SQ** fast movement

**Feats** Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

**Skills** Climb +14, Jump +14, Listen +7, Survival +5,

**Possessions** combat gear plus +1 mithral chain shirt, vest of resistance +1, masterwork spiked chain and +1 spiked chain

When not raging, Grug has the following statistics:

**AC** 20, touch 16, flat-footed 20

**hp** 61 (6 HD); **Fort** +10, **Will** +2

**Melee** spiked chain +12/+7 (2d4+9/x2)  
**Ranged** javelin +8 (1d6+4/x2)

**Grp** +10; **Abilities** Str 18, Con 15  
**Skills** Climb +12, Jump +12

## APPENDIX 4 – APL 8

### ENCOUNTER 7 –WAVE 3

#### UNGK, YRRT0, ZERB (RAGING) CR 6

Male Orc Barbarian 2/Fighter 4  
CE Medium humanoid (orc)  
**Init** +6; **Senses** Darkvision 60 ft.; Listen +7, Spot +0  
**Languages** Common, Orc

**AC** 19, touch 14, flat-footed 19  
(+2 Dex, +5 armor, +4 deflection, -2 raging)

**hp** 73 (6 HD)

**Fort** +12, **Ref** +4, **Will** +4

**Weakness** light sensitivity

**Speed** 40 ft. in mithral breastplate (8 squares), base movement 40 ft.

**Melee** glaive +14/+9 (1d10+12/x3)

**Ranged** javelin +8 (1d6+6/x2)

**Space** 5 ft.; **Reach** 10 ft.

**Base Atk** +6; **Grp** +12

**Atk Options** power attack, rage 1/day (7 rounds)

**Special Actions** uncanny dodge

**Combat Gear** potion of cure moderate wounds, potion of shield of faith +4 (already used)

**Abilities** Str 22, Dex 14, Con 19, Int 10, Wis 10, Cha 6  
**SQ** fast movement

**Feats** Combat Reflexes, Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (Glaive), Weapon Specialization (glaive)

**Skills** Climb +12, Jump +12, Listen +7, Survival +5,

**Possessions** combat gear plus *vest of resistance* +1, mithral breastplate, masterwork glaive and +1 *glaive*

When not raging, these NPCs have the following statistics:

**AC** 21, touch 16, flat-footed 21

**hp** 61 (6 HD)

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

**Melee** glaive +12/+7 (1d10+9/x3)

**Ranged** javelin +8 (1d6+4/x2)

**Grp** +10

**Abilities** Str 18, Con 14

**Skills** Climb +12, Jump +10

### ENCOUNTER 7 – WAVE 4

#### SSESH CR 8

Male Kobold Sorcerer 8  
NE Small humanoid (reptilian)  
**Init** +6; **Senses** Darkvision 60 ft.; Listen +1, Spot +1  
**Languages** Common, Draconic

**AC** 23, touch 18, flat-footed 21  
(+1 size, +2 Dex, +5 natural, +5 deflection)

**hp** 33 (8 HD);

**Fort** +6, **Ref** +7, **Will** +10

**Weakness** light sensitivity

**Speed** 30 ft. (6 squares)

**Melee** dagger +2 (1d3-3/19-20x2)

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

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

**Combat Gear** potion of cure serious wounds, potion of barkskin +4 (already used), potion of shield of faith +5 (already used), scroll of *ice dagger* (x2), scroll of *hail of stone* (x2), scroll of *chain missile* (x2), scroll of *vortex of teeth* (x2)

**Sorcerer Spells Known** (CL 8th):

4th (4/day)— *bestow curse* (DC 19)

3rd (6/day)— *fireball* (DC 18), *ray of exhaustion* (DC 18)

2nd (7/day)— *false life*, *glitterdust* (DC 18), *mirror image*

1st (8/day)— *charm person* (DC 16), *grease* (DC 17), *magic missile*, *ray of enfeeblement*, *true strike*

0 (6/day)— *acid splash*, *dancing lights*, *detect magic*, *flare* (DC 15), *mage hand*, *mending*, *prestidigitation*, *ray of frost*

**Abilities** Str 4, Dex 14, Con 12, Int 10, Wis 12, Cha 20

**Feats** Improved Initiative, Point Blank Shot, Spell Focus (conjunction)

**Skills** Concentration +12, Knowledge (arcana) +5, Spellcraft +2

**Possessions** combat gear plus vest of resistance +3, cloak of charisma +2, small dagger and spell component pouch

#### GRUG (RAGING) CR 8

Male Orc Barbarian 2/Fighter 4/ Occult Slayer 2  
CE Medium Humanoid (orc)

**Init** +6; **Senses** Darkvision 60 ft.; Listen +5, Spot +0

**Languages** Common, Orc

**AC** 23, touch 15, flat-footed 23

(+2 Dex, +5 armor, +5 deflection, +3 natural, -2 raging)

**hp** 101 (8 HD)

**Fort** +15, **Ref** +6, **Will** +9 (add +1 if spell or spell-like ability)

**Weakness** light sensitivity

**Speed** 40 ft. in chain shirt (8 squares), base movement 40 ft.

**Melee** spiked chain +16/+11 (2d4+10/x2)

**Ranged** javelin +10 (1d6+6/x2)

**Space** 5 ft.; **Reach** 10 ft.

**Base Atk** +8; **Grp** +14

**Atk Options** power attack, rage 1/day (8 rounds), vicious strike, weapon bond

**Special Actions** uncanny dodge, mind over magic

**Combat Gear** potion of barkskin +3 (already used), potion of cure serious wounds, potion of shield of faith +5 (already used)

**Abilities** Str 22, Dex 14, Con 20, Int 10, Wis 10, Cha 6

**SQ** fast movement

**Feats** Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Power Attack, Weapon Focus (spiked chain)

**Skills** Climb +8, Jump +12, Knowledge (arcana) +4, Listen +5, Spellcraft +7, Survival +1,

**Possessions** combat gear plus +1 mithral chain shirt, vest of resistance +3, masterwork spiked chain and +1 spiked chain

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When not raging, Grug has the following statistics:

**AC** 25, touch 17, flat-footed 25

**hp** 85 (8 HD)

**Fort** +13, **Will** +7

**Melee** spiked chain +14/+9 (2d4+9/x2)

**Ranged** javelin +10 (1d6+4/x2)

**Grp** +12

**Abilities** Str 18, Con 16

**Skills** Climb +6, Jump +10

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**Special Quality:** Weapon Bond (Su): +d6 damage vs. spell casters and creatures with spell-like abilities.

**Special Quality:** Magical Defense (Ex): +1 to saves vs. spells and spell-like abilities.

**Special Quality:** Mind Over Magic (Su): 1/day – cause spell to rebound onto the caster as per the *spell turning* spell (7 levels turned).

**Special Attack:** Vicious strike (Ex): A readied attack to disrupt a spellcaster does double damage.

## APPENDIX 5 – APL 10

### ENCOUNTER 7 –WAVE 3

**UNGK, YRRT0, ZERB (RAGING) CR 8**

Male Orc Barbarian 2/Fighter 6

CE Medium humanoid (orc)

**Init** +6; **Senses** Darkvision 60 ft.; Listen +7, Spot +0

**Languages** Common, Orc

**AC** 21, touch 15, flat-footed 21

(+2 Dex, +6 armor, +5 deflection, -2 raging)

**hp** 103 (8 HD)

**Fort** +16, **Ref** +7, **Will** +7

**Weakness** light sensitivity

**Speed** 40 ft. in mithral breastplate (8 squares), base movement 40 ft.

**Melee** glaive +18/+13 (1d10+15/x3)

**Ranged** javelin +10 (1d6+8/x2)

**Space** 5 ft.; **Reach** 10 ft.

**Base Atk** +8; **Grp** +16

**Atk Options** power attack, rage 1/day (8 rounds), shock trooper

**Special Actions** uncanny dodge

**Combat Gear** potion of bull's strength (already used), potion of cure moderate wounds, potion of shield of faith +5 (already used)

**Abilities** Str 26, Dex 14, Con 20, Int 10, Wis 10, Cha 6

**SQ** fast movement

**Feats** Combat Reflexes, Improved Bull Rush, Improved Initiative, Power Attack, Shock Trooper, Weapon Focus (Glaive), Weapon Specialization (glaive)

**Skills** Climb +16, Jump +16, Listen +7, Survival +5,

**Possessions** combat gear plus vest of resistance +3, +1 mithral breastplate, masterwork glaive and +1 glaive

When not raging, these NPCs have the following statistics:

**AC** 21, touch 16, flat-footed 21

**hp** 61 (6 HD)

**Fort** +14, **Ref** +7, **Will** +5

**Melee** glaive +16/+11 (1d10+12/x3)

**Ranged** javelin +10 (1d6+6/x2)

**Grp** +14

**Abilities** Str 18, Con 14

**Skills** Climb +12, Jump +10

### ENCOUNTER 7 – WAVE 4

**SSESH CR 10**

Male Kobold Sorcerer 10

NE Small humanoid (reptilian)

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

**Languages** Common, Draconic

**AC** 23, touch 18, flat-footed 21

(+1 size, +2 Dex, +5 natural, +5 deflection)

**hp** 67 (10 HD);

**Fort** +9, **Ref** +8, **Will** +11

**Weakness** light sensitivity

**Speed** 30 ft. (6 squares)

**Melee** dagger +3 (1d3-3/19-20x2)

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

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

**Combat Gear** potion of cure serious wounds, potion of barkskin +4 (already used), potion of shield of faith +5 (already used), scroll of *ice dagger* (x2), scroll of *hail of stone* (x2), scroll of *chain missile* (x2), scroll of *vortex of teeth* (x2)

**Sorcerer Spells Known** (CL 10th):

5th (4/day)— *dominate person* (DC 21)

4th (6/day)— *bestow curse* (DC 20), *dimension door*

3rd (7/day)— *dispel magic*, *fireball* (DC 19), *ray of exhaustion* (DC 19)

2nd (8/day)— *false life*, *glitterdust* (DC 19), *mirror image*, *scorching ray*

1st (8/day)— *charm person* (DC 17), *grease* (DC 18), *magic missile*, *ray of enfeeblement*, *true strike*

0 (6/day)— *acid splash*, *dancing lights*, *detect magic*, *flare* (DC 16), *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*

**Abilities** Str 4, Dex 14, Con 16, Int 10, Wis 12, Cha 22

**Feats** Improved Initiative, Point Blank Shot, Precise Shot, Spell Focus (conjuration)

**Skills** Concentration +16, Knowledge (arcana) +5, Spellcraft +4

**Possessions** combat gear plus vest of resistance +3, amulet of health +4, cloak of charisma +4, small dagger and spell component pouch

**GRUG (RAGING) CR 10**

Male Orc Barbarian 2/Fighter 4/ Occult Slayer 4

CE Medium Humanoid (orc)

**Init** +6; **Senses** Darkvision 60 ft.; Listen +5, Spot +0

**Languages** Common, Orc

**AC** 23, touch 15, flat-footed 23

(+2 Dex, +5 armor, +5 deflection, +3 natural, -2 raging)

**hp** 123 (10 HD)

**Fort** +16, **Ref** +7, **Will** +10 (add +2 if spell or spell-like ability)

**Weakness** light sensitivity

**Speed** 40 ft. in chain shirt (8 squares), base movement 40 ft.

**Melee** spiked chain +20/+15 (2d4+15/x2)

**Ranged** javelin +12 (1d6+8/x2)

**Space** 5 ft.; **Reach** 10 ft.

**Base Atk** +10; **Grp** +18

**Atk Options** power attack, rage 1/day (8 rounds), vicious strike, weapon bond

**Special Actions** uncanny dodge, mind over magic 2/day

**Combat Gear** potion of barkskin +3 (already used), potion of cure serious wounds, potion of shield of faith +5 (already used)

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**Abilities** Str 26, Dex 14, Con 20, Int 10, Wis 10, Cha 6  
**SQ** fast movement

**Feats** Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

**Skills** Climb +10, Jump +14, Knowledge (arcana) +4, Listen +5, Spellcraft +11, Survival +1,

**Possessions** combat gear plus +1 mithral chain shirt, vest of resistance +3, belt of giant strength +4, masterwork spiked chain and +1 spiked chain

---

When not raging, Grug has the following statistics:

**AC** 25, touch 17, flat-footed 25

**hp** 103 (10 HD)

**Fort** +14, **Will** +8

**Melee** spiked chain +18/+13 (2d4+12/x2)

**Ranged** javelin +12 (1d6+6/x2)

**Grp** +16

**Abilities** Str 22, Con 16

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**Skills** Climb +8, Jump +12

**Special Quality:** Weapon Bond (Su): +d6 damage vs. spell casters and creatures with spell-like abilities.

**Special Quality:** Magical Defense (Ex): +2 to saves vs. spells and spell-like abilities.

**Special Quality:** Mind Over Magic (Su): 2/day – cause spell to rebound onto the caster as per the *spell turning* spell (9 levels turned).

**Special Quality:** Auravision (Su): As a free action, see magic auras (as per *detect magic*, but not strength and type) up to 60 ft.

**Special Quality:** Nondetection cloak (Su): Gains magical protection from divinations equivalent to a *nondetection* spell (caster level 4<sup>th</sup>), only affects the occult slayer and possessions.

**Special Attack:** Vicious strike (Ex): A readied attack to disrupt a spellcaster does double damage.

## DM AID: NEW RULES

### NEW FEATS

#### **Shock Trooper [Tactical] (*Complete Warrior*, p. 112)**

**Prerequisites:** Improved Bull Rush, Power Attack, base attack bonus +6.

**Benefit:** The Shock Trooper feat enables the use of three tactical maneuvers.

*Directed Bull Rush:* To use this maneuver, you must make a successful bull rush attempt as part of a charge. For every square you push your foe back, you may also push that foe one square to the left or right.

*Domino Rush:* To use this maneuver, you must make a successful bull rush attempt that forces a foe into the same square as another foe. You may make a free trip attempt against both foes at the same time, and neither foe gets a chance to trip you if your attempt fails.

*Heedless Charge:* To use this maneuver, you must charge and make the attack at the end of the charge using your Power Attack feat. The penalty you take on your attack roll must be –5 or worse. In addition to normal charge modifiers (which give you a –2 AC penalty to AC and a +2 bonus on the attack roll), you can assign any portion of the attack roll penalty from Power Attack to your Armor Class instead, up to a maximum equal to your base attack bonus.

**Special:** A fighter may select Shock Trooper as one of his fighter bonus feats.

### NEW SPELLS

#### ***Hail of Stone (Spell Compendium)***

Conjuration (Creation) [Earth]

**Level:** Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 round

**Range:** Medium (100 ft. +10 ft. /level)

**Area:** Cylinder (5-ft. radius, 40 ft. high)

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

*You hold the jade chip before you and blow on it as you end the spell. The chip flares with a green flame and vanishes as rocks begin to fall on your pursuers.*

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

*Material Component:* A piece of jade worth at least 5 gp.

#### ***Ice Dagger (Spell Compendium)***

Evocation (Cold)

**Level:** Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. +5 ft. /level)

**Effect:** Dagger of ice

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

*The melted ice cupped in your palm crystallizes into a daggerlike shard of ice that then flies at your foe, exploding into a ball of icy fragments at its feet.*

The ice dagger created by this spell launches itself at a target. Treat the attack as a thrown splash weapon (*PH* 158) that requires a ranged touch attack to hit. It deals 1d4 points of cold damage to the target per caster level (maximum 5d4), and splash damage of 1 point of cold to adjacent creatures.

*Material Component:* A few drops of water made from melted ice.

### **Chain Missile (Spell Compendium)**

Evocation (Force)

**Level:** Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft. /level)

**Target:** One creature, plus one more creature/2 levels (each of which must be within 30 ft. of the primary target)

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

*Bolts of pale blue energy spring forth from your finger and slam into the desired target. An instant later, the bolts bounce away toward other creatures, slamming into each one.*

Missiles of magical energy dart from your fingertip to unerringly strike a creature. The missiles strike one creature initially, and then spring to other targets. Each missile deals 1d4+1 points of force damage. One missile strikes the primary target per two caster levels, to a maximum of ten missiles. After the missiles strike, they ricochet to a number of targets up to the number of missiles created by the spell. Each secondary target takes 1d4+1 points of damage as if struck by a *magic missile*. You choose the secondary targets, but all must be within 30 feet of the primary target, and no secondary target can be struck more than once. Missiles without a secondary target do not ricochet off the primary target.

Spells, items and abilities that protect against magic missile (such as the shield spell or a brooch of shielding) also protect against this spell. If the primary target has this sort of protection, the spell has no effect against it but still ricochets to secondary targets. If spell resistance causes the spell to fail against the primary target, it has no effect at all.

### **Vortex of Teeth (Spell Compendium)**

Evocation (Force)

**Level:** Druid 4, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft. /level)

**Area:** Hollow cylinder (40-ft. radius, 20 ft. high, with a 5-ft. radius safe zone at the center)

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

*A huge school of transparent piranhas swims rapidly through the air in the area you indicate. These magic fish are made of force, and tear into the bodies of creatures as though ravenous.*

Creatures in the area take 3d8 points of damage per round at the beginning of your turn. Because this is a force spell, it harms incorporeal creatures.

*Material Component:* A fish tooth.



## **PLAYER HANDOUT #1 – DID NOT PLAY MASSACRE AT CLEAR SKY**

I have made a series of inquiries about adventurers, and your name has come up several times in juxtaposition with a series of favorable comments. I wish to hire your services for what I hope will be a swift and uncomplicated journey. I would like to have an escort from the Stark Mounds to the town of Clear Sky in the cantrev of Melgorn. I regret that I can only pay you 200 lions at the moment, but I should be able to provide you with some sort of additional remuneration at a point in the not so distant future. If you are so interested, please meet me at the old watchtower three miles west of Moundgnomery.

Yours truly,

C

## **PLAYER HANDOUT #2 – PLAYED MASSACRE AT CLEAR SKY**

It has been some years since we first met, but I hope that you still remember me as someone who helped you in a time of need. I wish to hire your services for what I hope will be a swift and uncomplicated journey. I would like to have an escort from the Stark Mounds to the town of Clear Sky in the cantrev of Melgorn. I have a debt to pay there. I regret that I can only pay you 200 lions at the moment, but I should be able to provide you with some sort of additional remuneration at a point in the not so distant future. If you are so interested, please meet me at the old watchtower three miles west of Moundgnomery. I do hope you will be able to help me in my hour of need.

Yours truly,

C

## **PLAYER HANDOUT #3 – RULES OF CLEAR SKY**

**Everyone eats.**

**Everyone pays.**

**Everyone speaks.**

**No one fights.**

**No one steals.**

**Everyone fights.**

**Otherwise, live as you will, and let others do the same.**

**If you are not a half-orc, live somewhere else.**

**If you espouse the worship of Wastri the Hopping Prophet,  
we will treat you like we would treat a worshipper of  
Gruumsh One-Eye.**