

GRM6-08

Coming Home

A One-Round D&D® LIVING GREYHAWK™

Gran March Regional Adventure

Version 1.1

by Pete Winz and M. Sean Molley

Reviewer: Gran March Triad

Circle Reviewer: Steven Conforti

Playtesters: Greg Gershowitz, Joe Masdon, Sherrie Masdon, Josh Pelkey, Nick Perch

All Lortenford celebrates the return of a favorite son. Captain Trellheim Ennister has come home and brings along his bride-to-be, but do the pealing bells perhaps signal something more foul afoot? Sometimes coming home is more difficult than one foresees. A Gran March regional adventure for APLs 2-12.

Note: This adventure will be of particular interest to members of the Gran March military.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at pjf@cetlink.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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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:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely 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.
3. 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.
4. 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.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Gran March. Characters native to Gran March 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 who 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

Lieutenant Trellheim Ennister first appeared in the adventure *Caravan Duty*, in which he commanded caravan guards escorting a shipment of supplies bound for the front in the war against the giants in Geoff. While the caravan traveled through the Dim Forest, a large force of goblins attacked and made off with a wagon full of alchemist's fire. The PCs recovered the stolen wagon and uncovered a clue to the identity of the instigator of the theft – a note signed only "K."

Lt. Ennister appeared again in the adventure *The Patrol*. That adventure was removed from play due to irregularities in the review process but the events therein are considered part of campaign history and so PCs who played it participated in the events therein even if they received no rewards for doing so. At that time, the PCs were sent on a mission to patrol the Dim Forest. They captured a wizened kobold named Kenningamek, who carried a number of coded scrolls and claimed to be a mere messenger for the Warlord of the Dim Forest. Lt. Ennister dispatched a file to escort Kenningamek and copies of the messages to Fort Endurance. He ordered the PCs to scout out an alleged enemy encampment while he and the remainder of his command completed the patrol route. The PCs found the enemy camp recently abandoned and discovered on their way to the rendezvous point that the file escorting Kenningamek had been destroyed by magical fire. Upon reaching the rendezvous, they found the remainder of Lt. Ennister's command slaughtered. Lt. Ennister's headless body had been nailed to a tree and used for target practice. Using information they found in the Lieutenant's journal, they were able to find the coded messages and set out to Fort Endurance. The PCs encountered Kenningamek once again as he ordered his minions to attack and kill them before teleporting away. The PCs defeated them, delivered the coded messages to Warden Gault Stalmir, and returned Ennister's body to his family in Lortenford. Lt. Ennister was returned to life and was promoted to Captain.

Capt. Ennister appeared again in *When Sunlight Turns to Ashes* (the Year 3 Dragon*Con battle interactive). Kenningamek's failure to stop the road through the Dim Forest left his previous giant benefactors less than pleased with him and so he sought a new patron. Kenningamek found employment with one of the original Death Knights, Rezinar (who had appeared in the Battle of Orlane interactive in Year 2). Rezinar seeks to establish a new Occluded Empire under his own rule. Ancient prophecies indicate that one who is of the blood of Kas who had died and been brought back to life under a particular astrological conjunction could be used to unlock a cache of magic of inestimable power. Although

he does not know it, Captain Ennister is of that bloodline and his death and return to life occurred under the conjunction. Rezinar sought to capture Captain Ennister to complete his ritual, but was thwarted by the PCs at the battle interactive.

Rezinar is becoming impatient to achieve his rise to power and seeks once again to capture Capt. Ennister in order to complete his ritual. He has found out that Ennister has retired from the Gran March Army and has returned to Lortenford to marry and settle down. Kenningamek has been dispatched with elite forces under his command to bring Capt. Ennister back.

ADVENTURE SUMMARY

Introduction – The PCs are either invited to a wedding (if they know Capt. Ennister from one of his previously mentioned appearances), have heard about a big party in Lortenford and decided to attend, or are simply passing through. The streets are filled with people drinking and making merry. Bells begin to ring, but not in celebration. The PCs hear screams. The wedding party is under attack.

Encounter 1 – The PCs have a chance to intervene against some of the attackers or to help get the women and children to safety.

Encounter 2 – When the battle is done, Capt. Ennister tells the PCs that his wife and brother have been taken and he has other responsibilities to see to first. He asks the PCs to follow the raiders to mark their trail.

Encounter 3 – The trail leads to a teleport circle guarded by demons. If the PCs choose not to follow, the adventure ends.

Encounter 4 – The PCs find themselves in a stone room with a single passage leading out. At the end of the hallway is a large chamber with a great number of enemies. If the PCs do not attack, they overhear a conversation between Kenningamek and Rezinar. Their minions made a mistake in taking Ennister's brother – they need Capt. Ennister. But perhaps the situation can be salvaged if Capt. Ennister will give himself up in return for his bride and brother. If the PCs choose to attack, they will almost certainly be captured and will be sent as messengers to Capt. Ennister (resulting in Conclusion C). Kenningamek and Rezinar leave the fighting to their minions.

Encounter 5 – Lt. Ennister and Nihrsicca are taken to a cell, escorted by ranger-classed hobgoblins with animal companions. The PCs may choose to either attack the guards or wait for them to leave in order to free the prisoners.

Encounter 6 – The PCs must find the exit. If they have not previously defeated the guards from Encounter 5, they encounter them on their way out.

Encounter 7 – The PCs likely trigger an *alarm* as they exit the caverns. Once they are out, the PCs find themselves somewhere in the Dim Forest. If the *alarm* has sounded, Lt. Ennister decides he must create a decoy trail to give the rest enough of a lead to make it to safety. If some PCs either accompany him or convince him to let them undertake the decoy mission in his place, they must use survival and stealth skills to avoid capture. Capture results in Conclusion B or C, depending on whether Lt. Ennister is with them.

Encounter 8 – The PCs encounter Worolan Ethelos, who offers to lead them to Fort Endurance if they are lost. If they go to Fort Endurance, they are debriefed. Military PCs who report the location of Kenningamek's lair up the chain of command receive a Commendation.

Conclusion – There are three possible outcomes depending on whether the PCs are successful in rescuing the prisoners and whether any of them are captured.

A) If the PCs are able to rescue both Lt. Ennister and Nihrsicca, Capt. Ennister will not fall into the hands of Kenningamek and Rezinar. Capt. Ennister's father, who has been brought to life using a *raise dead* spell while the PCs were pursuing the raiders, will be grateful (PCs will receive an Elector's Influence Point).

B) If any PCs are captured but Lt. Ennister and Nihrsicca are rescued, captured PCs will be rescued at a later date, suffering TU loss. Capt. Ennister's father will be grateful (PCs will receive an Elector's Influence Point).

C) If Lt. Ennister or Nihrsicca remain in captivity, Capt. Ennister will turn himself in to Rezinar and Kenningamek (forwarding the Death Knight's plot). If any PCs are captured as well, they will be used as messengers to convey the hostage exchange offer. Elector Ennister will not grant the PCs any favors as a result (no Influence Point will be awarded).

PREPARATION FOR PLAY

Check to see if the PCs have played the following adventures to determine whether they know some of the NPCs who appear in this adventure.

Caravan Duty – Capt. Ennister, Feodor Birkit

Under Siege – Worolan Ethelos

The Patrol – Capt. Ennister, Worolan Ethelos

When Sunlight Turns to Ashes – Capt. Ennister

Any PCs who know Capt. Ennister from previous play should be given Player Handout #1 (The Wedding Invitation).

INTRODUCTION

Determine whether PCs who have received wedding invitations intend to attend the ceremony itself or only

the celebration that follows. Tell those that attend the ceremony that it is a beautiful event with many important citizens of Gran March in attendance. After the ceremony is over, Captain Ennister invites the PCs to join the celebratory crowds along the main street through town while he shakes the hands of all the nobles in attendance before they retire to the keep of the Baron. Capt. Ennister tells them that he'll catch up with them later.

For PCs that are not invited to the wedding, find out if they would come to Lortenford if they were told of a big wedding party with free food and drink. If not, tell them that personal business or travel has happened to take them to Lortenford today and that traffic is unusually heavy. When the PCs are ready to begin, read or paraphrase the following:

The autumn sun shines out of the clear sky upon the cobbled streets of Lortenford, which are filled with people dressed in all manner of festive garb. Everyone is drinking and dancing. As you press through the crowd, a bell begins to ring to the north and others around the city join in until it seems that every bell in town must be ringing at once. A great cheer goes up from the people as mugs, cups, and bottles are all raised in toasts. The bells quiet down enough that you can hear some of them from nearby folk, "To the happy couple!" "The Captain and his fair bride!"

A thickset man in the parade dress uniform of the Tarlington Horse Archers is leading a horse nearby. At the cheers and toasts, he gets a somewhat dejected look and says in a gravelly voice, "Oh, well, too late once again. At least he won't be able to dock my pay." He breaks into a sardonic grin and you notice that his throat bears a large, puckered scar. The man shrugs and ties his horse to a nearby hitching post before taking an offered mug.

This is Corporal Feodor Birkit, who some of the PCs may have met in Caravan Duty (where he took a goblin crossbow bolt in the throat, but his life was saved by PCs who administered first aid before he bled to death). He recognizes any PCs who participated in the events in Caravan Duty at once and asks how they have been. As the PCs may recall, his tour of duty was almost up when they met before and he retired to his family horse farm in Barony Malthinius. He is married and has two children already (a 3-year-old boy and a 1-year-old girl). He hoped to attend Capt. Ennister's wedding and is a little disappointed that he was not in time for the ceremony.

If any PCs he does not know ask him about the reason for the people in the streets, he explains that the son of a local Elector, Captain Trellheim Ennister, is marrying the daughter of Elector Iboremar Dwilald from Hookhill and a holiday has been declared. He had hoped to attend the ceremony since he served under Capt. Ennister on caravan guard duty through the Dim Forest before the road was completed. He points to his scar and says that it

was courtesy of a goblin ambusher who shot him during that duty. "I lived, the gobbo didn't," he says with a grin.

The locals are also happy to explain the circumstances of the celebration, praising their local hero quite profusely in the process. While none of them are aware of any of his particular military exploits, they are all certain that he is a great hero and some will even make stories up if the PCs press for details. Drinks are pressed into hands and the townsfolk propose another toast for the happy couple.

ENCOUNTER 1: THE ASSAULT

After the PCs have a chance to interact a little with the celebrants, proceed with the following.

The celebration is in full swing when you hear a bell ringing from the north once again, but this time, none of the other bells in town join in. The celebrants seem slightly confused by this and look about uncertainly. A murmur arises in the distance and seems to move toward you in a wave. Soon you can make out the shouts that are being passed from one group to the next, "To arms! To arms! The wedding party is under attack!" The crowd begins to scatter.

Allow the PCs a round of action before proceeding. It is possible that PCs will use some means to get above the crowd to see what's going on (fly spell, pegasus mount, etc.). If they do, tell them that they can see a lot of activity far away at the Temple Square, but that there are several knots of activity converging on the streets nearby – one of them appears to be heading directly toward their location.

Suddenly, you see three goblins become visible coming down a street from the north. They wade into the crowd with weapons swinging. A man armed with a butcher knife attempts to defend his family. While they flee to safety, a goblin thrusts a sword into him and he goes down holding a spurting wound in his side. A woman runs by with a scalp wound pouring blood across her face, screaming the name "Cindal!" again and again.

Judging by the screams and chaotic movement further up and down the street, there must be more attackers nearby.

DM Map #1 gives a possible layout for the street scene at the time the goblins appear. Feel free to draw anything you like, but make sure to insert some defenseless citizens into the mix.

Corporal Birkit immediately goes to his horse and mounts it. If the PCs are not already organizing a defense, he shouts orders to the locals to get the women and children rounded up and for the men to get ready to defend them. He orders some of the men to prepare a barricade from the tables bearing food and drink and

orders others to gather whatever weapons they can from nearby buildings. He defers to PCs if they are in uniform showing higher rank than his own or if they appear to be particularly authoritative and sensible. The PCs can choose to attack or to set up a defense (see Tactics below).

If anyone attempts to approach the wounded man, the goblins see this as an attempt at organized resistance and attack. The man is at -6 hp currently (if the PCs seem interested in his condition, roll standard stabilization checks each round; if not, just describe him expiring quietly after four rounds). The woman is hysterical. She's looking for her six-year-old daughter, who got separated from her in the confusion. PCs who attempt to locate the girl may attempt spot checks each round at DC20 to find her in the confusion.

APL 2 (EL 4)

♣ **Male Goblin Rogue2:** hp 11; see Appendix 1.

♣ **Male Hobgoblin Fighter1 (x2):** hp 12; see Appendix 1.

APL 4 (EL 6)

♣ **Male Goblin Rogue4:** hp 24; see Appendix 2.

♣ **Male Hobgoblin Fighter2 (x2):** hp 19; see Appendix 2.

APL 6 (EL 8)

♣ **Male Goblin Rogue6:** hp 35; see Appendix 3.

♣ **Male Hobgoblin Fighter4 (x2):** hp 34; see Appendix 3.

APL 8 (EL 10)

♣ **Male Goblin Rogue8:** hp 46; see Appendix 4.

♣ **Male Hobgoblin Fighter6 (x2):** hp 49; see Appendix 4.

APL 10 (EL 12)

♣ **Male Goblin Rogue10:** hp 57; see Appendix 5.

♣ **Male Hobgoblin Fighter8 (x2):** hp 64; see Appendix 5.

APL 12 (EL 14)

♣ **Male Goblin Rogue12:** hp 68; see Appendix 5.

♣ **Male Hobgoblin Fighter10 (x2):** hp 79; see Appendix 5.

Tactics: If the PCs do not choose to attack immediately, the goblins' tactics can be seen after two rounds of observation. They are not committing to an all-out attack but rather seem to be attacking in a fashion to maximize panic and disorder while keeping close to routes of escape. They do not continue to attack their victims until they're dead, but rather strike them once or twice to inflict visible wounds and then allow them to

flee. They look to the north frequently as if awaiting reinforcements or a signal of some kind.

These goblins and hobgoblins have been tasked with creating a distraction while the primary attack is conducted against the wedding party itself. Their second priority is to stop any counterattacks that appear to be forming. If they see any organized opposition that is not purely defensive, they will become serious about their attacks in order to break it before it becomes too much of a threat to their overall mission.

If the goblins are attacked or move against the PCs because they appear to be organizing a counterattack, the goblins work together to concentrate on single foe at a time. One fighter attempts to trip while the other waits for the opportunity to attack the prone foe (if the first fighter fails to trip, the second will also attempt to trip the chosen foe). Once a foe is prone, the fighters will Power Attack if they have that feat at the given APL. The rogue attempts to move into a flanking position without exposing himself to too many attackers at once.

Treasure: See individual NPC entries by APL in the Appendices and the Treasure Summary at the end of the adventure.

Developments: If the PCs take up a purely defensive position, they will find that the goblins do not attack them directly. After 5 rounds, a horn sounds and the goblins begin to withdraw. If the PCs do attack and overwhelm their foes, they will be able to move toward the wedding party itself, where a pitched battle is raging. In this case, describe scenes of destruction and mayhem as the PCs advance. Because of their original distance from the action, they will not be able to arrive in time to stop the goblins from taking Capt. Ennister's brother and wife prisoner.

If the PCs attempt to *teleport* to the Temple Square immediately, they are delayed for a round by an *anticipate teleport* spell. After their arrival, they are engaged by one of the strike teams if they have not already defeated one (use the same combatants as before).

ENCOUNTER 2: KIDNAPPED!

After the battle is over, a call goes out.

A voice shouts out, "Attention! Attention! All able-bodied men are to gather in the temple square. All soldiers and militia members are hereby activated for duty. Equip yourselves and report immediately." The call to arms is repeated as the crier moves up the street.

The temple square is a scene of carnage even beyond that of the street where the PCs had been previously. The goblins here were under orders to kill as many as quickly as possible. There are many dead people in fancy dress and not a few goblins and hobgoblins as well. Soldiers in Gran March uniform are collecting the dead. The

wounded have already been taken elsewhere for treatment.

A sergeant approaches the PCs and tells them that the Captain would like to speak with them. If they go, proceed with the following.

You are escorted to what would appear to be a temporary command post inside the Temple of Heironeous. There, you see a tall blonde, blue-eyed man in torn formal garb with a ceremonial sword belted to his waist. Although he is covered in blood, little of it appears to be his. He is listening as a priest of Heironeous speaks, "I can bring your father back from the Battle Lord's realm immediately, if you like, but it is traditional to speak with him on the other side beforehand to determine his will in the matter. I can do the same for your brother tomorrow."

"Let it be done as you suggest. Thank you," he responds. He turns to you as the sergeant whispers something in his ear.

Capt. Ennister's reaction to the PCs will depend on whether he knows them and how they responded to the threat in Encounter 1. If he knows the PCs, he greets them warmly and tells them he is very glad to see them. If the PCs attacked and defeated the foes from Encounter 1, he will compliment them on their quick and decisive action and tell them that he has an additional favor to request. If they acted purely defensively and did not engage the foe, he will be slightly cold toward them but will remain polite. If this is the case, he has some questions about their bravery, but they are the best candidates he can call upon at the moment and cowardice should not interfere in the mission he has for them. After a little interaction based on his opinion of the PCs, proceed with the following.

"I have a request to make and I have little time. The attacking forces have taken my wife and one of my brothers. We were unable to prevent their withdrawal to the north. I have sent word to alert the Baronial Pride and am gathering members of my militia company, the 1st Lortenford Reserve Squadron, but I need to make sure that they can be tracked in the mean time. I ask you to set out in pursuit immediately. Try to keep them in sight and mark your trail. They do not have much of a head start, but I fear that they may obscure their trail while our forces gather.

Do not grow overbold, the enemies that remain are very capable and I don't believe that a small force such as yours would be able to overcome them. I thought I saw an old nemesis of mine among them. A wizened kobold who goes by the name Kenningamek. If you see him, do not engage him under any circumstances. He once slew an entire File under my command with a single spell.

Will you do this for me?"

Capt. Ennister is prepared to answer some questions, but doesn't want to waste time. He believes that so long as the goblins do not take the time to conceal their trail, it should be easy to follow them and if the PCs start out immediately, they should be able to get close enough for visual contact before the goblins have time to do so. There are quite a few goblins and some of them are wounded, so he believes it should be pretty easy to follow their trail for the moment. If the PCs have no trackers and express concern about their ability to follow the attackers, he will offer the use of a hunting dog. He also offers horses if the PCs need them (riding horses and ponies are the only mounts he has available at the moment, however). He estimates that sufficient forces should gather and organize within about two hours, so the PCs should be careful not to be detected and should anticipate that it will take at least that much time for their allies to catch up.

Here are some answers to questions that the PCs may ask.

What happened? The ceremony had been completed and he was at the head table talking to his father when the attack came. The goblins appeared to be well organized and moved immediately to capture his wife and brother, who were dancing together at the time. He, his family, and the Elector's File moved to engage, but were not able to stop the kidnappers from escaping with their prisoners. His father and oldest brother were killed in the battle, but the priests say that they can be raised.

Why were your wife and brother taken captive? Capt. Ennister has no idea. He fought against Kenningamek's minions while he was in the army, and was killed in action once, but he doesn't see any reason why Kenningamek would do this.

Are you commanding us to go? Capt. Ennister says that he has no authority to command the PCs. He is the fourth son of the Elector and even if his father declines to return to life, he has brothers ahead of him in the line of succession. He is a Captain of the local militia and when the Lieutenant of the Elector's File activated all able-bodied men, he assumed temporary command as the highest ranking officer present. However, as soon as the Baronial Pride arrives, he will no longer be in command and so he does not wish to take any actions that might be seen as overstepping his authority. Requesting volunteers for a scouting mission should not be a problem.

Are we being paid? Capt. Ennister gives the PC who asks this question a look of pure disdain and says that he is sure that his father, the Elector, will be most grateful for their assistance but that if they follow his instructions, they should be in little danger.

When the PCs are ready to go, proceed to Encounter 3.

ENCOUNTER 3: INTO THE UNKNOWN

No tracking check is actually required to follow the trail out of town.

The trail leaving the temple square is obvious despite the paved streets. Streaks of blood and dropped loot mark the path plainly enough that you can follow at high speed. Once you leave Lortenford itself, the trail remains clear as it cuts through a field of wheat toward a copse of trees atop a small hill. You can see a couple of straggling goblins moving into the cover of the trees in the distance. They are moving quickly and are not looking behind them.

The trees that the goblins moved into are 500 feet away. A number of demons left as a rear guard hide in the trees near the bottom of the hill (the demons are Rezinar's contribution to the mission).

APL 2 (EL 3)

🔥 **Dretch** (x2): hp 13; see *Monster Manual*, page 42.

APL 4 (EL 5)

🔥 **Dretch** (x4): hp 13; see *Monster Manual*, page 42.

APL 6 (EL 7)

🔥 **Babau**: hp 66; see *Monster Manual*, page 40.

🔥 **Dretch** (x3): hp 13; see *Monster Manual*, page 42.

APL 8 (EL 9)

🔥 **Babau** (x3): hp 66; see *Monster Manual*, page 40.

APL 10 (EL 11)

🔥 **Hezrou**: hp 138; see *Monster Manual*, page 44.

APL 12 (EL 13)

🔥 **Glabrezu**: hp 174; see *Monster Manual*, page 43.

Tactics: The demons look for a fire-breathing dragon tattoo on the right cheek of their potential victims. They attack anyone who does not have one. They are charged with guarding the hill, so they will not pursue fleeing victims for more than 1 round after they leave the hill itself.

Treasure: None.

Developments: After the PCs have defeated the demons, they may observe the hill more closely. They see nothing unusual about the area and even can hear the sounds of birds and small animals going about their normal lives. There is a small clearing at the top of the hill, but they cannot see or hear the goblins. A Track check (DC 7) reveals that the trail ends abruptly at the edge of the clearing.

Kenningamek cast *teleport circle* here in the clearing and he and the goblins have gone through it into his lair. Since the spell has no obvious signs, the PCs have no indication of where the goblins have gone. Anyone entering the *teleport circle* is transported immediately to the spell's destination (go to Encounter 4). If the PCs do not enter and seem at a loss as to what to do next, have a squirrel enter the spell's area and disappear.

Kenningamek has left the spell active so that stragglers may still make it back. He doesn't expect many, but those in the attacking force are some of his best and most loyal followers, so he wants to give them a chance to rejoin him. However, he estimates that it will not be safe to leave the spell running for more than 20 minutes after his main force enters. Of course, short of divinations, the PCs have no way of knowing this.

Once all of the PCs have entered the *teleport circle*, proceed to the next encounter. If any PCs decline to enter, the adventure ends for them. Calculate their experience and rewards based on the encounters they have completed thus far and give them their AR.

ENCOUNTER 4: THE PLAN EXPLAINED

You find yourselves in a roughly carved circular stone room 30 feet across and 30 feet high. Continual flame spells cast upon protecting points of rock light the room dimly. The only exit is a stone opening 20 feet tall and 10 feet wide. You can hear the sounds of a loud, but somewhat distant discussion coming through the exit.

Map #2 (Kenningamek's Lair) shows the general layout of the complex. The *teleport circle* takes the PCs to the chamber at the end of the passage labeled "D." The passage out of the arrival chamber extends for approximately 40 feet before opening into an even larger chamber.

Kenningamek and Rezinar are discussing the kidnapping mission results in the next room. It will take a Listen check (DC 30) to be able to make out their conversation from within this room (see below for details on the conversation, but you will need to skip any visual information).

The PCs can observe the main cavern from the entrance with little chance of being spotted, provided that they don't do anything foolish. This area is used by Kenningamek as an audience chamber and has been set up to provide lighting and acoustics that favor seeing and hearing those at the focal point, where he and Rezinar stand now. If the PCs are near the entrance to the large cavern, they can see and hear everything (no checks required).

If the PCs decide to interrupt the read-aloud text, they may do so, but the consequences could be severe (see the optional combat information below).

The room ahead is roughly 70 feet in diameter and has a ceiling over 40 feet high. The floor slopes upward gently from where you stand to the side opposite. Continual flame spells light the area. There are few at your end of the chamber, leaving this area dim and shadowy, but there are plenty at the other end, making it very easy to see what is happening there. Two figures stand within the brightly lit area, with over a dozen more gathered around at a respectful distance. The two figures are a study in contrasts. The one to the right is over 6 feet tall and dressed in black armor. Its face is a blackened skull covered with strips of shriveled, rotting flesh. It has two red pinpoints for eyes. It is missing its left hand. The figure on the left is a kobold who is relatively tall for his race, standing over 2.5 feet high. His leathery skin hangs loosely upon his frame, indicating his advanced years.

Any PCs who played The Patrol will recognize the second figure as Kenningamek.

"It is a minor setback," says the kobold, sounding much like a yapping dog.

The other speaks in a deep, crackling voice that sends a chill down your spine, "Minor setback?! I told you, we need the heir of Kas! This one has the right blood, but he is not the scion of prophecy.

"I could lop off his head and raise him, if that's all it takes."

"No! The stars are no longer right and will not be again for another century. He cannot serve as the vessel. He is useless to me!"

The kobold wrings his hands and speaks in a placating tone, "Far from it! I am sure that the one you require would exchange himself for these two. Humans are so sentimental."

"Very well. See to it at once!"

The skeletal figure exits through a nearby archway. The kobold turns to the others standing near him.

"You three, take the prisoners to the holding cells, then continue your regular patrols," he says, pointing to three hobgoblins who have [dogs at APL 2; wolves at APL 4, 6, or 8; or dire wolves at APL 10 or 12] with them. "You others may go rest. Tomorrow you will take messages to my armies to tell them that it is time to gather. Make it clear that I expect them all to arrive here within the week. You have failed me once, do not fail me again!"

The kobold turns and goes out through a small passageway to the left. The three guards prod their prisoners toward an exit on your right while the

other goblins leave through an archway on the opposite side of the cavern.

After the others are gone, the guards with the prisoners stop. One of them growls something in a guttural language and kicks the male prisoner viciously. One of the others holds out a hand and speaks. They exchange some words and then all of the hobgoblins join in the beating while the female prisoner cowers in fear nearby.

Any PCs who speak goblin can hear the exchange under the same rules as above. The first hobgoblin said to Lt. Ennister, "It's all your fault. All you humans look alike." The second hobgoblin says, "The boss needs it alive." The first responds, "True, but we can beat it until it's almost dead, can't we?" "Well, maybe not that bad, but we can always say it tried to get away."

If the PCs intervene after everyone but the guards are gone, proceed to Encounter 5. If the PCs do not intervene, the guards beat Lt. Ennister for a bit and then one of them takes the prisoners down to the cells while the other two wait by the entrance (location C on Map #2). It takes about two minutes for the guard to lock up the prisoners and return. The guards then start on their patrol route (see Encounter 5).

DM Map #2 (Kenningamek's Lair) shows the general layout of the cavern. The following is a key to that map.

Passage A – This is the passage used by Kenningamek. It is so narrow that any creature of size medium is squeezed and creatures of size large or greater may not pass.

Passage B – This is the passage used by Rezinar.

Passage C – This is the passage through which the prisoners are taken.

Passage D – This passage leads to the arrival chamber.

Passage E – This passage leads out of the cavern to the outside world.

Passage F – This passage leads to the goblin barracks.

OPTIONAL COMBAT

If the PCs decide to attack at any time prior to the departure of Kenningamek, Rezinar, and the majority of their minions, they will face an almost overwhelming force.

Be certain to ask if the PCs are certain they wish to do this, before beginning this combat. If after this inquiry the players back down from interrupting box text, then continue with that text. Otherwise, if they are certain they want to do this, continue.

APL 2 (EL 9)

♣ **Male Goblin Rogue2 (x3):** hp 11; see Appendix 1.

👉 **Male Hobgoblin Fighter₂ (x4):** hp 19; see Appendix 1.

👉 **Male Hobgoblin Ranger₂ (x3):** hp 16; see Appendix 1.

👉 **Dog (x3):** hp 6; see *Monster Manual*, page 271.

APL 4 (EL 11)

👉 **Male Goblin Rogue₄ (x3):** hp 24; see Appendix 2.

👉 **Male Hobgoblin Fighter₄ (x4):** hp 34; see Appendix 2.

👉 **Male Hobgoblin Ranger₄ (x3):** hp 29; see Appendix 2.

👉 **Wolf Animal Companion (x3):** hp 26; see Appendix 2.

APL 6 (EL 13)

👉 **Male Goblin Rogue₆ (x3):** hp 35; see Appendix 3.

👉 **Male Hobgoblin Fighter₆ (x4):** hp 49; see Appendix 3.

👉 **Male Hobgoblin Ranger₆ (x3):** hp 42; see Appendix 3.

👉 **Wolf Animal Companion (x3):** hp 39; see Appendix 3.

APL 8 (EL 15)

👉 **Male Goblin Rogue₈ (x3):** hp 46; see Appendix 4.

👉 **Male Hobgoblin Fighter₈ (x4):** hp 64; see Appendix 4.

👉 **Male Hobgoblin Ranger₈ (x3):** hp 55; see Appendix 4.

👉 **Dire Wolf Animal Companion (x3):** hp 45; see *Monster Manual*, page 65 and Appendix 4.

APL 10 (EL 17)

👉 **Male Goblin Rogue₁₀ (x3):** hp 57; see Appendix 5.

👉 **Male Hobgoblin Fighter₁₀ (x4):** hp 79; see Appendix 5.

👉 **Male Hobgoblin Ranger₁₀ (x3):** hp 68; see Appendix 5.

👉 **Dire Wolf Animal Companion (x3):** hp 45; see *Monster Manual*, page 65 and Appendix 5.

APL 12 (EL 19)

👉 **Male Goblin Rogue₁₂ (x3):** hp 68; see Appendix 5.

👉 **Male Hobgoblin Fighter₁₂ (x4):** hp 94; see Appendix 5.

👉 **Male Hobgoblin Ranger₁₂ (x3):** hp 81; see Appendix 6.

👉 **Dire Wolf Animal Companion (x3):** hp 68; see Appendix 6.

Tactics: Kenningamek and Rezinar leave the fighting to their minions, who they believe to be more than up to the task. Kenningamek instructs them to capture the PCs so that they can carry the message to Capt. Ennister. He says that he needs at least one alive and more or less in one piece but one will be sufficient. Kenningamek and Rezinar take their leave at this point. The goblins try to make maximum use of flanking and tripping to place their foes at a disadvantage.

Treasure: See individual NPC entries by APL in the Appendices and the Treasure Summary at the end of the adventure.

Developments: If the PCs choose to rescue the prisoners, go to Encounter 5. If they choose to leave immediately without a rescue, go to Encounter 6. If they attack the assembled forces and somehow prevail, go to Encounter 6 but paraphrase from this point on because there is no pursuit even if the *alarm* spell is triggered. If they are captured, go to Conclusion C.

ENCOUNTER 5: JAILBREAK

The PCs can choose to attack immediately or to wait until the guards leave for their patrol. It takes about 2 minutes for the guard to lock up the prisoners and emerge from the passage again. From there, the guard patrol proceeds to the exit to the outside (Passage E on Map #2) and then returns to the center of the main cavern after 2 minutes.

Continual flames cast upon knobs of rock every 20 feet light the roughly hewn passage that leads down to the cell area. The passage is only about 5 feet wide and 8 feet high. It curves to the right and slopes downward sharply, so visibility is limited to 20 feet. Dire wolves in the passage are squeezed.

Each prisoner is locked in a separate cell. If the PCs have not gotten the keys from the guards, they will need to pick the lock or break the door.

🔒 **Locked Strong Wooden Door:** 2 in. thick, hardness 5, hp 20, break DC 25, open locks DC 25.

If the PCs free the prisoners without fighting the guards and do not have an alternate means to leave the caverns, they will still need to get past the patrolling guards to reach the exit. The patrol route runs between the exit and the center of the audience chamber, taking about 2 minutes to complete the route.

APL 2 (EL 5)

👉 **Male Hobgoblin Ranger₂ (x3):** hp 16; see Appendix 1.

👉 **Dog (x3):** hp 6; see *Monster Manual*, page 271.

APL 4 (EL 7)

🔥 **Male Hobgoblin Ranger**₄ (x3): hp 29; see Appendix 2.

🔥 **Wolf Animal Companion** (x3): hp 26; see Appendix 2.

APL 6 (EL 9)

🔥 **Male Hobgoblin Ranger**₆ (x3): hp 42; see Appendix 3.

🔥 **Wolf Animal Companion** (x3): hp 39; see Appendix 3.

APL 8 (EL 11)

🔥 **Male Hobgoblin Ranger**₈ (x3): hp 55; see Appendix 4.

🔥 **Dire Wolf Animal Companion** (x3): hp 45; see *Monster Manual*, page 65 and Appendix 4.

APL 10 (EL 13)

🔥 **Male Hobgoblin Ranger**₁₀ (x3): hp 68; see Appendix 5.

🔥 **Dire Wolf Animal Companion** (x3): hp 45; see *Monster Manual*, page 65 and Appendix 5.

APL 12 (EL 15)

🔥 **Male Hobgoblin Ranger**₁₂ (x3): hp 81; see Appendix 6.

🔥 **Dire Wolf Animal Companion** (x3): hp 68; see Appendix 6.

Tactics: The guards prefer to fight in somewhat open ground so that they can establish flanking positions with their animal companions. They have their animal companions attack first, hoping that the opponent will be tripped and easier to hit.

Treasure: See individual NPC entries by APL in the Appendices and the Treasure Summary at the end of the adventure.

Developments: The sequence of events starts with the guards in the main chamber near the entrance to the cell chamber (Passage C on Map #2). After the guards finish beating Lt. Ennister, one guard with his animal companion takes the prisoners down to the cells while the other two guards wait above. Once the prisoners are locked up, the guards proceed on their patrol route (going back and forth between the exit to the cavern at the end of Passage E and the center of the main cavern). The guards carry keys to the cells. If the PCs choose to wait until the guards leave, they will need to find another way to open the doors. Each prisoner is in a separate cell.

ENCOUNTER 6: EXIT

The PCs need to find the way out of the cavern complex. If they observed the meeting between Kenningamek and Rezinar, they may be able to guess which passage leads out by a process of elimination. They can use Track checks in front of each of the exits to see what kind of traffic has gone through each.

Passage A – Track DC 21 reveals that a single small humanoid has passed out through here recently. Track DC 22 reveals that it has come and gone this way several times over the last 24 hours.

Passage B – Track DC 20 reveals that a single medium-sized humanoid in metal armor has passed out through here recently. Track DC 21 reveals that it has come and gone this way several times over the last 24 hours.

Passage C – Track DC 18 reveals that a small group of humanoids accompanied by some wolves passed out through here recently and that fewer humanoids and the same number of wolves came back.

Passage D – Track DC 17 reveals that a large group of humanoids along with some wolves passed into the large cavern from here but there are no tracks leading out unless the PCs made some.

Passage E – Track DC 18 reveals that a small group of humanoids accompanied by some wolves have passed in and out through here frequently over the last 24 hours.

Passage F – Track DC 17 reveals that many humanoids and a number of wolves have passed through here in each direction over the last 24 hours.

If the PCs explore passages A or B, they find that each extends for 30 feet, ending in a locked iron door.

🔒 **Locked Iron Door:** 2 in. thick, hardness 10, hp 60, break DC 28, open locks DC 30.

Passage A leads to the personal quarters of Kenningamek and passage B leads to the personal quarters of Rezinar. Both NPCs have left the complex to put elements of their plan in motion. They have not left anything valuable here.

If the PCs proceed down Passage F, they find the humanoids from Encounter 4 (minus the guards on patrol) fast asleep. These guards do not awaken unless they are attacked, the *alarm* sounds (see below), or they are otherwise provoked.

Passage E is the exit passage. It extends about 40 feet and widens from a 10-foot diameter at the cavern end to a 20-foot diameter exit. Unlike the rest of the complex, there are no *continual flame* spells in this passage, but light passing through the camouflage netting that covers the exit provides dim light throughout. The patrol group goes down this passage to within about 5 feet of the exit and then turns around and goes back into the complex.

(PCs making a Track check DC 18 can see that the patrols turn just before the opening).

Have the PCs make a Spot check (DC 20). A successful check reveals a small hole 15 feet up on the right wall 10 feet from the opening. The hole is a 1-foot diameter passage extending 30 feet to connect to the barracks room (acting as a sound conduit, see below).

The camouflage netting has an audible *alarm* spell cast upon it (18th level caster). If the *alarm* is triggered, the humanoids in the barracks room awaken, but their orders are to set up a defense in the main cavern (under the assumption that the *alarm* indicates an attack from outside rather than someone from inside escaping). The PCs get a two-minute head start before the pursuit is organized. Even if the PCs have left the dead bodies of the prisoners in plain sight, the guards have their orders and will follow them until given new ones.

If the PCs exit through this passage and make their way overland to civilization, they can report the location of Kenningamek's lair to the Gran March authorities (activated veterans and members of the Gran March military receive a Commendation for doing so).

If the PCs trip the *alarm*, proceed to Encounter 7. If they manage to bypass it, proceed to Encounter 8.

ENCOUNTER 7: PURSUIT

The PCs emerge from the cavern to find themselves on the side of a hill in a heavily forested area. The trees are huge and their branches meet overhead to form a canopy through which very little light penetrates. Even PCs who have never been to the Dim Forest before can recognize the place from the descriptions they've heard in stories or tavern tales. The PCs have a two-minute head start before the pursuit begins. If the PCs seem to be at a loss for what to do, Lt. Ennister takes command and tells everyone that they need to move away as quickly as possible, preferably to the east, as he believes that this would be the shortest route out. Anyone with 5 ranks of Survival can automatically tell in which direction true north lies. The Lieutenant has no idea which direction is east, but he will choose a direction and proceed with confidence if no one else seems to know which way to go. After the PCs have gotten moving, proceed with the following.

You have pushed hard to put as much distance as you can between yourselves and the caverns from which you escaped, but the unintelligible shouts and the howling of wolves from your pursuers have been gaining ground with each passing minute.

You reach a small stream and Lt. Ennister holds up a hand for you to stop.

"We cannot evade them forever. They know this ground and we do not. Their dogs have undoubtedly found our scent and they can see much better than

we can in this infernal dark. The rest of you follow this stream while I lead them away. You at least may escape if I can distract them long enough. Take Nihrsicca back to my brother."

He turns to his sister in law, "I wish you and Trellheim many happy years together. Fare well."

The PCs may attempt to convince Lt. Ennister that they would be better decoys. He will gladly accept any volunteers who wish to accompany him (telling them that he is sure that his brother will appreciate their sacrifice), but the PCs will need to succeed in a DC 20 diplomacy check to convince him not to go. If they can make a case that they are better able to evade the enemy through skills or spells, give them a +2 circumstance bonus on their check. If they mention that they overheard the leaders saying that he and Nihrsicca were to be traded for Capt. Ennister so that the leaders could carry out some nefarious plot, give them an additional +2 circumstance bonus. If they are lower-ranked members of the military and suggest that it is necessary for the superior officer to report or that it is their duty to facilitate his escape over their own, give them another additional +2 circumstance bonus on their check. You may also apply additional circumstance bonuses as you see fit (arguments that appeal to his sense of duty and to logical tactics will help, but arguments that appeal to his personal sense of self-preservation do not). If a PC who outranks him (Lieutenant with four years in grade, or higher rank) gives him an order, he will comply. Lt. Ennister is willing to pause for a little discussion, but not much. It is imperative that they keep moving or everyone will be captured. Let the PCs state their case and make the check and then move on.

Use the humanoids from the optional combat in Encounter 4 as the pursuers. If Lt. Ennister acts alone as a decoy, he is captured. If the PCs are with him, allow them to work together to hide from the pursuit (use the PCs' Hide and Move Silent checks rather than having him roll separately). The pursuers are spread out, so it is only necessary to fool the hobgoblin rangers and their animal companions. The PCs may attempt to conceal their trail (making the Track check DC 20 instead of DC 15). If the trackers make their checks, they close with the PCs. Roll Spot and Listen checks for each ranger and his animal companion opposed by the worst PC Hide and Move Silent checks. If the PCs have some magical or supernatural means by which they can cause a break in the trail (*dimension door*, *druid trackless step* ability, etc.), they can evade capture without having to make any checks.

If the pursuers catch up to the PCs and detect them, they offer to take them alive, but if the PCs resist, their remains will be fed to the dogs, never to be found. If the PCs want to fight and there is insufficient time to run the combat, tell the PCs out of character that the opposing force is overwhelming and that it is not possible for them to escape.

If Lt. Ennister is captured, use Conclusion C. If the PCs are captured but Lt. Ennister escapes, use Conclusion B. If no one is captured, use Conclusion A.

As the PCs with Nihrsicca make their way downstream, proceed to Encounter 8.

ENCOUNTER 8: A GUIDE IS FOUND

If any PCs were part of the decoy attempt, they need to make a DC 15 Survival check to avoid getting lost. If the PCs are not lost, they are able to rejoin their comrades before nightfall. If not, they need to set up separate camps.

The sounds of pursuit have not been heard for hours but it is starting to get very, very dark.

Before long, only PCs with darkvision can see well enough to press on safely. If the PCs insist on continuing, Nihrsicca stubs her toe and falls down into the stream, complaining bitterly. When the PCs decide to set up camp, have them choose watches and ask if they start a fire. If they do, describe flickering shadows moving on the edge of the firelight. If not, describe sounds of movement from around the perimeter. Play up the spookiness if there is time remaining, but no encounters occur.

The next day, after the PCs set out again, proceed with the following.

Ahead, standing on the bank of the stream, waving to catch your attention, stands an elf armed with longsword and longbow.

“Greetings! You appear to be a long way from home.”

This is Worolan Ethelos. He originally appeared as a wounded elf who warned of a planned attack on a work gang in *Under Siege* (some PCs saved his life by healing his wounds). He also appeared in *The Patrol*, where he guided some PCs to the location of a courier and his guards (the courier was Kenningamek). If any PCs encountered him in either of those adventures, he recognizes them.

If the PCs appear lost, Worolan offers to guide them to Fort Endurance. He is going there to report on some of the activity he has seen while scouting. Many goblins and orcs are gathering. It looks like they are preparing for war.

If the PCs indicate that some of their friends were separated from them and may have been captured, he tells them to remain here for a day and he will see if he can round up any stragglers. If the separated PCs have been captured, Worolan will tell the remaining PCs of their fate.

If the PCs go to Fort Endurance, a Lieutenant takes their initial report, but quickly realizes that this is important

enough to call to the attention of Warden Gault Stalmir. If the PCs are able to relate enough detail that can be used to identify the location of Kenningamek's lair, he is quite excited and very grateful. He issues a Commendation for all Gran March military members. He arranges for transportation back to Lortenford.

If the PCs choose not to go to Fort Endurance, but do report the location of Kenningamek's lair to members of the Gran March nobility, government, or military, military PCs receive a Commendation.

CONCLUSION

There are three possible conclusions, depending on whether the PCs are able to avoid being captured and whether they are able to rescue both Nihrsicca and Lt. Irskol Ennister.

CONCLUSION A

(Everyone Escapes)

Capt. Ennister and his father, the Elector, greet the PCs warmly upon their return to Lortenford. The Elector promises that he will be forever grateful to the PCs for their assistance (the PCs receive the “Elector's Influence Point” reward).

CONCLUSION B

(PCs Captured, But NPCs Rescued)

Capt. Ennister and his father, the Elector, greet the PCs warmly upon their return to Lortenford. The Elector promises that he will be forever grateful to the PCs for their assistance (the PCs receive the “Elector's Influence Point” reward).

Since captured PCs in this situation have no trade or messenger value, Kenningamek holds them against possible future need. They are eventually freed when the Gran March army attacks his stronghold. Such PCs should receive the “Captured by Kenningamek” effect on the AR.

CONCLUSION C

(NPCs Not Rescued)

If the PCs are sent back to Lortenford to carry Kenningamek's offer to exchange the prisoners for Capt. Ennister, they are not greeted as warmly. The Elector is grateful for their service, but is so displeased with the overall state of affairs that he does not remember them fondly. Capt. Ennister goes through with the exchange and what becomes of him will be determined later.

If any PCs return to Lortenford without the prisoners because they fled without attempting to rescue them or did not go through the *teleport circle* in pursuit, the Elector will eventually find out and these PCs receive the

“Displeasure of Elector Thorgier Ennister.” This should not affect other PCs who did not show what the Elector would consider cowardice.

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 1

Defeat the goblins.

APL 2: 120 xp.
APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 3

Defeat the goblins.

APL 2: 90 xp.
APL 4: 150 xp.
APL 6: 210 xp.
APL 8: 270 xp.
APL 10: 330 xp.
APL 12: 390 xp.

Encounter 4

Defeat the optional combat.

APL 2: 270 xp.
APL 4: 330 xp.
APL 6: 390 xp.
APL 8: 450 xp.
APL 10: 510 xp.
APL 12: 570 xp.

Encounter 5

Defeat the hobgoblin rangers (cannot be awarded in addition to experience for Encounter 4).

APL 2: 150 xp.
APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.

Story Award

Keeping Lt. Ennister from being recaptured by Kenningamek's minions (by either avoiding the *alarm* spell, convincing him not to join the decoy party, or successfully evading capture).

APL 2: 90 xp.
APL 4: 135 xp.
APL 6: 180 xp.
APL 8: 225 xp.
APL 10: 270 xp.
APL 12: 315 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.
APL 12: 1,575 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: 118 gp, C: 34 gp, M: *potion of shield of faith* +2 (x4) (4 gp ea.), *potion of shield of faith* +3 (25 gp), *silversheen* (x2) (20 gp ea.), +1 *studded leather* (98 gp).

APL 4: L: 118 gp, C: 217, M: *potion of shield of faith* +3 (x4) (25 gp ea.), *potion of shield of faith* +4 (x2) (50 gp ea.), *silversheen* (x2) (20 gp ea.), +1 *studded leather* (98 gp).

APL 6: L: 414 gp, C: 147 gp, M: *potion of shield of faith* +3 (x2) (25 gp ea.), *potion of shield of faith* +4 (50 gp), *silversheen* (x2) (20 gp ea.), +1 *spiked chain* (x2) (194 gp ea.).

APL 8: L: 414 gp, C: 497 gp, M: *potion of shield of faith* +4 (x5) (50 gp ea.), *silversheen* (x4) (20 gp ea.), +1 *spiked chain* (x2) (194 gp ea.), *gloves of dexterity* +2 (333 gp).

APL 10: L: 64 gp, C: 255 gp, M: *potion of shield of faith* +5 (x6) (75 gp ea.), *silversheen* (x4) (20 gp ea.), +1 *spiked chain* (x2) (194 gp ea.), *gauntlets of ogre power* (x2) (333 gp ea.), +1 *light fortification mithral breastplate* (633 gp), *gloves of dexterity* +2 (333 gp), *goggles of minute seeing* (104 gp).

APL 12: L: 64 gp, C: 438 gp, M: *potion of shield of faith* +5 (x5) (75 gp ea.), *silversheen* (x4) (20 gp ea.), +1 *bane (human) spiked chain* (x2) (694 gp ea.), *gauntlets of ogre power* (x2) (333 gp ea.), +1 *light fortification mithral breastplate* (633 gp), *gloves of dexterity* +4 (1,333 gp), *goggles of minute seeing* (104 gp).

Encounter 4:

APL 2: L: 468 gp, C: 328 gp, M: *potion of shield of faith* +3 (x11) (25 gp ea.), *potion of shield of faith* +4 (x6) (50 gp ea.), *silversheen* (x4) (20 gp ea.), +1 *studded leather* (x3) (98 gp ea.).

APL 4: L: 359 gp, C: 778 gp, M: *potion of shield of faith* +3 (x4) (25 gp ea.), *potion of shield of faith* +4 (x6) (50 gp ea.), *potion of shield of faith* +5 (x6) (75 gp ea.), *silversheen* (x8) (20 gp ea.), +1 *studded leather* (x3) (98 gp ea.).

APL 6: L: 1,330 gp, C: 1,632 gp, M: *potion of shield of faith* +4 (x11) (50 gp ea.), *potion of shield of faith* +5 (x6) (75 gp ea.), *silversheen* (x8) (20 gp ea.), +1 *spiked chain* (x4) (194 gp ea.), +1 *longsword* (x3) (193 gp ea.).

APL 8: L: 1,253 gp, C: 998 gp, M: *potion of shield of faith* +4 (x3) (50 gp ea.), *potion of shield of faith* +5 (x14) (75 gp ea.), *silversheen* (x8) (20 gp ea.), +1 *spiked chain* (x4) (194 gp ea.), *gauntlets of ogre power* (x4) (333 gp ea.), *gloves of dexterity* +2 (x3) (333 gp ea.), +1 *longsword* (x3) (193 gp ea.), +1 *short sword* (x3) (192 gp ea.), *dust of appearance* (x3) (150 gp ea.).

APL 10: L: 203 gp, C: 1,773 gp, M: *potion of shield of faith* +5 (x20) (75 gp ea.), *silversheen* (x8) (20 gp ea.), +1 *bane (human) spiked chain* (x4) (694 gp ea.), *gauntlets of ogre power* (x4) (333 gp ea.), +1 *light fortification mithral breastplate* (x3) (633 gp ea.), *gloves of dexterity* +2 (x3) (333 gp ea.), *goggles of minute seeing* (x3) (104 gp ea.), +1 *longsword* (x3) (193 gp ea.), +1 *short sword* (x3) (192 gp ea.), *dust of appearance* (x3) (150 gp ea.), *amulet of mighty fists* +1 (x3) (500 gp ea.).

APL 12: L: 203 gp, C: 557 gp, M: *potion of shield of faith* +5 (x17) (75 gp ea.), *silversheen* (x8) (20 gp ea.), +1 *bane (human) spiked chain* (x4) (694 gp ea.), *belt of giant strength* +4 (x4) (1,333 gp ea.), +1 *light fortification mithral breastplate* (x3) (633 gp ea.), *gloves of dexterity* +4 (x3) (1,333 gp ea.), *goggles of minute seeing* (x3) (104 gp ea.), +1 *flaming longsword* (x3) (693 gp ea.), +1 *frost short sword* (x3) (692 gp ea.), *dust of appearance* (x3) (150 gp ea.), *amulet of mighty fists* +1 (x3) (500 gp ea.).

Encounter 5:

APL 2: L: 200 gp, C: 0 gp, M: *potion of shield of faith* +4 (x6) (50 gp ea.).

APL 4: L: 200 gp, C: 350 gp, M: *potion of shield of faith* +5 (x6) (75 gp ea.).

APL 6: L: 121 gp, C: 500 gp, M: *potion of shield of faith* +5 (x6) (75 gp ea.), +1 *longsword* (x3) (193 gp ea.).

APL 8: L: 44 gp, C: 500 gp, M: *potion of shield of faith* +5 (x6) (75 gp ea.), +1 *longsword* (x3) (193 gp ea.), +1 *short sword* (x3) (192 gp ea.), *dust of appearance* (x3) (150 gp ea.).

APL 10: L: 44 gp, C: 800 gp, M: *potion of shield of faith* +5 (x6) (75 gp ea.), +1 *longsword* (x3) (193 gp ea.), +1 *short sword* (x3) (192 gp ea.), *dust of appearance* (x3) (150 gp ea.), *amulet of mighty fists* +1 (x3) (500 gp ea.).

APL 12: L: 44 gp, C: 300 gp, M: *potion of shield of faith* +5 (x6) (75 gp ea.), +1 *flaming longsword* (x3) (693 gp ea.), +1 *frost short sword* (x3) (692 gp ea.), *dust of appearance* (x3) (150 gp ea.), *amulet of mighty fists* +1 (x3) (500 gp ea.).

Total Possible Treasure (Maximum Reward Allowed)

Please note that the opponents in Encounter 5 are included in the optional combat in Encounter 4 and treasure cannot be awarded from both encounters. The totals below reflect this.

APL 2: L: 586 gp, C: 362 gp, M: 1128 gp – Total: 2076 gp (450 gp).

APL 4: L: 477 gp, C: 995 gp, M: 1642 gp – Total: 3114 gp (650 gp).

APL 6: L: 1744 gp, C: 1779 gp, M: 3043 gp – Total: 6566 gp (900 gp).

APL 8: L: 1667 gp, C: 1495 gp, M: 7083 gp – Total: 10,245 gp (1,300 gp).

APL 10: L: 267 gp, C: 2028 gp, M: 14,622 gp – Total: 16,917 gp (2,300 gp).

APL 12: L: 267 gp, C: 995 gp, M: 26,397 gp – Total: 27,659 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Elector's Influence Point:** You have earned the gratitude of Elector Thorgier Ennister for your service to his family. This Influence Point may be used per the current Gran March rules governing the use of Elector's Influence Points. If the PC also earned **Captured by Kenningamek**, this Influence Point may be used twice. Mark this Influence as USED when it has been spent.

☛ **Military Commendation:** For your efforts in locating the lair of Kenningamek, scourge of the Dim Forest, you have been awarded a Commendation.

✂ **Captured by Kenningamek:** You have been the long-term guest of the self-styled Warlord of the Dim Forest. While his ministrations left no permanent marks on your flesh, they almost certainly left permanent impressions upon your psyche. This adventure costs an additional 4 TUs to represent your time in captivity. If you do not have sufficient TUs remaining in this campaign year, subtract the excess TUs at the beginning of the next campaign year. Your imprisonment grants you access to acquire the Badge of Bondage feat (*Dragon* #315).

✂ **Displeasure of Elector Thorgier Ennister:** For your failure to assist his family in time of need, Elector Thorgier Ennister bears you great enmity. This has no in-game effect at present, but may have implications in future adventures.

Item Access

APL 2:

- *Silversheen* (*Adventure; Dungeon Master's Guide*)

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

- *Potion of Shield of Faith* +5 (*Adventure; Dungeon Master's Guide*)

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

- *Mithral Breastplate* (*Adventure; Dungeon Master's Guide*)

APL 8 (all of APLs 2, 4, 6 plus the following):

- *Dust of Appearance* (*Adventure; Dungeon Master's Guide*)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- +1 *Bane (Human) Spiked Chain* (*Adventure; Dungeon Master's Guide*)
- +1 *Light Fortification Mithral Breastplate* (*Adventure; Dungeon Master's Guide*)
- *Amulet of Mighty Fists* +1 (*Adventure; Dungeon Master's Guide*)
- *Goggles of Minute Seeing* (*Adventure; Dungeon Master's Guide*)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- +1 *Flaming Longsword* (*Adventure; Dungeon Master's Guide*)
- +1 *Frost Short Sword* (*Adventure; Dungeon Master's Guide*)
- *Belt of Giant Strength* +4 (*Adventure; Dungeon Master's Guide*)
- *Gloves of Dexterity* +4 (*Adventure; Dungeon Master's Guide*)

APPENDIX 1 – APL 2

ENCOUNTER 1

Male Goblin Rogue2: Small Humanoid (Goblinoid); CR 2; HD 2d6+2; hp 11; Init +3; Spd 30 ft.; AC 18, touch 14, flat-footed 15 (+3 Dex, +1 size, +4 +1 *studded leather*); Base Atk/Grp: +1/-2; Atk +4 melee (1d4+1, masterwork rapier); Full Atk +4 melee (1d4+1, masterwork rapier); SA Sneak attack +1d6; SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +6, Will +0; Str 13, Dex 16, Con 13, Int 12, Wis 10, Cha 6.

Skills & Feats: Disable Device +8, Escape Artist +8, Hide +12, Listen +5, Move Silently +12, Open Lock +10, Search +6, Spot +5, Tumble +8; Dodge.

Evasion (Ex): see *Player's Handbook* p. 50.

Languages: Common, Draconic, Goblin.

Possessions: +1 *studded leather*, masterwork rapier, masterwork thieves' tools, *shield of faith* +3 *potion*, 155 gp.

Description: Standing about 3-1/2 feet tall with red skin and eyes, this goblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Male Hobgoblin Fighter1: Medium Humanoid (Goblinoid); CR 1; HD 1d10+2; hp 12; Init +3; Spd 20 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 breastplate); Base Atk/Grp: +1/+3; Atk +4 melee (2d4+3, masterwork spiked chain); Full Atk +4 melee (2d4+3, masterwork spiked chain); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +3, Will +0; Str 15, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills & Feats: Hide +1, Listen +2, Move Silently +3, Spot +2; Combat Expertise, Exotic Weapon Proficiency (spiked chain).

Languages: Common, Draconic, Goblin.

Possessions: breastplate, masterwork spiked chain, *silversheen*, *shield of faith* +2 *potion* (x2), 25 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

ENCOUNTER 4

Male Goblin Rogue2: Small Humanoid (Goblinoid); CR 2; HD 2d6+2; hp 11; Init +3; Spd 30 ft.; AC 18, touch 14, flat-footed 15 (+3 Dex, +1 size, +4 +1 *studded leather*); Base Atk/Grp: +1/-2; Atk +4 melee (1d4+1, masterwork rapier); Full Atk +4 melee (1d4+1, masterwork rapier); SA Sneak attack +1d6; SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +6, Will +0; Str 13, Dex 16, Con 13, Int 12, Wis 10, Cha 6.

Skills & Feats: Disable Device +8, Escape Artist +8, Hide +12, Listen +5, Move Silently +12, Open Lock +10, Search +6, Spot +5, Tumble +8; Dodge.

Evasion (Ex): see *Player's Handbook* p. 50.

Languages: Common, Draconic, Goblin.

Possessions: +1 *studded leather*, masterwork rapier, masterwork thieves' tools, *shield of faith* +3 *potion*, 155 gp.

Description: Standing about 3-1/2 feet tall with red skin and eyes, this goblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Male Hobgoblin Fighter2: Medium Humanoid (Goblinoid); CR 2; HD 2d10+4; hp 19; Init +3; Spd 20 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 breastplate); Base Atk/Grp: +2/+4; Atk +5 melee (2d4+3, masterwork spiked chain); Full Atk +5 melee (2d4+3, masterwork spiked chain); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +3, Will +0; Str 15, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills & Feats: Hide +1, Listen +2, Move Silently +3, Spot +2; Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Trip.

Languages: Common, Draconic, Goblin.

Possessions: breastplate, masterwork spiked chain, *silversheen* (x2), *shield of faith* +3 *potion* (x2), 375 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Male Hobgoblin Ranger2: Medium Humanoid (Goblinoid); CR 2; HD 2d8+4; hp 16; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 masterwork studded leather); Base Atk/Grp: +2/+4; Atk +5 melee (1d8+2, masterwork longsword); Full Atk +3 melee (1d8+2, masterwork longsword) and +3 melee (1d6+1, masterwork short sword); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +6, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills & Feats: Handle Animal +4, Hide +8, Listen +9, Move Silently +12, Spot +9, Survival +7; Alertness, Track, Two-Weapon Fighting.

Favored Enemy (Ex): +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +2 weapon damage vs. humans.

Wild Empathy (Ex): see *Player's Handbook* p. 47.

Languages: Common, Goblin.

Possessions: masterwork studded leather, masterwork longsword, masterwork short sword, *shield of faith* +4 *potion* (x2), 0 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

ENCOUNTER 5

Male Hobgoblin Ranger2: Medium Humanoid (Goblinoid); CR 2; HD 2d8+4; hp 16; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 masterwork studded leather); Base Atk/Grp: +2/+4; Atk +5 melee (1d8+2, masterwork longsword); Full Atk +3 melee (1d8+2, masterwork longsword) and +3 melee (1d6+1,

masterwork short sword); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +6, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills & Feats: Handle Animal +4, Hide +8, Listen +9, Move Silently +12, Spot +9, Survival +7; Alertness, Track, Two-Weapon Fighting.

Favored Enemy (Ex): +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +2 weapon damage vs. humans.

Wild Empathy (Ex): see *Player's Handbook* p. 47.

Languages: Common, Goblin.

Possessions: masterwork studded leather, masterwork longsword, masterwork short sword, *shield of faith* +4 *potion* (x2), 0 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

APPENDIX 2 – APL 4

ENCOUNTER 1

Male Goblin Rogue4: Small Humanoid (Goblinoid); CR 4; HD 4d6+8; hp 24; Init +3; Spd 30 ft.; AC 18, touch 14, flat-footed 15 (+3 Dex, +1 size, +4 +1 *studded leather*); Base Atk/Grp: +3/+0; Atk +8 melee (1d4+1, masterwork rapier); Full Atk +8 melee (1d4+1, masterwork rapier); SA Sneak attack +2d6; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +7, Will +1; Str 13, Dex 16, Con 14, Int 12, Wis 10, Cha 6.

Skills & Feats: Disable Device +10, Escape Artist +10, Hide +14, Listen +7, Move Silently +14, Open Lock +12, Search +8, Spot +7, Tumble +10; Dodge, Weapon Finesse.

Evasion (Ex): see *Player's Handbook* p. 50.

Trap Sense +1 (Ex): see *Player's Handbook* p. 50.

Uncanny Dodge (Ex): see *Player's Handbook* p. 50.

Languages: Common, Draconic, Goblin.

Possessions: +1 *studded leather*, masterwork rapier, masterwork thieves' tools, *shield of faith* +4 *potion* (x2), 555 gp.

Description: Standing about 3-1/2 feet tall with red skin and eyes, this goblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Male Hobgoblin Fighter2: Medium Humanoid (Goblinoid); CR 2; HD 2d10+4; hp 19; Init +3; Spd 20 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 breastplate); Base Atk/Grp: +2/+4; Atk +5 melee (2d4+3, masterwork spiked chain); Full Atk +5 melee (2d4+3, masterwork spiked chain); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +3, Will +0; Str 15, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills & Feats: Hide +1, Listen +2, Move Silently +3, Spot +2; Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Trip.

Languages: Common, Draconic, Goblin.

Possessions: breastplate, masterwork spiked chain, *silversheen* (x2), *shield of faith* +3 *potion* (x2), 375 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

ENCOUNTER 4

Male Goblin Rogue4: Small Humanoid (Goblinoid); CR 4; HD 4d6+8; hp 24; Init +3; Spd 30 ft.; AC 18, touch 14, flat-footed 15 (+3 Dex, +1 size, +4 +1 *studded leather*); Base Atk/Grp: +3/+0; Atk +8 melee (1d4+1, masterwork rapier); Full Atk +8 melee (1d4+1, masterwork rapier); SA Sneak attack +2d6; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +7, Will +1; Str 13, Dex 16, Con 14, Int 12, Wis 10, Cha 6.

Skills & Feats: Disable Device +10, Escape Artist +10, Hide +14, Listen +7, Move Silently +14, Open Lock +12, Search +8, Spot +7, Tumble +10; Dodge, Weapon Finesse.

Evasion (Ex): see *Player's Handbook* p. 50.

Trap Sense +1 (Ex): see *Player's Handbook* p. 50.

Uncanny Dodge (Ex): see *Player's Handbook* p. 50.

Languages: Common, Draconic, Goblin.

Possessions: +1 *studded leather*, masterwork rapier, masterwork thieves' tools, *shield of faith* +4 *potion* (x2), 555 gp.

Description: Standing about 3-1/2 feet tall with red skin and eyes, this goblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Male Hobgoblin Fighter4: Medium Humanoid (Goblinoid); CR 4; HD 4d10+8; hp 34; Init +3; Spd 20 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 breastplate); Base Atk/Grp: +4/+7; Atk +9 melee (2d4+7, +1 *spiked chain*); Full Atk +9 melee (2d4+7, +1 *spiked chain*); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +4, Will +1; Str 16, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills & Feats: Hide +2, Listen +3, Move Silently +3, Spot +3; Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Trip, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Languages: Common, Draconic, Goblin.

Possessions: breastplate, +1 *spiked chain*, *silversheen*, *shield of faith* +3 *potion*, 225 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Male Hobgoblin Ranger4: Medium Humanoid (Goblinoid); CR 4; HD 4d8+8; hp 29; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 masterwork studded leather); Base Atk/Grp: +4/+6; Atk +7 melee (1d8+2, masterwork longsword); Full Atk +5 melee (1d8+2, masterwork longsword) and +5 melee (1d6+1, masterwork short sword); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +7, Will +3; Str 15, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills & Feats: Handle Animal +6, Hide +10, Listen +11, Move Silently +14, Spot +11, Survival +9; Alertness, Endurance, Natural Bond (CA), Track, Two-Weapon Fighting. ^{CA}*Complete Adventurer*.

Favored Enemy (Ex): +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +2 weapon damage vs. humans.

Wild Empathy (Ex): see *Player's Handbook* p. 47.

Animal Companion (Ex): see *Player's Handbook* p. 36.

Languages: Common, Goblin.

Ranger Spells Prepared (1, save DC = 12 + spell level): 1st – longstrider.

Possessions: masterwork studded leather, masterwork longsword, masterwork short sword, *shield of faith* +5 *potion* (x2), 700 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Wolf Animal Companion: Medium Animal; HD 4d8+8; hp 26; Init +3; Spd 50 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); Base Atk/Grp: +3/+5; Atk +5 melee (1d6+3, Bite); Full Atk +5 melee (1d6+3, Bite); SA Trip; SQ low-light vision, scent; AL N; SV Fort +6, Ref +7, Will +2; Str 15, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills & Feats: Hide +4, Listen +5, Move Silently +4, Spot +5, Survival +2 (+6 when tracking by scent); Alertness, Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Link (Ex): see *Player's Handbook* p. 36.

Share Spells (Ex): see *Player's Handbook* p. 36.

Evasion (Ex): see *Player's Handbook* p. 36.

(+3 Dex, +4 natural); Base Atk/Grp: +3/+5; Atk +5 melee (1d6+3, Bite); Full Atk +5 melee (1d6+3, Bite); SA Trip; SQ low-light vision, scent; AL N; SV Fort +6, Ref +7, Will +2; Str 15, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills & Feats: Hide +4, Listen +5, Move Silently +4, Spot +5, Survival +2 (+6 when tracking by scent); Alertness, Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Link (Ex): see *Player's Handbook* p. 36.

Share Spells (Ex): see *Player's Handbook* p. 36.

Evasion (Ex): see *Player's Handbook* p. 36.

ENCOUNTER 5

Male Hobgoblin Ranger4: Medium Humanoid (Goblinoid); CR 4; HD 4d8+8; hp 29; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 masterwork studded leather); Base Atk/Grp: +4/+6; Atk +7 melee (1d8+2, masterwork longsword); Full Atk +5 melee (1d8+2, masterwork longsword) and +5 melee (1d6+1, masterwork short sword); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +7, Will +3; Str 15, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills & Feats: Handle Animal +6, Hide +10, Listen +11, Move Silently +14, Spot +11, Survival +9; Alertness, Endurance, Natural Bond (CA), Track, Two-Weapon Fighting. ^{CAd}*Complete Adventurer*.

Favored Enemy (Ex): +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +2 weapon damage vs. humans.

Wild Empathy (Ex): see *Player's Handbook* p. 47.

Animal Companion (Ex): see *Player's Handbook* p. 36.

Languages: Common, Goblin.

Ranger Spells Prepared (1, save DC = 12 + spell level): 1st – *longstrider*.

Possessions: masterwork studded leather, masterwork longsword, masterwork short sword, *shield of faith* +5 *potion* (x2), 700 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Wolf Animal Companion: Medium Animal; HD 4d8+8; hp 26; Init +3; Spd 50 ft.; AC 17, touch 13, flat-footed 14

APPENDIX 3 – APL 6

ENCOUNTER 1

Male Goblin Rogue6: Small Humanoid (Goblinoid); CR 6; HD 6d6+12; hp 35; Init +3; Spd 30 ft.; AC 19, touch 14, flat-footed 16 (+3 Dex, +1 size, +5 mithral breastplate); Base Atk/Grp: +4/+1; Atk +9 melee (1d4+1, masterwork rapier); Full Atk +9 melee (1d4+1, masterwork rapier); SA Sneak attack +3d6; SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +8, Will +2; Str 13, Dex 16, Con 14, Int 12, Wis 10, Cha 6.

Skills & Feats: Disable Device +12, Escape Artist +12, Hide +16, Listen +9, Move Silently +16, Open Lock +14, Search +10, Spot +9, Tumble +12; Dodge, Mobility, Weapon Finesse.

Evasion (Ex): see *Player's Handbook* p. 50.

Trap Sense +2 (Ex): see *Player's Handbook* p. 50.

Uncanny Dodge (Ex): see *Player's Handbook* p. 50.

Languages: Common, Draconic, Goblin.

Possessions: mithral breastplate, masterwork rapier, masterwork thieves' tools, *shield of faith* +4 *potion*, 430 gp.

Description: Standing about 3-1/2 feet tall with red skin and eyes, this goblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Male Hobgoblin Fighter4: Medium Humanoid (Goblinoid); CR 4; HD 4d10+8; hp 34; Init +3; Spd 20 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 breastplate); Base Atk/Grp: +4/+7; Atk +9 melee (2d4+7, +1 *spiked chain*); Full Atk +9 melee (2d4+7, +1 *spiked chain*); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +4, Will +1; Str 16, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills & Feats: Hide +2, Listen +3, Move Silently +3, Spot +3; Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Trip, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Languages: Common, Draconic, Goblin.

Possessions: breastplate, +1 *spiked chain*, *silversheen*, *shield of faith* +3 *potion*, 225 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

ENCOUNTER 4

Male Goblin Rogue6: Small Humanoid (Goblinoid); CR 6; HD 6d6+12; hp 35; Init +3; Spd 30 ft.; AC 19, touch 14, flat-footed 16 (+3 Dex, +1 size, +5 mithral breastplate); Base Atk/Grp: +4/+1; Atk +9 melee (1d4+1, masterwork rapier); Full Atk +9 melee (1d4+1, masterwork rapier); SA Sneak attack +3d6; SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +8, Will +2; Str 13, Dex 16, Con 14, Int 12, Wis 10, Cha 6.

Skills & Feats: Disable Device +12, Escape Artist +12, Hide +16, Listen +9, Move Silently +16, Open Lock +14,

Search +10, Spot +9, Tumble +12; Dodge, Mobility, Weapon Finesse.

Evasion (Ex): see *Player's Handbook* p. 50.

Trap Sense +2 (Ex): see *Player's Handbook* p. 50.

Uncanny Dodge (Ex): see *Player's Handbook* p. 50.

Languages: Common, Draconic, Goblin.

Possessions: mithral breastplate, masterwork rapier, masterwork thieves' tools, *shield of faith* +4 *potion*, 430 gp.

Description: Standing about 3-1/2 feet tall with red skin and eyes, this goblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Male Hobgoblin Fighter6: Medium Humanoid (Goblinoid); CR 6; HD 6d10+12; hp 49; Init +3; Spd 20 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 breastplate); Base Atk/Grp: +6/+9; Atk +11 melee (2d4+7, +1 *spiked chain*); Full Atk +11/+6 melee (2d4+7, +1 *spiked chain*); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +5, Will +2; Str 16, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills & Feats: Hide +3, Listen +4, Move Silently +3, Spot +4; Combat Expertise, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Trip, Mobility, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Languages: Common, Draconic, Goblin.

Possessions: breastplate, +1 *spiked chain*, *silversheen* (x2), *shield of faith* +4 *potion* (x2), 1375 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Male Hobgoblin Ranger6: Medium Humanoid (Goblinoid); CR 6; HD 6d8+12; hp 42; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 masterwork studded leather); Base Atk/Grp: +6/+8; Atk +9 melee (1d8+3, +1 *longsword*); Full Atk +7/+2 melee (1d8+3, +1 *longsword*) and +7/+2 melee (1d6+1, masterwork short sword); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +8, Will +4; Str 15, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills & Feats: Handle Animal +8, Hide +12, Listen +13, Move Silently +16, Spot +13, Survival +11; Alertness, Combat Reflexes, Endurance, Improved Two-Weapon Fighting, Natural Bond (CAD), Track, Two-Weapon Fighting. ^{CAd}*Complete Adventurer*.

Favored Enemy (Ex): +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +4 weapon damage vs. humans; +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +2 weapon damage vs. elves.

Wild Empathy (Ex): see *Player's Handbook* p. 47.

Animal Companion (Ex): see *Player's Handbook* p.

36.

Languages: Common, Goblin.

Ranger Spells Prepared (2, save DC = 12 + spell level):
1st – longstrider, resist energy.

Possessions: masterwork studded leather, +1 longsword, masterwork short sword, shield of faith +5 potion (x2), 1000 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Wolf Animal Companion: Medium Animal; HD 6d8+12; hp 39; Init +3; Spd 50 ft.; AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural); Base Atk/Grp: +4/+7; Atk +8 melee (1d6+4, Bite); Full Atk +8 melee (1d6+4, Bite); SA Trip; SQ low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +3; Str 16, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills & Feats: Hide +4, Listen +6, Move Silently +4, Spot +6, Survival +2 (+6 when tracking by scent); Alertness, Improved Trip, Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+7 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Link (Ex): see Player's Handbook p. 36.

Share Spells (Ex): see Player's Handbook p. 36.

Evasion (Ex): see Player's Handbook p. 36.

Devotion (Ex): see Player's Handbook p. 36.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Wolf Animal Companion: Medium Animal; HD 6d8+12; hp 39; Init +3; Spd 50 ft.; AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural); Base Atk/Grp: +4/+7; Atk +8 melee (1d6+4, Bite); Full Atk +8 melee (1d6+4, Bite); SA Trip; SQ low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +3; Str 16, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills & Feats: Hide +4, Listen +6, Move Silently +4, Spot +6, Survival +2 (+6 when tracking by scent); Alertness, Improved Trip, Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+7 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Link (Ex): see Player's Handbook p. 36.

Share Spells (Ex): see Player's Handbook p. 36.

Evasion (Ex): see Player's Handbook p. 36.

Devotion (Ex): see Player's Handbook p. 36.

ENCOUNTER 5

Male Hobgoblin Ranger6: Medium Humanoid (Goblinoid); CR 6; HD 6d8+12; hp 42; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 masterwork studded leather); Base Atk/Grp: +6/+8; Atk +9 melee (1d8+3, +1 longsword); Full Atk +7/+2 melee (1d8+3, +1 longsword) and +7/+2 melee (1d6+1, masterwork short sword); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +8, Will +4; Str 15, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills & Feats: Handle Animal +8, Hide +12, Listen +13, Move Silently +16, Spot +13, Survival +11; Alertness, Combat Reflexes, Endurance, Improved Two-Weapon Fighting, Natural Bond (CA), Track, Two-Weapon Fighting. ^{CA}Complete Adventurer.

Favored Enemy (Ex): +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +4 weapon damage vs. humans; +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +2 weapon damage vs. elves.

Wild Empathy (Ex): see Player's Handbook p. 47.

Animal Companion (Ex): see Player's Handbook p. 36.

Languages: Common, Goblin.

Ranger Spells Prepared (2, save DC = 12 + spell level):
1st – longstrider, resist energy.

Possessions: masterwork studded leather, +1 longsword, masterwork short sword, shield of faith +5 potion (x2), 1000 gp.

APPENDIX 4 – APL 8

ENCOUNTER 1

Male Goblin Rogue8: Small Humanoid (Goblinoid); CR 8; HD 8d6+16; hp 46; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16 (+4 Dex, +1 size, +5 mithral breastplate); Base Atk/Grp: +6/+3; Atk +12 melee (1d4+1, masterwork rapier); Full Atk +12/+7 melee (1d4+1, masterwork rapier); SA Sneak attack +4d6; SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +9, Will +2; Str 13, Dex 19, Con 14, Int 12, Wis 10, Cha 6.

Skills & Feats: Disable Device +14, Escape Artist +15, Hide +19, Listen +11, Move Silently +19, Open Lock +17, Search +12, Spot +11, Tumble +15; Dodge, Mobility, Weapon Finesse.

Evasion (Ex): see *Player's Handbook* p. 50.

Trap Sense +2 (Ex): see *Player's Handbook* p. 50.

Uncanny Dodge (Ex): see *Player's Handbook* p. 50.

Improved Uncanny Dodge (Ex): see *Player's Handbook* p. 50.

Languages: Common, Draconic, Goblin.

Possessions: mithral breastplate, masterwork rapier, *gloves of dexterity* +2, masterwork thieves' tools, *shield of faith* +4 potion, 230 gp.

Description: Standing about 3-1/2 feet tall with red skin and eyes, this goblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Male Hobgoblin Fighter6: Medium Humanoid (Goblinoid); CR 6; HD 6d10+12; hp 49; Init +3; Spd 20 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 breastplate); Base Atk/Grp: +6/+9; Atk +11 melee (2d4+7, +1 *spiked chain*); Full Atk +11/+6 melee (2d4+7, +1 *spiked chain*); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +5, Will +2; Str 16, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills & Feats: Hide +3, Listen +4, Move Silently +3, Spot +4; Combat Expertise, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Trip, Mobility, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Languages: Common, Draconic, Goblin.

Possessions: breastplate, +1 *spiked chain*, *silversheen* (x2), *shield of faith* +4 potion (x2), 1375 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

ENCOUNTER 4

Male Goblin Rogue8: Small Humanoid (Goblinoid); CR 8; HD 8d6+16; hp 46; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16 (+4 Dex, +1 size, +5 mithral breastplate); Base Atk/Grp: +6/+3; Atk +12 melee (1d4+1, masterwork rapier); Full Atk +12/+7 melee (1d4+1, masterwork rapier); SA Sneak attack +4d6; SQ Darkvision 60 ft.; AL

NE; SV Fort +4, Ref +9, Will +2; Str 13, Dex 19, Con 14, Int 12, Wis 10, Cha 6.

Skills & Feats: Disable Device +14, Escape Artist +15, Hide +19, Listen +11, Move Silently +19, Open Lock +17, Search +12, Spot +11, Tumble +15; Dodge, Mobility, Weapon Finesse.

Evasion (Ex): see *Player's Handbook* p. 50.

Trap Sense +2 (Ex): see *Player's Handbook* p. 50.

Uncanny Dodge (Ex): see *Player's Handbook* p. 50.

Improved Uncanny Dodge (Ex): see *Player's Handbook* p. 50.

Languages: Common, Draconic, Goblin.

Possessions: mithral breastplate, masterwork rapier, *gloves of dexterity* +2, masterwork thieves' tools, *shield of faith* +4 potion, 230 gp.

Description: Standing about 3-1/2 feet tall with red skin and eyes, this goblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Male Hobgoblin Fighter8: Medium Humanoid (Goblinoid); CR 8; HD 8d10+16; hp 64; Init +3; Spd 20 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 breastplate); Base Atk/Grp: +8/+12; Atk +14 melee (2d4+9, +1 *spiked chain*); Full Atk +14/+9 melee (2d4+9, +1 *spiked chain*); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +8, Ref +5, Will +2; Str 19, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills & Feats: Hide +3, Listen +5, Move Silently +4, Spot +5; Combat Expertise, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Trip, Mobility, Spring Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Languages: Common, Draconic, Goblin.

Possessions: breastplate, +1 *spiked chain*, *gauntlets of ogre power*, *silversheen* (x2), *shield of faith* +5 potion (x2), 575 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Male Hobgoblin Ranger8: Medium Humanoid (Goblinoid); CR 8; HD 8d8+16; hp 55; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 masterwork studded leather); Base Atk/Grp: +8/+11; Atk +12 melee (1d8+4, +1 *longsword*); Full Atk +10/+5 melee (1d8+4, +1 *longsword*) and +10/+5 melee (1d6+2, +1 *short sword*); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +8, Ref +9, Will +4; Str 16, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills & Feats: Handle Animal +10, Hide +14, Listen +15, Move Silently +18, Spot +15, Survival +13; Alertness, Combat Reflexes, Endurance, Improved Two-Weapon Fighting, Natural Bond (CA), Track, Two-Weapon Fighting. ^{CA}*Complete Adventurer*.

Favored Enemy (Ex): +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +4 weapon damage vs. humans; +2 bonus on Bluff, Listen, Sense

Motive, Spot, and Survival checks and +2 weapon damage vs. elves.

Wild Empathy (Ex): see *Player's Handbook* p. 47.

Animal Companion (Ex): see *Player's Handbook* p. 36.

Woodland Stride (Ex): see *Player's Handbook* p. 48.

Swift Tracker (Ex): see *Player's Handbook* p. 48.

Languages: Common, Goblin.

Ranger Spells Prepared (2/1, save DC = 12 + spell level):
1st – longstrider, resist energy; 2nd – barkskin.

Possessions: masterwork studded leather, +1 longsword, +1 short sword, shield of faith +5 potion (x2), dust of appearance, 1000 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Dire Wolf Animal Companion: hp 45; see *Monster Manual*, page 65.

Link (Ex): see *Player's Handbook* p. 36.

Share Spells (Ex): see *Player's Handbook* p. 36.

ENCOUNTER 5

Male Hobgoblin Ranger8: Medium Humanoid (Goblinoid); CR 8; HD 8d8+16; hp 55; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 masterwork studded leather); Base Atk/Grp: +8/+11; Atk +12 melee (1d8+4, +1 longsword); Full Atk +10/+5 melee (1d8+4, +1 longsword) and +10/+5 melee (1d6+2, +1 short sword); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +8, Ref +9, Will +4; Str 16, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills & Feats: Handle Animal +10, Hide +14, Listen +15, Move Silently +18, Spot +15, Survival +13; Alertness, Combat Reflexes, Endurance, Improved Two-Weapon Fighting, Natural Bond (CA), Track, Two-Weapon Fighting. ^{CA}Complete Adventurer.

Favored Enemy (Ex): +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +4 weapon damage vs. humans; +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +2 weapon damage vs. elves.

Wild Empathy (Ex): see *Player's Handbook* p. 47.

Animal Companion (Ex): see *Player's Handbook* p. 36.

Woodland Stride (Ex): see *Player's Handbook* p. 48.

Swift Tracker (Ex): see *Player's Handbook* p. 48.

Languages: Common, Goblin.

Ranger Spells Prepared (2/1, save DC = 12 + spell level):
1st – longstrider, resist energy; 2nd – barkskin.

Possessions: masterwork studded leather, +1 longsword, +1 short sword, shield of faith +5 potion (x2), dust of appearance, 1000 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Dire Wolf Animal Companion: hp 45; see *Monster Manual*, page 65.

Link (Ex): see *Player's Handbook* p. 36.

Share Spells (Ex): see *Player's Handbook* p. 36.

APPENDIX 5 – APL 10

ENCOUNTER 1

Male Goblin Rogue₁₀: Small Humanoid (Goblinoid); CR 10; HD 10d6+20; hp 57; Init +4; Spd 30 ft.; AC 21, touch 15, flat-footed 17 (+4 Dex, +1 size, +6 +1 *light fortification mithral breastplate*); Base Atk/Grp: +7/+4; Atk +13 melee (1d4+1, masterwork rapier); Full Atk +13/+8 melee (1d4+1, masterwork rapier); SA Sneak attack +5d6; SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +11, Will +3; Str 13, Dex 19, Con 14, Int 12, Wis 10, Cha 6.

Skills & Feats: Disable Device +16, Escape Artist +17, Hide +21, Listen +13, Move Silently +21, Open Lock +19, Search +14, Spot +13, Tumble +15; Dodge, Mobility, Spring Attack, Weapon Finesse.

Evasion (Ex): see *Player's Handbook* p. 50.

Trap Sense +3 (Ex): see *Player's Handbook* p. 50.

Uncanny Dodge (Ex): see *Player's Handbook* p. 50.

Improved Uncanny Dodge (Ex): see *Player's Handbook* p. 50.

Crippling Strike (Ex): See *Player's Handbook* p. 51.

Languages: Common, Draconic, Goblin.

Possessions: +1 *light fortification mithral breastplate*, masterwork rapier, *goggles of minute seeing*, *gloves of dexterity* +2, masterwork thieves' tools, *shield of faith* +5 *potion* (x2), 380 gp.

Description: Standing about 3-1/2 feet tall with red skin and eyes, this goblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Male Hobgoblin Fighter₈: Medium Humanoid (Goblinoid); CR 8; HD 8d10+16; hp 64; Init +3; Spd 20 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 *breastplate*); Base Atk/Grp: +8/+12; Atk +14 melee (2d4+9, +1 *spiked chain*); Full Atk +14/+9 melee (2d4+9, +1 *spiked chain*); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +8, Ref +5, Will +2; Str 19, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills & Feats: Hide +3, Listen +5, Move Silently +4, Spot +5; Combat Expertise, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Trip, Mobility, Spring Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Languages: Common, Draconic, Goblin.

Possessions: *breastplate*, +1 *spiked chain*, *gauntlets of ogre power*, *silversheen* (x2), *shield of faith* +5 *potion* (x2), 575 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

ENCOUNTER 4

Male Goblin Rogue₁₀: Small Humanoid (Goblinoid); CR 10; HD 10d6+20; hp 57; Init +4; Spd 30 ft.; AC 21, touch 15, flat-footed 17 (+4 Dex, +1 size, +6 +1 *light fortification mithral breastplate*); Base Atk/Grp: +7/+4; Atk

+13 melee (1d4+1, masterwork rapier); Full Atk +13/+8 melee (1d4+1, masterwork rapier); SA Sneak attack +5d6; SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +11, Will +3; Str 13, Dex 19, Con 14, Int 12, Wis 10, Cha 6.

Skills & Feats: Disable Device +16, Escape Artist +17, Hide +21, Listen +13, Move Silently +21, Open Lock +19, Search +14, Spot +13, Tumble +15; Dodge, Mobility, Spring Attack, Weapon Finesse.

Evasion (Ex): see *Player's Handbook* p. 50.

Trap Sense +3 (Ex): see *Player's Handbook* p. 50.

Uncanny Dodge (Ex): see *Player's Handbook* p. 50.

Improved Uncanny Dodge (Ex): see *Player's Handbook* p. 50.

Crippling Strike (Ex): See *Player's Handbook* p. 51.

Languages: Common, Draconic, Goblin.

Possessions: +1 *light fortification mithral breastplate*, masterwork rapier, *goggles of minute seeing*, *gloves of dexterity* +2, masterwork thieves' tools, *shield of faith* +5 *potion* (x2), 380 gp.

Description: Standing about 3-1/2 feet tall with red skin and eyes, this goblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Male Hobgoblin Fighter₁₀: Medium Humanoid (Goblinoid); CR 10; HD 10d10+20; hp 79; Init +3; Spd 20 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 *breastplate*); Base Atk/Grp: +10/+14; Atk +16 melee (2d4+9, +1 *bane (human) spiked chain*); Full Atk +16/+11 melee (2d4+9, +1 *bane (human) spiked chain*); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +9, Ref +6, Will +3; Str 19, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills & Feats: Hide +4, Listen +6, Move Silently +4, Spot +6; Combat Expertise, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Improved Trip, Mobility, Spring Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain), Whirlwind Attack.

Languages: Common, Draconic, Goblin.

Possessions: *breastplate*, +1 *bane (human) spiked chain*, *gauntlets of ogre power*, *silversheen* (x2), *shield of faith* +5 *potion* (x2), 1175 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Male Hobgoblin Ranger₁₀: Medium Humanoid (Goblinoid); CR 10; HD 10d8+20; hp 68; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 *masterwork studded leather*); Base Atk/Grp: +10/+13; Atk +14 melee (1d8+4, +1 *longsword*); Full Atk +12/+7 melee (1d8+4, +1 *longsword*) and +12/+7 melee (1d6+2, +1 *short sword*); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +9, Ref +10, Will +5; Str 16, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills & Feats: Handle Animal +12, Hide +16, Listen +17, Move Silently +20, Spot +17, Survival +15; Alertness,

Combat Reflexes, Endurance, Improved Critical (longsword), Improved Two-Weapon Fighting, Natural Bond (CA), Track, Two-Weapon Fighting. ^{CA}Complete Adventurer.

Favored Enemy (Ex): +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +4 weapon damage vs. humans; +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +4 weapon damage vs. elves; +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +2 weapon damage vs. dwarves.

Wild Empathy (Ex): see *Player's Handbook* p. 47.

Animal Companion (Ex): see *Player's Handbook* p. 36.

Woodland Stride (Ex): see *Player's Handbook* p. 48.

Swift Tracker (Ex): see *Player's Handbook* p. 48.

Evasion (Ex): see *Player's Handbook* p. 48.

Languages: Common, Goblin.

Ranger Spells Prepared (2/2, save DC = 12 + spell level):
1st – longstrider, resist energy; 2nd – barkskin, protection from energy.

Possessions: masterwork studded leather, +1 longsword, +1 short sword, shield of faith +5 potion (x2), dust of appearance, 1,600 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Dire Wolf Animal Companion: hp 45; see *Monster Manual*, page 65.

Link (Ex): see *Player's Handbook* p. 36.

Share Spells (Ex): see *Player's Handbook* p. 36.

Possessions: amulet of mighty fists +1.

ENCOUNTER 5

Male Hobgoblin Ranger10: Medium Humanoid (Goblinoid); CR 10; HD 10d8+20; hp 68; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 masterwork studded leather); Base Atk/Grp: +10/+13; Atk +14 melee (1d8+4, +1 longsword); Full Atk +12/+7 melee (1d8+4, +1 longsword) and +12/+7 melee (1d6+2, +1 short sword); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +9, Ref +10, Will +5; Str 16, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills & Feats: Handle Animal +12, Hide +16, Listen +17, Move Silently +20, Spot +17, Survival +15; Alertness, Combat Reflexes, Endurance, Improved Critical (longsword), Improved Two-Weapon Fighting, Natural Bond (CA), Track, Two-Weapon Fighting. ^{CA}Complete Adventurer.

Favored Enemy (Ex): +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +4 weapon damage vs. humans; +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +4 weapon damage vs. elves; +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +2 weapon damage vs. dwarves.

Wild Empathy (Ex): see *Player's Handbook* p. 47.

Animal Companion (Ex): see *Player's Handbook* p. 36.

Woodland Stride (Ex): see *Player's Handbook* p. 48.

Swift Tracker (Ex): see *Player's Handbook* p. 48.

Evasion (Ex): see *Player's Handbook* p. 48.

Languages: Common, Goblin.

Ranger Spells Prepared (2/2, save DC = 12 + spell level):
1st – longstrider, resist energy; 2nd – barkskin, protection from energy.

Possessions: masterwork studded leather, +1 longsword, +1 short sword, shield of faith +5 potion (x2), dust of appearance, 1,600 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Dire Wolf Animal Companion: hp 45; see *Monster Manual*, page 65.

Link (Ex): see *Player's Handbook* p. 36.

Share Spells (Ex): see *Player's Handbook* p. 36.

Possessions: amulet of mighty fists +1.

APPENDIX 6 – APL 12

ENCOUNTER 1

Male Goblin Rogue₁₂: Small Humanoid (Goblinoid); CR 12; HD 12d6+24; hp 68; Init +6; Spd 30 ft.; AC 23, touch 17, flat-footed 17 (+6 Dex, +1 size, +6 +1 *light fortification mithral breastplate*); Base Atk/Grp: +9/+6; Atk +17 melee (1d4+1, masterwork rapier); Full Atk +17/+12 melee (1d4+1, masterwork rapier); SA Sneak attack +6d6; SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +14, Will +4; Str 13, Dex 22, Con 14, Int 12, Wis 10, Cha 6.

Skills & Feats: Disable Device +18, Escape Artist +21, Hide +25, Listen +15, Move Silently +25, Open Lock +23, Search +16, Spot +15, Tumble +21; Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse.

Evasion (Ex): see *Player's Handbook* p. 50.

Trap Sense +4 (Ex): see *Player's Handbook* p. 50.

Uncanny Dodge (Ex): see *Player's Handbook* p. 50.

Improved Uncanny Dodge (Ex): see *Player's Handbook* p. 50.

Crippling Strike (Ex): See *Player's Handbook* p. 51.

Languages: Common, Draconic, Goblin.

Possessions: +1 *light fortification mithral breastplate*, masterwork rapier, goggles of minute seeing, gloves of dexterity +4, masterwork thieves' tools, shield of faith +5 potion, 280 gp.

Description: Standing about 3-1/2 feet tall with red skin and eyes, this goblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Male Hobgoblin Fighter₁₀: Medium Humanoid (Goblinoid); CR 10; HD 10d10+20; hp 79; Init +3; Spd 20 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 breastplate); Base Atk/Grp: +10/+14; Atk +16 melee (2d4+9, +1 *bane (human) spiked chain*); Full Atk +16/+11 melee (2d4+9, +1 *bane (human) spiked chain*); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +9, Ref +6, Will +3; Str 19, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills & Feats: Hide +4, Listen +6, Move Silently +4, Spot +6; Combat Expertise, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Improved Trip, Mobility, Spring Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain), Whirlwind Attack.

Languages: Common, Draconic, Goblin.

Possessions: breastplate, +1 *bane (human) spiked chain*, gauntlets of ogre power, silversheen (x2), shield of faith +5 potion (x2), 1175 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

ENCOUNTER 4

Male Goblin Rogue₁₂: Small Humanoid (Goblinoid); CR 12; HD 12d6+24; hp 68; Init +6; Spd 30 ft.; AC 23, touch 17, flat-footed 17 (+6 Dex, +1 size, +6 +1 *light fortification mithral breastplate*); Base Atk/Grp: +9/+6; Atk +17 melee (1d4+1, masterwork rapier); Full Atk +17/+12 melee (1d4+1, masterwork rapier); SA Sneak attack +6d6; SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +14, Will +4; Str 13, Dex 22, Con 14, Int 12, Wis 10, Cha 6.

Skills & Feats: Disable Device +18, Escape Artist +21, Hide +25, Listen +15, Move Silently +25, Open Lock +23, Search +16, Spot +15, Tumble +21; Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse.

Evasion (Ex): see *Player's Handbook* p. 50.

Trap Sense +4 (Ex): see *Player's Handbook* p. 50.

Uncanny Dodge (Ex): see *Player's Handbook* p. 50.

Improved Uncanny Dodge (Ex): see *Player's Handbook* p. 50.

Crippling Strike (Ex): See *Player's Handbook* p. 51.

Languages: Common, Draconic, Goblin.

Possessions: +1 *light fortification mithral breastplate*, masterwork rapier, goggles of minute seeing, gloves of dexterity +4, masterwork thieves' tools, shield of faith +5 potion, 280 gp.

Description: Standing about 3-1/2 feet tall with red skin and eyes, this goblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Male Hobgoblin Fighter₁₂: Medium Humanoid (Goblinoid); CR 12; HD 12d10+24; hp 94; Init +3; Spd 20 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 breastplate); Base Atk/Grp: +12/+18; Atk +20 melee (2d4+12, +1 *bane (human) spiked chain*); Full Atk +20/+15/+10 melee (2d4+12, +1 *bane (human) spiked chain*); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +10, Ref +7, Will +4; Str 22, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills & Feats: Hide +5, Listen +7, Move Silently +4, Spot +7; Cleave, Combat Expertise, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Improved Trip, Mobility, Power Attack, Spring Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain), Whirlwind Attack.

Languages: Common, Draconic, Goblin.

Possessions: breastplate, +1 *bane (human) spiked chain*, belt of giant strength +4, silversheen (x2), shield of faith +5 potion (x2), 125 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Male Hobgoblin Ranger₁₂: Medium Humanoid (Goblinoid); CR 12; HD 12d8+24; hp 81; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 masterwork

studded leather); Base Atk/Grp: +12/+15; Atk +16 melee (1d8+4 + 1d6 fire, +1 *flaming longsword*); Full Atk +14/+9/+2 melee (1d8+4 + 1d6 fire, +1 *flaming longsword*) and +14/+9/+2 melee (1d6+2 + 1d6 cold, +1 *frost short sword*); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +10, Ref +11, Will +6; Str 17, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills & Feats: Handle Animal +14, Hide +18, Listen +19, Move Silently +22, Spot +19, Survival +17; Alertness, Combat Reflexes, Endurance, Improved Critical (longsword), Improved Two-Weapon Fighting, Natural Bond (CA), Power Attack, Track, Two-Weapon Fighting.
^{CA}*Complete Adventurer*.

Favored Enemy (Ex): +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +4 weapon damage vs. humans; +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +4 weapon damage vs. elves; +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +2 weapon damage vs. dwarves.

Wild Empathy (Ex): see *Player's Handbook* p. 47.

Animal Companion (Ex): see *Player's Handbook* p. 36.

Woodland Stride (Ex): see *Player's Handbook* p. 48.

Swift Tracker (Ex): see *Player's Handbook* p. 48.

Evasion (Ex): see *Player's Handbook* p. 48.

Languages: Common, Goblin.

Ranger Spells Prepared (2/2/1, save DC = 12 + spell level): 1st – *longstrider*, *resist energy*; 2nd – *barkskin*, *protection from energy*; 3rd – *summon nature's ally III*.

Possessions: masterwork studded leather, +1 *flaming longsword*, +1 *frost short sword*, *shield of faith* +5 *potion* (x2), *dust of appearance*, 600 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Dire Wolf Animal Companion: Large Animal; HD 8d8+32; hp 68; Init +3; Spd 50 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural); Base Atk/Grp: +6/+19; Atk +16 melee (1d8+13, bite, *amulet of mighty fists* +1); Full Atk +16/+11 melee (1d8+13, bite, *amulet of mighty fists* +1); SA Trip; SQ Low-light vision, scent; AL N; SV Fort +10, Ref +9, Will +3; Str 26, Dex 16, Con 18, Int 2, Wis 12, Cha 10.

Skills & Feats: Hide +1, Listen +8, Move Silently +4, Spot +8, Survival +2 (+6 when tracking by scent); Alertness, Run, Track, Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip the opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Link (Ex): see *Player's Handbook* p. 36.

Share Spells (Ex): see *Player's Handbook* p. 36.

Evasion (Ex): see *Player's Handbook* p. 36.

Possessions: *amulet of mighty fists* +1.

ENCOUNTER 5

Male Hobgoblin Ranger12: Medium Humanoid (Goblinoid); CR 12; HD 12d8+24; hp 81; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 masterwork studded leather); Base Atk/Grp: +12/+15; Atk +16 melee (1d8+4 + 1d6 fire, +1 *flaming longsword*); Full Atk +14/+9/+2 melee (1d8+4 + 1d6 fire, +1 *flaming longsword*) and +14/+9/+2 melee (1d6+2 + 1d6 cold, +1 *frost short sword*); SA none; SQ Darkvision 60 ft.; AL LE; SV Fort +10, Ref +11, Will +6; Str 17, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills & Feats: Handle Animal +14, Hide +18, Listen +19, Move Silently +22, Spot +19, Survival +17; Alertness, Combat Reflexes, Endurance, Improved Critical (longsword), Improved Two-Weapon Fighting, Natural Bond (CA), Power Attack, Track, Two-Weapon Fighting.
^{CA}*Complete Adventurer*.

Favored Enemy (Ex): +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +4 weapon damage vs. humans; +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +4 weapon damage vs. elves; +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and +2 weapon damage vs. dwarves.

Wild Empathy (Ex): see *Player's Handbook* p. 47.

Animal Companion (Ex): see *Player's Handbook* p. 36.

Woodland Stride (Ex): see *Player's Handbook* p. 48.

Swift Tracker (Ex): see *Player's Handbook* p. 48.

Evasion (Ex): see *Player's Handbook* p. 48.

Languages: Common, Goblin.

Ranger Spells Prepared (2/2/1, save DC = 12 + spell level): 1st – *longstrider*, *resist energy*; 2nd – *barkskin*, *protection from energy*; 3rd – *summon nature's ally III*.

Possessions: masterwork studded leather, +1 *flaming longsword*, +1 *frost short sword*, *shield of faith* +5 *potion* (x2), *dust of appearance*, 600 gp.

Description: Standing about 6-1/2 feet tall with red-orange skin, dark reddish-brown hair, and a red nose, this hobgoblin is unusual in that he has a tattoo of a dragon breathing fire on his right cheek.

Dire Wolf Animal Companion: Large Animal; HD 8d8+32; hp 68; Init +3; Spd 50 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural); Base Atk/Grp: +6/+19; Atk +16 melee (1d8+13, bite, *amulet of mighty fists* +1); Full Atk +16/+11 melee (1d8+13, bite, *amulet of mighty fists* +1); SA Trip; SQ Low-light vision, scent; AL N; SV Fort +10, Ref +9, Will +3; Str 26, Dex 16, Con 18, Int 2, Wis 12, Cha 10.

Skills & Feats: Hide +1, Listen +8, Move Silently +4, Spot +8, Survival +2 (+6 when tracking by scent); Alertness, Run, Track, Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip the opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Link (Ex): see *Player's Handbook* p. 36.

Share Spells (Ex): see *Player's Handbook* p. 36.

Evasion (Ex): see *Player's Handbook* p. 36.

Possessions: *amulet of mighty fists* +1.

ENCOUNTER 4/5

Lt. Irskol Ennister, Male Human Fighter3: Medium Humanoid (human); CR 3; HD 3d10; hp 21; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk/Grp: +3/+5; Atk +5 melee (1d3+2, fist); Full Atk +3 melee (1d3+2, fist); SA none; SQ none; AL LG; SV Fort +3, Ref +3, Will +1; Str 14, Dex 14, Con 10, Int 10, Wis 10, Cha 16.

Skills & Feats: Handle Animal +9, Ride +10; Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Trample.

Languages: Common.

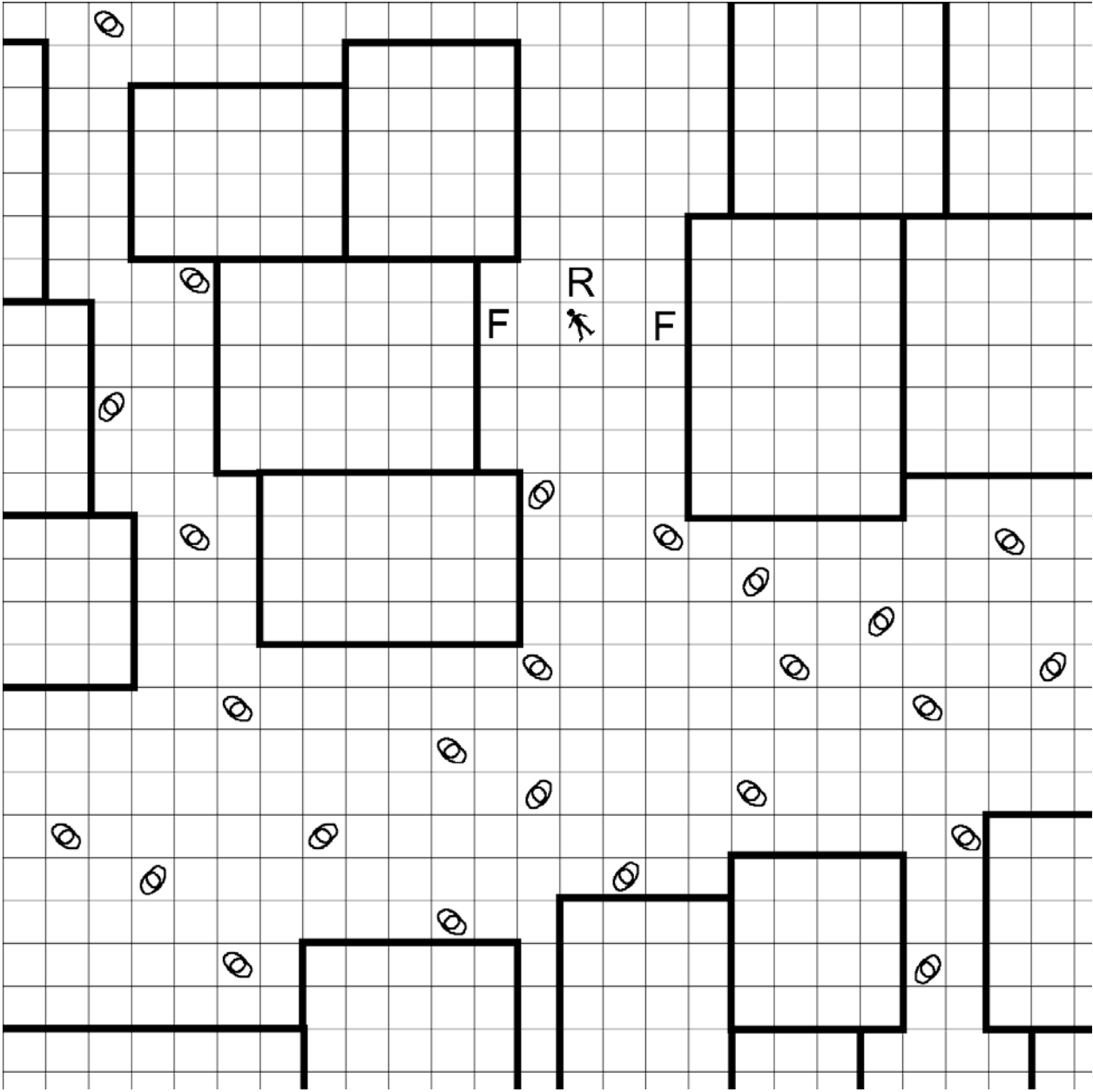
Possessions: None.

Description: Lt. Irskol Ennister is an undistinguished officer in the 3rd Battle (garrison duty). He has not progressed as far in rank as most of his peers who became officers at the same time. He is slightly jealous of his more successful younger brother, but not to such a degree that he would do anything to harm him in any way. He is more of the opinion that Trelheim was lucky in being put into a spot where his natural talents were able to shine and that if he had been in similar circumstances, his quality would also have been recognized and rewarded. He does not go out of his way to seek such opportunities, however. His superior officers say that he lacks initiative but is a steady leader in extreme circumstances.

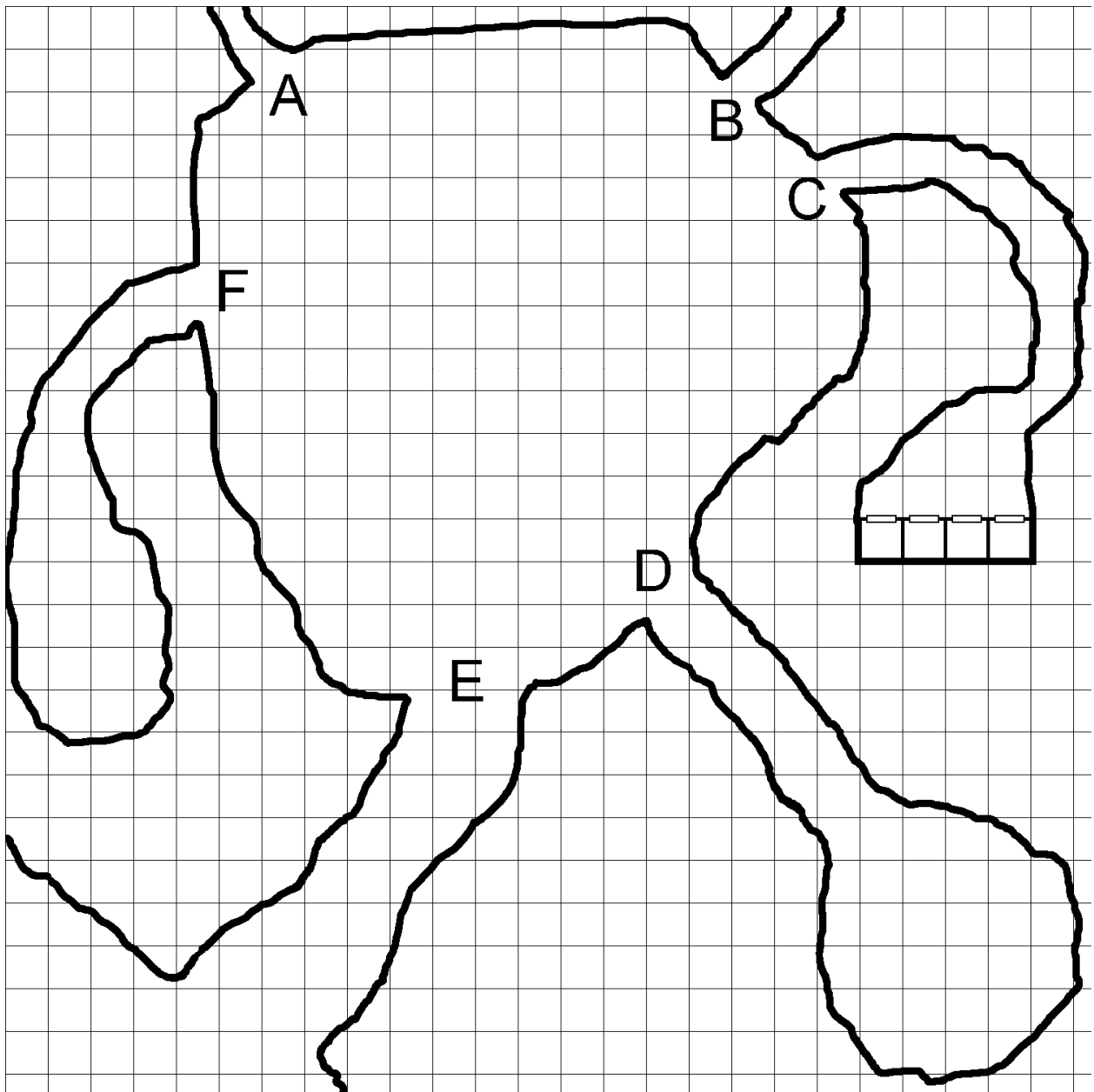
Irskol is a naturally good-natured fellow and likes to get along with people. He is ready with a compliment, but not unusually witty. He is very aware of his station and talks down somewhat to those beneath him, but does not do so with malice. Deep down, he believes that being born the son of an Elector shows that he has better blood and being made an officer is a demonstration of that fact (not recognizing that the second is a direct result of the first and not a sign of particular merit). He is a somewhat popular with his men in that he shows concern for them and does not seek to put them at excessive risk.

He doesn't actively seek glory, but he occasionally fantasizes about being situations in which he is the hero. He does not fear death overmuch and is willing to sacrifice himself when it comes down to it, but he would prefer to avoid harm as much as possible.

DM AID: MAP #1 – LORTENFORD STREET



DM AID: MAP #2 – KENNINGAMEK'S LAIR



PLAYER HANDOUT #1 – THE WEDDING INVITATION

I have the pleasure to announce my upcoming marriage to Nihrsicca Dwilald, daughter of Elector Iboremar Dwilald of Hookhill. In honor of our previous association and the great assistance you have rendered to me in the past, I would humbly request your presence at the ceremony to commence at high sun in Lortenford on the 22nd of Patchwall.

I hope this missive finds you in time that you might accept my invitation. Even if you are not able to attend the ceremony itself (or find such events to be too boring to bear), please come for the celebration that follows. My father has hired many musicians and intends to open his cellars, so it promises to be quite a lively time.

Capt. Trelheim Ennister, Ret.