

ULP2-07



MESSENGERS

A One-Round D&D[®] LIVING GREYHAWK[®]
Principality of Ulek Regional Adventure

Version 1

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You are asked to deliver an important message from Fort Stonewall to the city of Thunderstrike. For characters level 3-10.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

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

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Principality of Ulek. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

This is the nineteenth scenario for the Principality of Ulek in the Living Greyhawk Campaign. Below is some general background information.

- While a dwarf rules the Principality of Ulek, and all of the nobles are dwarves, the Principality consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj. The territory east of the hills is currently contested, and a large number of the Principality of Ulek's residents, have been forced to flee their homes due to the humanoid invaders of the Pomarj.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins, and the like.

The characters begin the adventure at Fort Stonewall, a fort on the eastern portion of the Lortmil Hills. It lies

near the edge of the Disputed Territory. Parts of ULP1-02 *Spies Like Us* and ULP2-06 *Fort Stonewall* took place here.

Fort Stonewall is located in the Lortmil Hills and run by Commander Rond Stockbelly. Commander Stockbelly has been the commander of the fort for nearly five years now. He and those stationed at Fort Stonewall have been very valuable in the efforts against the humanoids from the Pomarj. Not only have they guarded this area, they have helped aid the patrol forces that have passed through. Some of the patrol forces have found some precious and incredible information including the location of Rudd Rockcutter's final resting place, as seen in ULP1-02 *Spies Like Us* and ULP1-03 *Crypt of Promise*, and the location of various humanoids armies.

Just recently, Fort Stonewall had been surrounded by a band of goblins thus supplies and vital military information could not be received by the fort's inhabitants for months. However, several brave heroes managed to find a hidden cave, clearing out the goblins that had taken over the place to get inside Fort Stonewall with the supplies and military information.

Due to this fact, the goblins have been ordered to retreat so they can aid in a major attack the Warlord is planning. However, they first seemingly start an attack and then move out.

Elsewhere, humanoid activity in the Disputed Territory is still quite high. Creatures large and small have been seen patrolling the area and causing havoc whenever possible. Those Ulekians in or near the Disputed Territory have readied themselves for whatever may occur next.

The characters start the adventure in Fort Stonewall, having just completed a mission that took them there in ULP2-06 *Fort Stonewall* or have just been asked to provide assistance in anyway possible.

The characters are given instructions of what their tasks are to be while at Fort Stonewall. This encounter is an in-depth roleplaying encounter about the various tasks the characters are expected to perform and how to do so along with several rules, one of which includes don't fire your ranged weapon until you are given the order.

After several days of guard duty, peeling potatoes and other boring tasks, a single goblin makes his way into the open field. He has been dared by his compatriots to insult those in Fort Stonewall using gestures and the like. This encounter is to see if the characters don't follow orders. Those that don't follow their orders and fire their weapon are given the task of cleaning the latrines and scolded for not listening.

The goblins finally attack Fort Stonewall and the underground cave beneath the fort. At the time of the attack the characters are manning the walls of the fort. The attack comes simultaneously and is well planned out, which should indicate to the characters that they have a larger and more intelligent leader.

Just as quickly as the attack begins, it ends with the goblins retreating.

Due to the shortness of the attack and information gathered by several halfling scouts, Commander Rond Stockbelly believes that the goblins are planning to

regroup and strike with a number of other humanoids at another location. Thus, Commander Stockbelly asks the characters to go to the city of Thunderstrike to relay this important news so that reserves from the Principality of Ulek Army can be gathered to help aid in the upcoming battle.

So in the morning, the characters are rushed on their trek to Thunderstrike to deliver the news that Commander Stockbelly has acquired. After several hours of travel, the characters are attacked by a group of worg-riding goblins.

Later that evening, the characters come over a small hill to discover a band of orcs putting the final deathblow to a dwarven patrol force. Only two orcs managed to survive, and they are a common orc and his leader. The rest of the orcs lie dead having been killed by the dwarven patrol force.

The next day, around midday, the characters come across several ogres who have just soundly defeated a patrol from the Principality of Ulek Army. They are playing various grotesque games with the bodies such as "Crunch," a game where each of them see how loud of a sound they can make by "crunching" a body with one of their clubs. The winner is the ogre who made the loudest "crunch."

Later that afternoon, as the characters start to near Thunderstrike, they encounter three merchants manning two wagons resting on the side of the road. Lying on the side of the road are several dead goblins. In reality the merchants are lycanthropes, who are spying on the Principality of Ulek and the Pomarj humanoids in the Disputed Territory for Iuz. They were attacked by some goblins a short while ago but they were able to quickly defeat the goblins. When approached by the characters, the merchant's clothes are bloody (from the goblins) and slightly torn. If the characters decide to investigate the goblin's bodies or ask too many questions especially about how they managed to kill the goblins or what is in the wagon, the lycanthropes quickly strike at the characters hoping to use their natural ability (resistance to non-silver/magical weapons) to their advantage.

The characters finally arrive in Thunderstrike. They are stopped at the gates and asked a long series of questions. If any character was possibly infected by the lycanthropes, they might be able to delay the questioning if they inform the guards about the attack, so they can go to a local herb and root shop for some sprig of belladonna, also called wolfsbane.

After dealing with the guards and possibly making a stop to the local herb and root shop, the characters finally make it to the Principality of Ulek Army post in Thunderstrike where they can relay the information they were sent to give.

Note: Characters who participate in this scenario do not have to pay the 10% tax that is currently being collected within the Principality of Ulek from all adventurers and caravan guards due being supported by the Principality of Ulek Army.

INTRODUCTION

The blistering heat of the summer continues to surround you causing beads of sweat to form on your brow. However, that is nothing compared to what others of the Principality of Ulek have endured in the past months at the hands of the loathsome humanoids that now occupy the lands east of the Lortmil Hills.

You now find yourself at Fort Stonewall in the Lortmil Hills. How each of you got here is a different story but the end result is that you are here and for the moment there is no escaping it. This is due to the numerous goblins that now surround the fort. It would appear that they are now only waiting until a weakness can be found before they attack like a swarm of tiny insects, crawling into the tiniest of cracks to get to their desired goal.

As you survey your current situation, a loud bell clanks, signaling that it is time for breakfast. After grabbing a bowl and getting a helping of what appears to be some gray paste, you make your way to one of the chairs located in the mess hall.

Several others are at the table with you including two dwarfs and . . .

Have the players describe their characters at this time. If they wish to also do character introductions, allow them to do so.

The two dwarves at the table with the characters are Jorge and Lynjork. They both are dwarfs who have been in the Principality of Ulek Army for several years now. They have little to say except that they wish the goblins would attack so they could see some action, as they hate waiting for battle and would rather be in the middle of it now.

Elves and half-orcs in the party find several of the military personnel here (mainly dwarfs and humans) are eyeing them intently. With a successful Listen check (DC 15), a character is able to hear one dwarf asking those sitting at his table why they have allowed any elves or half-orcs into the fort. If any character gets confrontational about the glares or whispered words, they are asked to sit down. If they do not, they are warned that if they do not maintain peace within the walls of the fort, they will be forced to leave.

After the characters have eaten, they are to report to one of the sergeants at the fort to await further instructions on their upcoming tasks.

ENCOUNTER 1: MENIAL WORK

Being in a military fort under the control of the Principality of Ulek Army, you report to Sergeant Adus Axegrinder to get your orders. Being new to the fort, you are assigned the schedule of waking up, eating breakfast and then cleaning up after the men have their breakfast. Next, you'll help prepare food for lunch, eat lunch and then clean up after the men have had their lunch. At that time, you'll get a short break before taking guard duty on the walls of the fort until sunset. After this grueling day, you'll then be able to rest before repeating the all over again.

This entire encounter is a roleplaying encounter. Many adventurers/heroes might find this type of work degrading or insulting but those who do not comply are asked to leave the protection of Fort Stonewall. This, of course, could be the death of the character and in the best case merely the end of the adventure for them.

The characters are then asked to report to their first duty of cleaning up after breakfast. This includes cleaning the mess hall plus the pots and pans used to prepare the food. The work is exceedingly boring but have the characters make a few Dexterity checks (DC 5) to see how well they are performing their tasks. If any character fails their Dexterity check, allow them a Spot check (DC 10) to notice their own sloppy job and reattempt a Dexterity check. If any sloppy job goes unnoticed, when their work is evaluated, the sergeant is quite displeased and informs the characters that if they do not improve they'll have double guard duty until they've learned their lesson.

Cleaning up for lunch goes much like it does for breakfast, so merely repeat the above checks.

When it is time for the characters to begin guard duty, the Sergeant Adus Axegrinder gives them several pieces of information they need to know and should strive not to forget:

1. Do not question a commanding officer.
2. Keep your eyes and ears open.
3. If you see any humanoid activity raise the alarm.
4. Don't fire your ranged weapons or use attack-spells until instructed to do so.
5. Do not leave the walls of the fort for any reason unless instructed to by a ranking officer of the Principality of Ulek Army.

On the first night of guard duty, the characters spot nothing, but to increase the suspense, have them make a series of Spot and Listen checks.

After the characters have finished their first night of guard duty, continue with the next encounter.

Encounter 2: A Dare

You have spent the last few days cleaning innumerable pots and pans, mopping the floors so clean that they sparkle like tiny gemstones and carefully watching for any humanoid activity from the walls of Fort Stonewall. However, there hasn't been one shred of anything even remotely interesting.

You have just finished your brief rest before you are to start guard duty for the evening. You take your usual preparations and make your way to the eastern wall.

Your guard duty starts as it has since you've been here at Fort Stonewall: mind numbing and tiresome. However, as you near the end of your day, you surprisingly see a lone goblin run into view. He then starts to prance about and suddenly stops and starts to do profane and lewd gestures in your direction. Off in the distance, you can hear laughter and cheers egging the lone goblin onward.

This is an encounter to see if the characters follow directions or not. The characters should raise the alarm but not attack, as they haven't been given the order to do so. Those characters that attack the lone goblin via ranged weapons or spells are ordered to clean the latrines after their guard duty is over. The result is that the offending character does not gain eight hours of sleep during the night.

After about a minute or so, the lone goblin runs off as even the daring and foolhardy aren't stupid enough to overstay there welcome.

Any character that questions the commanding officer on why instructions to kill the lone goblin were not given is given orders to also clean the latrines. The officer didn't want to increase goblin confidence but does not reveal this information to the characters.

Encounter 3: Attack?

After the goblin's fun at your expense plus the other inhabitants of the fort, you continue your tasks as ordered until finally your day is over and rest is in order. Each of you rests well, despite the hard mattress beneath you and stiff air that surrounds you.

The new day is just like the previous days before it: cooking and cleaning. The first part of the day passes quickly until you once again find yourself on guard duty on the eastern wall of the fort.

After several hours, you suddenly hear hundreds of cheers coming from a location out of visibility. Moments later, you see what must be hundreds of small humanoid creatures with flat faces, broad noses, pointed ears, wide mouths, and small, sharp fangs. Half of them appear to have a short bow in hand, while the other half are running forward with a morningstars in hand, some of which are assisting with carrying of ladders and poles of various sizes. It is quite apparent that there are goblins attacking Fort Stonewall.

It is now just before dusk. The goblins start off approximately two hundred feet away from the fort. Half the goblins move their normal movement (30 feet) and then start to shoot the characters with their bows. Meanwhile, the other half of the goblins double move forward with morningstars already drawn. Their advancement lasts for three rounds before they start retreating. While this is going on, the other goblins are shooting their bows.

The signal to attack is given just after the goblin's charge begins.

All APLs

🔪 **Goblins (hundreds):** hp 5 each; see *Monster Manual*.

Note this encounter is not intended to be challenging to the characters and character death should only result from gross decision making. Additionally, if characters use large area effect spells such as *entangle* or *fireball*, have it only seeming effect a low number of goblins. The characters shouldn't be able to come close to wiping out all the goblins.

Encounter 4: Messengers

The goblin's attack is short and anti-climatic. Perhaps, this attack was merely a ruse or an attempt to bring fear into the hearts of the men at Fort Stonewall. Whatever occurred, Commander Rond Stockbelly, quickly gathered the best halfling scouts and slingers, having them seek the goblin's location.

While the scouts and slingers continue their search, you finish your guard duty and then grab some sleep.

You are woken before sunrise by one of the soldiers here. He informs you that you are to ready yourself for a trip and report to Commander Stockbelly himself in twenty minutes.

Allow the characters to ready themselves and take any precautions they feel are appropriate.

When they report to Commander Stockbelly, he is currently pacing back and forth across the room. When he notices the characters, he begins to speak:

"Morning. I bet each of you are wondering why you have been awoken so early and asked to see me. Frankly, I do not have good news. While the halfling scouts have returned to inform me that the goblins should no longer be a problem to Fort Stonewall, the goblins are now seemingly on their way to rendezvous with numerous other groups of humanoids. Their assessment was that a massive humanoid army is being formed. One so large that even Havenhill would be in danger.

I have already sent separate groups to the cities of Havenhill, Gryrax, and Eastpass to warn the military personnel there, of an imminent attack and possibly get troops to aid in the upcoming battle. However, I need a group to go to the city of Thunderstrike. Simply, this is why you are here. I am asking that you take this information plus this scroll tube that contains important military information to the military personnel in Thunderstrike.

Without their aid, the humanoids, under the leadership of the Warlord, might gain a huge victory, one that might have grave consequences for the Principality of Ulek for many generations.

Will you offer your aid?"

Commander Rond Stockbelly either accepts the characters' help unconditionally or not at all. He does not offer any form of payment nor does he have the resources to give any aid the characters might desire.

If the characters reject his plea for help, they either have the option of leaving the protection of Fort Stonewall or continuing to perform the menial tasks they have been assigned.

If the characters agree to help, they are handed a scroll tube which Stockbelly informs them contains notes on information gained from various sources including the halfling scouts that learned of where the goblins were headed. They are to take the scroll tube to the military personal in the city of Thunderstrike plus relay any additional information they have learned. They should also expect to be questioned in depth due to the nature of the information being sent.

Magic should not be cast upon the scroll tube or its contents. Nor should any type of magic travel (such as teleport, and plane shift) be used when carrying the scroll.

If the characters have any questions, Stockbelly quickly answers them but stresses the importance of getting the information to Thunderstrike. He would send his own men but he is already short handed and thus the reason he is asking them to deliver the note for him.

It will take the characters two days to travel from Fort Stonewall to Thunderstrike. This allows them one evening of rest. If the characters have difficulty with one of the combats and take an extra day of rest before continuing onward, skip all subsequent combat encounters going directly to Encounter 9. While the note may be successfully delivered its lateness results in the characters unknowingly failing the mission, which could have a direct impact on the future of the Principality of Ulek.

Encounter 5: Riders

After speaking with Commander Rond Stockbelly, you are swiftly rushed out of Fort Stonewall to begin your trek to Thunderstrike to deliver the information the halfling scouts have learned. As you ensure you have the last of your things for the journey before departing, you are reminded that the message must be delivered or thousands of lives might be lost due to the gathering of the humanoids into one army.

As you depart, you see a group of dwarves on the fort walls with scraggly, graying beards sternly watching you leave. The look in their eyes lets you know just how important your mission could be.

Fort Stonewall is located in the Lortmil Hills. After two hours of travel through the hills, the characters are attacked by a group of worg-riding goblins.

The characters are first able to notice the worg-riding goblins when the two groups are one hundred feet away. This is due to the hills and some of the low bushes in the area.

These goblins are part of the force that is gathering into the one humanoid army, but were left behind to watch over the area.

APL 4 (EL 5)

☛ **Goblins (2):** Male goblin Ftr2; hp 18, 18; see Appendix I.

☛ **Worgs (2):** hp 30, 30; see *Monster Manual*.

APL 6 (EL 7)

☛ **Goblins (4):** Male goblin Ftr2; hp 18, 18, 18, 18; see Appendix I.

☛ **Worgs (4):** hp 33, 33, 30, 30; see *Monster Manual*.

APL 8 (EL 9)

☛ **Goblins (4):** Male goblin Ftr4; hp 32, 32, 32, 32; see Appendix I.

☛ **Worgs (4):** hp 33, 33, 30, 30; see *Monster Manual*.

APL 10 (EL 11)

☛ **Goblins (8):** Male goblin Ftr4; hp 32, 32, 32, 32, 32, 32, 32, 32; see Appendix I.

☛ **Worgs (8):** hp 35, 35, 35, 33, 33, 30, 30, 30; see *Monster Manual*.

Tactics: The worg-riding goblins first charge into melee and then attempt to swarm one opponent. The goblins stay on their worgs attempting to make use of the Mounted Combat feat when possible. Both the goblins and worgs attack until killed. If captured, they say nothing.

ENCOUNTER 6: DEATHBLOW

As you continue your trek to the city of Thunderstrike to deliver an important message from Fort Stonewall, the cloud overhead begins to darken. A soft rain falls down upon you soaking you and your belongings. After thirty minutes, the rain finally ceases but the clouds remain, concealing the sun from sight.

As you start to make your way up the next hill, you hear the clanging of metal on metal, and then a short deep grunt followed by a heavy thud.

The characters start thirty feet from the top of the hill. The two orcs are roughly fifty feet away from the top of the hill on the opposite side, having just defeated a dwarven patrol force with several of their now dead comrades. Thus the characters are eighty feet away from the orcs.

If Gefrand goes before spotting any of the characters, he merely continues to butcher the fallen.

Lying about the area are several dead dwarves and orcs. Just before the characters showed up, the two sides were in a bloody battle with the orcs winning. All of the equipment of the fallen (dwarves and orcs) is damaged and thus has no selling value.

APL 4 (EL 7)

☛ **Gefrand:** Male orc Bbn2/Ftr4/Frenzied Berserker*1; hp 71; see Appendix I.

☛ **Orc:** hp 7; see *Monster Manual*.

APL 6 (EL 9)

☛ **Gefrand:** Male orc Bbn2/Ftr4/Frenzied Berserker*3; hp 91; see Appendix I.

☛ **Orc:** hp 7; see *Monster Manual*.

APL 8 (EL 11)

☛ **Gefrand:** Male orc Bbn2/Ftr4/Frenzied Berserker*5; hp 111; see Appendix I.

☛ **Orc:** hp 7; see *Monster Manual*.

APL 10 (EL13)

➤ **Gefrand:** Male orc Bbn2/Ftr4/Rog2/Frenzied Berserker*5; hp 125; see Appendix I. .

➤ **Orc:** hp 7; see *Monster Manual*.

Tactics: Gerfrand rages and frenzies at the first opportunity. He also attempts to charge a character each round if possible, even taking attacks of opportunity if necessary. Meanwhile his orc follower attacks the nearest character. Both fight until the death.

Encounter 7: Crunch

You rest for the evening after encountering both the goblin-riding worgs and the two orcs. The night surprisingly passes uneventfully despite being on the edge of the Disputed Territory.

In the morning, you continue onward to Thunderstrike. Dark rain clouds still loom overhead but for now they have yet to release their waters upon your head. By mid-day, the dark rain clouds move further east ahead of you and are replaced by white fluffy clouds, which block the bright sun from visibility.

In the distance, you hear several low, loud voices followed by what seems to be several crunching sounds then hoots and hollers. Suddenly, it ceases and all goes quiet.

For those characters that speak Giant, they hear several voices talking about a game called "Crunch." One voice provides these basic instructions:

"You take one of these small bearded ones and with club you smack it to get loud crunch. One with loudest crunch win."

If the characters also make a Listen check (DC 20), they can hear the low moans of some type of humanoid.

Currently there are a group of ogres sitting around a pile of dead dwarfs (save one) and humans, in a low area just ahead of the characters but out of sight from their current position due to a low hill residing between them. The ogres had little trouble defeating them and to amuse themselves, they are now playing a game of "Crunch" with the dead dwarf bodies. They plan to get to the live one (barely) soon enough. They are expecting to be attacked shortly thus the reason they suddenly went quiet. Due to this fact, the characters have a difficult time surprising them.

They attack the characters on sight and to the death. If captured, they say nothing.

Each of the dwarfs and humans has been killed (save Gwavell) and their bones crushed until broken in several spots. The site is quite horrifying and sickening. All of their equipment, even Gwavell's stuff, is damaged beyond repair.

If the dwarf (Gwavell) is saved, he tells the characters that his patrol unit was heading for the city of Thunderstrike when they were attacked by the ogres. He is too badly injured to be of use in combat.

APL 4 (EL 5)

➤ **Ogres (3):** hp 26, 26, 26; see *Monster Manual*.

APL 6 (EL 7)

➤ **Ogres (6):** hp 26, 26, 26, 26, 26, 26; see *Monster Manual*.

APL 8 (EL 9)

➤ **Ogre (3):** Male ogre Bbn2; hp 49; see Appendix I.

➤ **Ogre:** Male ogre Bbn1/Ftr1; hp 48; see Appendix I.

➤ **Ogre Druid:** Male ogre Drd2; hp 45; see Appendix I.

APL 10 (EL 11)

➤ **Ogre (3):** Male ogre Bbn2/Ftr2; hp 73; see Appendix I.

➤ **Ogre:** Male ogre Bbn1/Ftr1/Rog2; hp 68; see Appendix I.

➤ **Ogre Druid:** Male ogre Drd4; hp 59; see Appendix I.

Tactics: The ogres attack the closest character to them, using their reach to their advantage when possible. At APLs 8 and 10, the ogre druid relies on his spells before going into melee and uses his animal companion to guard him, if possible.

Encounter 8: Merchants

Having dealt with the ogres, you press onward to the city of Thunderstrike, so you can deliver Commander Rond Stockbelly's note.

By late afternoon, you start to near Thunderstrike. As you come to the top of one small hill, you can see one wagon, pulled by two horses, with three humanoids resting against it with several small humanoids lying on the ground.

See what the characters would like to do at this time. When they approach, continue with the following:

As you approach the wagon, you see that the three humanoids are in fact humans. The first one is a short, thin woman with green eyes and straight brown hair that extends nearly to her waist. She has a rapier at her side. The next is a short, thin man with hazel eyes and black hair. He stands close to the woman as if being watchful of her. He also has a rapier at his side. The third is a man of slightly above average height and build. He has dark brown eyes and brown hair with several gray hairs. Their clothes are slightly tattered and bloody.

The smaller humanoid bodies on the ground are goblins with small piles of blood around each of them. Each of them has apparently just been killed.

The merchants are Soune (female bard), Wecus (male sorcerer) and Ymbourmin (male fighter). Their clothes are of good quality but now worth little due to being torn.

Each of them seems to be human (Oeridian) but in actuality are lycanthropes who are spying on the Principality of Ulek and the Pomarjian humanoids in the Disputed Territory of Iuz. As they were traveling to Thunderstrike, they were attacked by a number of goblins but easily defeated them.

Characters who actively look over the three merchants can make a Spot check (DC 20) to notice that none of their weapons have any blood on them. This

piece of information might be a useful clue that the merchants are not as they seem.

If the characters ask what has happened, the three merchants inform the characters they were on their way to Thunderstrike when they were ambushed by the goblins that now lie dead. They state how lucky they were especially since they know little about fighting, which is of course untrue.

If the characters decide to investigate goblins' bodies, the wagon, or ask too many questions, the lycanthropes quickly (in the surprise round) change into their hybrid form and attack the characters. They hope to use their natural ability (resistance to non-silver/magical weapons) to their advantage.

The merchants try to get the characters to move onward to Thunderstrike. If the characters start to ask questions, the merchants state their concern about staying here any longer and ask for the characters to escort them to Thunderstrike.

After the fight, characters that investigate the goblins' bodies, notice that a creature with claws killed them and that all of their possessions have been damaged or destroyed. Also, the wagon is empty save some personal items (including some coins - 5 pp, 20 gp, 50 sp) the lycanthropes had and several empty crates. The two horses are light horses and may be sold in Thunderstrike along with the wagon.

Note: Only the stats for the lycanthropes only include their hybrid form since this is the only form they use in combat.

APL 4 (EL 7)

☛**Soune:** Female wererat (hybrid) Brd2; hp 14; see Appendix I.

☛**Wecus:** Male wererat (hybrid) Sor2; hp 13; see Appendix I.

☛**Ymbourmin:** Male werewolf (hybrid) Ftr2; hp 26; see Appendix I.

APL 6 (EL 9)

☛**Soune:** Female wererat (hybrid) Brd4; hp 26; see Appendix I.

☛**Wecus:** Male wererat (hybrid) Sor4; hp 25; see Appendix I.

☛**Ymbourmin:** Male werewolf (hybrid) Ftr4; hp 48; see Appendix I.

APL 8 (EL 11)

☛**Soune:** Female wererat (hybrid) Brd6; hp 38; see Appendix I.

☛**Wecus:** Male wererat (hybrid) Sor6; hp 37; see Appendix I.

☛**Ymbourmin:** Male werewolf (hybrid) Ftr6; hp 60; see Appendix I.

APL 10 (EL 13)

☛**Soune:** Female wererat (hybrid) Brd8; hp 50; see Appendix I.

☛**Wecus:** Male wererat (hybrid) Sor8; hp 49; see Appendix I.

☛**Ymbourmin:** Male werewolf (hybrid) Ftr8; hp 82; see Appendix I.

Tactics: The lycanthropes attempt to surprise the characters, shapechanging in the surprise round. The three lycanthropes attempt to gang up on one character, picking the weakest character if possible. They fight until they are at one-quarter their hit points, at which point they try to flee, if possible.

Encounter 9: Thunderstrike

When the characters near the city of Thunderstrike, continue with the following:

You reach Thunderstrike having dealt with several challenges along the way. As you approach the gates, you are stopped and asked to state your business by the numerous guards patrolling the high, thick walls that were built to keep the city safe from any Pomarjian invasion.

The characters are first asked numerous questions by the guards, including:

1. Where do you hail from?
2. What brings you to Thunderstrike?
3. Where did you depart from?
4. Have you seen any humanoids and if so what?

If the characters brought the "merchants" to Thunderstrike, they are excused after the initial questions have been asked.

If the characters relay the information they were sent to deliver, the guards continue questioning. However, if anyone mentions that they might be infected with lycanthropy, the guards suggest they quickly go to a local herb and root shop for some sprig of belladonna (also called wolfsbane). Each sprig costs 100 gp.

The characters are eventually led to the military post where the questions go on for several hours until the characters are left to their own business.

CONCLUSION

If the characters did not take any additional days to rest and successfully delivered the note, continue with the following:

Having completed the delivery of the note, you now have time to consider what you'd like to do next. For those from the Principality of Ulek, joining the one of the military

organizations is but one choice. Whatever you decide, your help today may change the future of the Principality of Ulek.

If the characters didn't successfully deliver the note in time, continue with the following:

Upon delivering of the note, you soon find out that you were unsuccessful in doing so in time. What will occur because of this, time can only tell.

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 to each character.

Encounter 5: Riders

Defeat goblins and worgs.

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

Encounter 6: Deathblow

Defeat orcs.

APL 4	150 XP
APL 6	240 XP
APL 8	330 XP
APL 10	390 XP

Encounter 7: Crunch

Defeat ogres.

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

Encounter 8: Merchants

Defeat merchants.

APL 4	150 XP
APL 6	240 XP
APL 8	330 XP
APL 10	390 XP

Total Possible Experience

APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP
APL 10	1440 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 minute 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 (that is, 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 5: Riders

Strip and sell the goblins' gear.

APL 4:	L: 26 gp; C: 0 gp; M: 0
APL 6:	L: 51 gp; C: 0 gp; M: 0
APL 8:	L: 171 gp; C: 0 gp; M: 0
APL 10:	L: 342 gp; C: 0 gp; M: 0

Encounter 6: Deathblow

Strip and sell the orcs' gear.

APL 4:	L: 19 gp; C: 0 gp; M: 0
APL 6:	L: 2 gp; C: 0 gp; M: +1 <i>hide armor</i> (Value 175 gp per character)
APL 8:	L: 32 gp; C: 0 gp; M: +1 <i>hide armor</i> (Value 175 gp per character)
APL 10:	L: 32 gp; C: 0 gp; M: +1 <i>hide armor</i> (Value 175 gp per character)

Encounter 7: Crunch

Strip and sell the ogres' gear.

APL 4: L: 5 gp; C: 0 gp; M: 0

APL 6: L: 9 gp; C: 0 gp; M: 0

APL 8: L: 8 gp; C: 0 gp; M: +1 *huge greatclub* (Value 345 gp per character)

APL 10: L: 8 gp; C: 0 gp; M: +1 *huge greatclub* (Value 345 gp per character)

Encounter 8: Merchants

Take and sell the wererats' masterwork rapiers.

APL 4: L: 64 gp; C: 0 gp; M: 0

APL 6: L: 64 gp; C: 0 gp; M: 0

APL 8: L: 64 gp; C: 0 gp; M: 0

APL 10: L: 64 gp; C: 0 gp; M: 0

Total Possible Treasure

APL 4: 114 gp

APL 6: 301 gp

APL 8: 795 gp

APL 10: 966 gp

Adventure Certificate Items

The following items are received/available for purchase by the characters after the event is over and are listed on the adventure certificate for this scenario:

Lycanthropy - Curse of the Wererat/Werewolf - (Market Price: 0 gp; Frequency: Adventure): The character has been infected with lycanthropy. They may take ranks in the Control Shape skill once they are aware of their condition.

The following items should be given to the characters if they succeed in the mission:

Recommendation for the Principality of Ulek Army - (0 gp; -; no; unusual; -): For helping deliver the note from Fort Stonewall to the city of Thunderstrike, Commander Rond Stockbelly has given the character a recommendation to join the army if they should ever decide to do so. If the character is already a member of the Principality of Ulek army, this certificate serves as a commendation. This certificate can only be received and retained by a character whose home region is the Principality of Ulek.

APPENDIX I: NPCS

ENCOUNTER 5: RIDERS

APL 4 (EL 5)

➤ **Goblins (2):** Male goblin Ftr2; CR 2; Small humanoid (goblinoid); HD 2d10+2; hp 18; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +3 melee (1d6+1/x3, light lance); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +3, Will +0; Str 12, Dex 17, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Handle Animal +5, Listen +2, Ride +12, Spot +2; Alertness, Mounted Combat, Skill Focus (Ride).

Possessions: chain shirt, light lance, military saddle.

APL 6 (EL 7)

➤ **Goblins (4):** Male goblin Ftr2; CR 2; Small humanoid (goblinoid); HD 2d10+2; hp 18; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +3 melee (1d6+1/x3, light lance); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +3, Will +0; Str 12, Dex 17, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Handle Animal +5, Listen +2, Ride +12, Spot +2; Alertness, Mounted Combat, Skill Focus (Ride).

Possessions: chain shirt, light lance, military saddle.

APL 8 (EL 9)

➤ **Goblins (4):** Male goblin Ftr4; CR 4; Small humanoid (goblinoid); HD 4d10+4; hp 32; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +6 melee (1d6+1/x3, light lance); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +5, Will +1; Str 12, Dex 18, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Handle Animal +7, Listen +2, Ride +14, Spot +2; Alertness, Mounted Combat, Ride-By Attack, Skill Focus (Ride), Spirited Charge.

Possessions: chain shirt, masterwork light lance, military saddle.

APL 10 (EL 11)

➤ **Goblins (8):** Male goblin Ftr4; CR 4; Small humanoid (goblinoid); HD 4d10+4; hp 32; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +6 melee (1d6+1/x3, light lance); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +5, Will +1; Str 12, Dex 18, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Handle Animal +7, Listen +2, Ride +14, Spot +2; Alertness, Mounted Combat, Ride-By Attack, Skill Focus (Ride), Spirited Charge.

Possessions: chain shirt, masterwork light lance, military saddle.

ENCOUNTER 6: DEATHBLOW

APL 4 (EL 7)

➤ **Gefrand:** Male orc Bbn2/Ftr4/Frenzied Berserker*1; CR 7; Medium-size humanoid (orc); HD 3d12+4d10+21; hp 71; Init +1; Spd 40 ft.; AC 14 (touch

11, flat-footed 13); Atk +11/+6 melee (1d12+6/x3, greataxe); SA Rage 1/day, frenzy 1/day; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +12, Ref +2, Will +1; Str 17, Dex 12, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Jump +6, Listen +6, Spot +5; Cleave, Destructive Rage*, Intimidating Rage*, Power Attack, Remain Conscious*, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: masterwork hide armor, greataxe, javelin.

*See Appendix II: New Rules for additional information.

APL 6 (EL 9)

➤ **Gefrand:** Male orc Bbn2/Ftr4/Frenzied Berserker*3; CR 9; Medium-size humanoid (orc); HD 5d12+4d10+27; hp 91; Init +1; Spd 40 ft.; AC 15 (touch 11, flat-footed 14); Atk +15/+10 melee (1d12+8/19-20/x3, greataxe); SA Rage 1/day, frenzy 2/day, supreme cleave; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +13, Ref +3, Will +2; Str 18, Dex 12, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Jump +8, Listen +6, Spot +6; Cleave, Destructive Rage*, Improved Critical (greataxe), Intimidating Rage*, Power Attack, Remain Conscious*, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: +1 hide armor, masterwork greataxe, javelin.

*See Appendix II: New Rules for additional information.

APL 8 (EL 11)

➤ **Gefrand:** Male orc Bbn2/Ftr4/Frenzied Berserker*5; CR 11; Medium-size humanoid (orc); HD 7d12+4d10+33; hp 111; Init +1; Spd 40 ft.; AC 15 (touch 11, flat-footed 14); Atk +17/+12/+7 melee (1d12+8/19-20/x3, greataxe); SA Rage 1/day, frenzy 3/day, supreme cleave, deathless frenzy, improved power attack; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +14, Ref +3, Will +2; Str 18, Dex 12, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Jump +8, Listen +7, Spot +7; Cleave, Destructive Rage*, Improved Critical (greataxe), Intimidating Rage*, Power Attack, Remain Conscious*, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: +1 hide armor, masterwork greataxe, javelin.

*See Appendix II: New Rules for additional information.

APL 10 (EL 13)

➤ **Gefrand:** Male orc Bbn2/Ftr4/Rog2/Frenzied Berserker*; CR 11; Medium-size humanoid (orc); HD 7d12+4d10+2d6+39; hp 125; Init +5; Spd 40 ft.; AC 15 (touch 11, flat-footed 14); Atk +18/+13/+8 melee (1d12+8/19-20/x3, greataxe); SA Rage 1/day, frenzy 3/day, supreme cleave, deathless frenzy, improved power attack, sneak attack (+1d6); SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC), evasion; AL CE; SV Fort +14, Ref +6, Will +2; Str 18, Dex 12, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +12, Jump +12, Listen +11, Spot +11; Cleave, Destructive Rage*, Improved Critical (greataxe), Improved Initiative, Intimidating Rage*, Power Attack, Remain Conscious*, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: +1 hide armor, masterwork greataxe, javelin.

*See Appendix II: New Rules for additional information.

ENCOUNTER 7: CRUNCH

APL 8 (EL 9)

➤ **Ogre (3):** Male ogre Bbn2; CR 4; Large giant; HD 4d8+2d12+12; hp 49; Init -1; Spd 40 ft.; AC 16 (touch 8, flat-footed 16); Atk +11 melee (2d6+9, huge greatclub); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +9, Ref +0, Will +1; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +4, Jump +8, Listen +2, Spot +2, Wilderness Lore +5; Power Attack, Weapon Focus (greatclub).

Possessions: hide armor, huge greatclub.

➤ **Ogre:** Male ogre Bbn1/Ftr1; CR 4; Large giant; HD 4d8+1d12+1d10+12; hp 48; Init -1; Spd 45 ft.; AC 16 (touch 8, flat-footed 16); Atk +12 melee (2d6+10, huge greatclub); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rage; SQ Fast movement; AL CE; SV Fort +10, Ref +0, Will +1; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Jump +7, Listen +2, Spot +2, Wilderness Lore +5; Dash*, Power Attack, Weapon Focus (greatclub).

Possessions: hide armor, +1 huge greatclub.

*See Appendix II: New Rules for additional information.

➤ **Ogre Druid:** Male ogre Drd2; CR 4; Large giant; HD 6d8+12; hp 45; Init -1; Spd 30 ft.; AC 16 (touch 8, flat-footed 16); Atk +10 melee (2d6+7, huge greatclub); Face/Reach 5 ft. by 5 ft./10 ft.; SQ Nature sense, animal companion, woodland stride; AL NE; SV Fort +9, Ref +0, Will +5; Str 21, Dex 8, Con 15, Int 6, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +4, Climb +4, Listen +2, Spot +2, Wilderness Lore +6; Track, Weapon Focus (greatclub).

Possessions: hide armor, huge greatclub.

Spells Known (4/3; base DC = 11 + spell level): 0 – detect poison, flare (3); 1st – entangle, magic fang, shillelagh.

Animal Companion (wolf): hp 13; see *Monster Manual*.

APL 10 (EL 11)

➤ **Ogre (3):** Male ogre Bbn2/Ftr2; CR 6; Large giant; HD 4d8+2d12+2d10+24; hp 73; Init -1; Spd 45 ft.; AC 16 (touch 8, flat-footed 16); Atk +13/+8 melee (2d6+9, huge greatclub); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +13, Ref +0, Will +1; Str 22, Dex 8, Con 16, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +4, Jump +10, Listen +2, Spot +2, Wilderness Lore +5; Dash*, Dirty Fighting*, Power Attack, Power Lunge*, Weapon Focus (greatclub).

Possessions: hide armor, huge greatclub.

*See Appendix II: New Rules for additional information.

➤ **Ogre:** Male ogre Bbn1/Ftr1/Rog2; CR 6; Large giant; HD 4d8+1d12+1d10+2d6+24; hp 68; Init -1; Spd 45 ft.; AC 16 (touch 8, flat-footed 16); Atk +13/+8 melee (2d6+10, huge greatclub); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rage, sneak attack (+1d6); SQ Fast movement, evasion; AL CE; SV Fort +10, Ref +3, Will +1; Str 22, Dex 8, Con 16, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Jump +7, Listen +2, Spot +5, Tumble +8, Wilderness Lore +5; Dash*, Dirty Fighting*, Power Attack, Weapon Focus (greatclub).

Possessions: hide armor, +1 huge greatclub.

*See Appendix II: New Rules for additional information.

➤ **Ogre Druid:** Male ogre Drd4; CR 6; Large giant; HD 8d8+16; hp 59; Init -1; Spd 30 ft.; AC 16 (touch 8, flat-footed 16); Atk +12 melee (2d6+7, huge greatclub); Face/Reach 5 ft. by 5 ft./10 ft.; SQ Nature sense, animal companion, woodland stride, trackless step, resist nature's lure; AL NE; SV Fort +10, Ref +1, Will +7; Str 21, Dex 8, Con 15, Int 6, Wis 14, Cha 9.

Skills and Feats: Animal Empathy +8, Climb +4, Listen +2, Spot +2, Wilderness Lore +9; Skill Focus (Animal Empathy), Track, Weapon Focus (greatclub).

Possessions: hide armor, huge greatclub.

Spells Known (5/4/3; base DC = 12 + spell level): 0 – detect poison, flare (4); 1st – entangle (2), magic fang, shillelagh; 2nd – creeping cold*, flaming sphere (2).

Animal Companion (brown bear): hp 51; see *Monster Manual*.

*See Appendix II: New Rules for additional information.

ENCOUNTER 8: MERCHANTS

APL 4 (EL 7)

➤ **Soune:** Female wererat (hybrid) Brd2; CR 4; Medium-size shapechanger; HD 2d6+4; hp 14; Init +9; Spd 30 ft.; AC 18 (touch 15, flat-footed 13); Atk +7 melee (1d6/18-20, rapier) and +4 melee (1d4, bite); SA

Lycanthropic empathy, curse of lycanthropy, spells; SQ Alternate form, damage reduction 15/silver, scent, bardic music (inspire courage, countersong, fascinate), bardic knowledge +3; AL LE; SV Fort +4, Ref +8, Will +5; Str 10, Dex 20, Con 14, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +8, Climb +13, Hide +13, Listen +13, Move Silently +8, Perform +8, Search +13, Spot +13, Tumble +10; Improved Initiative, Multiattack, Weapon Finesse (bite), Weapon Finesse (rapier).

Possessions: masterwork rapier.

Spells Known (3/1; base DC = 13 + spell level): 0 – daze, detect magic, flare, mending, read magic; 1st – mage armor, sleep.

☛ **Wecus:** Male wererat (hybrid) Sor2; CR 4; Medium-size shapechanger; HD 2d4+6; hp 13; Init +4; Spd 40 ft., climb 20 ft.; AC 17 (touch 14, flat-footed 13); Atk +6 melee (1d6/18-20, rapier) and +3 melee (1d4, bite); SA Lycanthropic empathy, curse of lycanthropy, spells; SQ Alternate form, damage reduction 15/silver, scent; AL LE; SV Fort +5, Ref +4, Will +6; Str 10, Dex 18, Con 16, Int 10, Wis 12, Cha 16.

Skills and Feats: Bluff +5, Climb +12, Hide +12, Listen +8, Move Silently +7, Search +8, Spot +8, Wilderness Lore +3; Multiattack, Spell Focus (Evocation), Weapon Finesse (bite), Weapon Finesse (rapier).

Possessions: masterwork rapier.

Spells Known (6/5; base DC = 13 + spell level; 15 + spell level for Evocation spells): 0 – daze, detect magic, flare, ray of frost, resistance; 1st – magic missile, shield.

☛ **Ymbourmin:** Male werewolf (hybrid) Ftr2; CR 4; Medium-size shapechanger; HD 2d10+10; hp 26; Init +7; Spd 50 ft.; AC 17 (touch 13, flat-footed 14); Atk +7 melee (1d6+4, bite); SA Lycanthropic empathy, curse of lycanthropy, trip; SQ Alternate form, damage reduction 15/silver, scent; AL CE; SV Fort +12, Ref +5, Will +4; Str 18, Dex 16, Con 20, Int 10, Wis 10, Cha 8.

Skills and Feats: Bluff +1, Climb +9, Hide +4, Jump +9, Listen +14, Move Silently +5, Search +8, Spot +11, Wilderness Lore +0 (+4 when tracking by scent); Blind-Fight, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (bite).

Possessions: none.

APL 6 (EL 9)

☛ **Soune:** Female wererat (hybrid) Brd4; CR 6; Medium-size shapechanger; HD 4d6+8; hp 26; Init +9; Spd 30 ft.; AC 18 (touch 15, flat-footed 13); Atk +10 melee (1d6/18-20, rapier) and +6 melee (1d4, bite); SA Lycanthropic empathy, curse of lycanthropy, spells; SQ Alternate form, damage reduction 15/silver, scent, bardic music (inspire courage, countersong, fascinate, inspire competence), bardic knowledge +5; AL LE; SV Fort +5, Ref +9, Will +6; Str 10, Dex 20, Con 14, Int 12, Wis 10, Cha 17.

Skills and Feats: Bluff +10, Climb +13, Hide +15, Listen +13, Move Silently +10, Perform +10, Search +13,

Spot +13, Tumble +12; Improved Initiative, Multiattack, Weapon Finesse (bite), Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: masterwork rapier.

Spells Known (3/3/1; base DC = 13 + spell level): 0 – daze, detect magic, flare, mending, read magic, resistance; 1st – lullaby*, mage armor, sleep; 2nd – hold person, sound burst.

*See Appendix II: New Rules for additional information.

☛ **Wecus:** Male wererat (hybrid) Sor4; CR 6; Medium-size shapechanger; HD 4d4+12; hp 25; Init +4; Spd 40 ft., climb 20 ft.; AC 17 (touch 14, flat-footed 13); Atk +8 melee (1d6/18-20, rapier) and +4 melee (1d4, bite); SA Lycanthropic empathy, curse of lycanthropy, spells; SQ Alternate form, damage reduction 15/silver, scent; AL LE; SV Fort +6, Ref +5, Will +7; Str 10, Dex 18, Con 16, Int 10, Wis 12, Cha 17.

Skills and Feats: Bluff +7, Climb +12, Hide +12, Listen +8, Move Silently +7, Search +8, Spot +8, Wilderness Lore +5; Multiattack, Spell Focus (Evocation), Weapon Finesse (bite), Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: masterwork rapier.

Spells Known (6/7/4; base DC = 13 + spell level; 15 + spell level for Evocation spells): 0 – daze, detect magic, flare, ray of frost, read magic, resistance; 1st – lesser sonic orb*, magic missile, shield; 2nd – flaming sphere.

*See Appendix II: New Rules for additional information.

☛ **Ymbourmin:** Male werewolf (hybrid) Ftr4; CR 6; Medium-size shapechanger; HD 4d10+20; hp 48; Init +7; Spd 50 ft.; AC 17 (touch 13, flat-footed 14); Atk +9 melee (1d6+4, bite); SA Lycanthropic empathy, curse of lycanthropy, trip; SQ Alternate form, damage reduction 15/silver, scent; AL CE; SV Fort +13, Ref +6, Will +5; Str 19, Dex 16, Con 20, Int 10, Wis 10, Cha 8.

Skills and Feats: Bluff +2, Climb +10, Hide +4, Jump +10, Listen +14, Move Silently +5, Search +8, Spot +11, Wilderness Lore +0 (+4 when tracking by scent); Blind-Fight, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Weapon Focus (bite).

Possessions: none.

APL 8 (EL 11)

☛ **Soune:** Female wererat (hybrid) Brd6; CR 8; Medium-size shapechanger; HD 6d6+12; hp 38; Init +9; Spd 30 ft.; AC 18 (touch 15, flat-footed 13); Atk +11 melee (1d6/18-20, rapier) and +7 melee (1d4, bite); SA Lycanthropic empathy, curse of lycanthropy, spells; SQ Alternate form, damage reduction 15/silver, scent, bardic music (inspire courage, countersong, fascinate, inspire competence, suggestion), bardic knowledge +7; AL LE; SV Fort +6, Ref +10, Will +7; Str 10, Dex 20, Con 14, Int 12, Wis 10, Cha 17.

Skills and Feats: Bluff +12, Climb +13, Hide +15, Listen +15, Move Silently +12, Perform +12, Search +13, Spot +13, Tumble +14; Dodge, Improved Initiative,

Multiattack, Weapon Finesse (bite), Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: masterwork rapier.

Spells Known (3/4/3; base DC = 13 + spell level): 0 – daze, detect magic, flare, mending, read magic, resistance; 1st – charm person, lullaby*, mage armor, sleep; 2nd – fortissimo*, hold person, sound burst.

*See Appendix II: New Rules for additional information.

☛ **Wecus:** Male wererat (hybrid) Sor6; CR 8; Medium-size shapechanger; HD 6d4+18; hp 37; Init +4; Spd 40 ft., climb 20 ft.; AC 17 (touch 14, flat-footed 13); Atk +9 melee (1d6/18-20, rapier) and +5 melee (1d4, bite); SA Lycanthropic empathy, curse of lycanthropy, spells; SQ Alternate form, damage reduction 15/silver, scent; AL LE; SV Fort +7, Ref +6, Will +8; Str 10, Dex 18, Con 16, Int 10, Wis 12, Cha 17.

Skills and Feats: Bluff +8, Climb +12, Hide +12, Listen +8, Move Silently +7, Search +8, Spot +8, Wilderness Lore +6; Empower Spell, Multiattack, Spell Focus (Evocation), Weapon Finesse (bite), Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: masterwork rapier.

Spells Known (6/7/6/4; base DC = 13 + spell level; 15 + spell level for Evocation spells): 0 – daze, detect magic, flare, light, ray of frost, read magic, resistance; 1st – lesser sonic orb*, magic missile, ray of enfeeblement, shield; 2nd – flaming sphere, shatter; 3rd – lightning bolt.

*See Appendix II: New Rules for additional information.

☛ **Ymbourmin:** Male werewolf (hybrid) Ftr6; CR 8; Medium-size shapechanger; HD 6d10+30; hp 60; Init +7; Spd 50 ft.; AC 17 (touch 13, flat-footed 14); Atk +11/+6 melee (1d6+6, bite); SA Lycanthropic empathy, curse of lycanthropy, trip; SQ Alternate form, damage reduction 15/silver, scent; AL CE; SV Fort +14, Ref +7, Will +6; Str 19, Dex 16, Con 20, Int 10, Wis 10, Cha 8.

Skills and Feats: Bluff +3, Climb +12, Hide +4, Jump +12, Listen +14, Move Silently +5, Search +8, Spot +11, Wilderness Lore +0 (+4 when tracking by scent); Blind-Fight, Dodge, Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Weapon Focus (bite), Weapon Specialization (bite).

Possessions: none.

APL 10 (EL 13)

☛ **Soune:** Female wererat (hybrid) Brd8; CR 10; Medium-size shapechanger; HD 8d6+16; hp 50; Init +9; Spd 30 ft.; AC 18 (touch 15, flat-footed 13); Atk +13/+8 melee (1d6/18-20, rapier) and +9 melee (1d4, bite); SA Lycanthropic empathy, curse of lycanthropy, spells; SQ Alternate form, damage reduction 15/silver, scent, bardic music (inspire courage, countersong, fascinate, inspire competence, suggestion), bardic knowledge +9; AL LE; SV Fort +6, Ref +11, Will +8; Str 10, Dex 20, Con 14, Int 12, Wis 10, Cha 18.

Skills and Feats: Bluff +14, Climb +13, Hide +15, Listen +15, Move Silently +14, Perform +15, Search +13, Spot +14, Tumble +16; Dodge, Improved Initiative, Multiattack, Weapon Finesse (bite), Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: masterwork rapier.

Spells Known (3/4/4/2; base DC = 14 + spell level): 0 – daze, detect magic, flare, mending, read magic, resistance; 1st – charm person, lullaby*, mage armor, sleep; 2nd – fortissimo*, hold person, sound burst, suggestion; 3rd – confusion, fear, slow.

*See Appendix II: New Rules for additional information.

☛ **Wecus:** Male wererat (hybrid) Sor8; CR 10; Medium-size shapechanger; HD 8d4+24; hp 49; Init +4; Spd 40 ft., climb 20 ft.; AC 17 (touch 14, flat-footed 13); Atk +10 melee (1d6/18-20, rapier) and +6 melee (1d4, bite); SA Lycanthropic empathy, curse of lycanthropy, spells; SQ Alternate form, damage reduction 15/silver, scent; AL LE; SV Fort +7, Ref +6, Will +9; Str 10, Dex 18, Con 16, Int 10, Wis 12, Cha 18.

Skills and Feats: Bluff +11, Climb +12, Hide +12, Listen +8, Move Silently +7, Search +8, Spot +8, Wilderness Lore +8; Empower Spell, Multiattack, Spell Focus (Evocation), Weapon Finesse (bite), Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: masterwork rapier.

Spells Known (6/7/7/6/4; base DC = 14 + spell level; 16 + spell level for Evocation spells): 0 – daze, detect magic, flare, light, mage hand, ray of frost, read magic, resistance; 1st – endure elements, lesser sonic orb*, magic missile, ray of enfeeblement, shield; 2nd – flaming sphere, shatter, web; 3rd – fireball, lightning bolt; 4th – sonic orb*.

*See Appendix II: New Rules for additional information.

☛ **Ymbourmin:** Male werewolf (hybrid) Ftr8; CR 10; Medium-size shapechanger; HD 8d10+50; hp 82; Init +7; Spd 50 ft.; AC 17 (touch 13, flat-footed 14); Atk +14/+9 melee (1d6+7, bite); SA Lycanthropic empathy, curse of lycanthropy, trip; SQ Alternate form, damage reduction 15/silver, scent; AL CE; SV Fort +15, Ref +7, Will +6; Str 20, Dex 16, Con 20, Int 10, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Climb +14, Hide +4, Jump +14, Listen +14, Move Silently +5, Search +8, Spot +11, Wilderness Lore +0 (+4 when tracking by scent); Blind-Fight, Dodge, Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Weapon Focus (bite), Weapon Specialization (bite).

Possessions: none.

APPENDIX II: NEW RULES

FRENZIED BERSERKER AS PRESENTED IN *MASTERS OF THE WILD*

The random madness of the thunderstorm and the unpredictability of the slaadi come together in the soul of the frenzied berserker. Unlike most other characters, she does not fight to achieve some heroic goal or defeat a loathsome villain. Those are mere excuses – it is the thrill of combat that draws her. For the frenzied barbarian, the insanity of battle is much like an addictive drug – she must constantly seek out more conflict to feed her craving for battle.

Along the wild borderlands and in the evil kingdoms of the world, frenzied berserkers often lead warbands that include a variety of character types – and even other frenzied berserkers. Some such groups turn to banditry and brigandage; others serve as specialized mercenaries. Whatever their origin, such warbands naturally gravitate toward situations of instability and conflict, because wars and civil strife are their bread and butter. Indeed, the coming of a frenzied berserker is the most obvious herald of troubled times.

The frenzied berserker's path is unsuited for most adventurers – a fact for which the peace-lovers of the world can be thankful. Because of their traditional love for battle, orc and half-orc barbarians are the ones who most frequently adopt this prestige class, though human and dwarven barbarians also find it appealing. It might seem that elves would be good candidates because of their chaotic nature, but the elven aesthetic and love of grace are at odds with the frenzied berserker's devaluation of the self. Spellcasting characters and monks almost never become frenzied berserkers.

Hit Die: d12

Requirements

To become a frenzied berserker, a character must fulfill the following criteria.

Alignment: Any nonlawful.

Base Attack Bonus: +6.

Feats: Cleave, Destructive Rage, Intimidating Rage, Power Attack.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Frenzy 1/day, Remain Conscious
2 nd	+2	+3	+0	+0	Supreme cleave
3 rd	+3	+3	+1	+1	Frenzy 2/day
4 th	+4	+4	+1	+1	Deathless frenzy
5 th	+5	+4	+1	+1	Frenzy 3/day, improved power attack
6 th	+6	+5	+2	+2	Inspire frenzy 1/day
7 th	+7	+5	+2	+2	Frenzy 4/day
8 th	+8	+6	+2	+2	Greater frenzy, inspire frenzy 2/day
9 th	+9	+6	+3	+3	Frenzy 5/day
10 th	+10	+7	+3	+3	Inspire frenzy 3/day, no longer winded after frenzy, supreme power attack

Class Features

The following are class features of the frenzied berserker prestige class.

Weapon and Armor Proficiency: Frenzied berserkers gain no weapon or armor proficiencies.

Frenzy (Ex): Beginning at 1st level, the frenzied berserker can enter a frenzy during combat. While frenzied, she gains a +6 bonus to Strength and a single extra attack each round at her highest bonus. (This latter effect is not cumulative with haste.) However, she also suffers a –4 penalty to AC and takes 2 points of subdual damage per round. A frenzy lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier. To end the frenzy before its duration expires, the character may attempt a Will save (DC 20) once per round as a free action. Success ends the frenzy immediately; failure means it continues. The effects of frenzy stack with those from rage.

At 1st level, the character can enter a frenzy once per day. Thereafter, she gains one additional use per day of this ability for every two frenzied berserker levels she acquires. The character can enter a frenzy as a free action. Even though this takes no time, she can do it only during her action, not in response to another's action. In addition, if she suffers damage from an attack, spell, trap, or any other source, she automatically enters a frenzy at the start of her next action, as long as she still has at least one daily usage of the ability left. To avoid entering a frenzy in response to damage, the

character must make a successful Will save (DC 10 + points of damage suffered since her last action) at the start of her next action.

While frenzied, the character cannot use skills or abilities that require patience or concentration (such as Move Silently), nor can she cast spells, drink potions, activate magic items, or read scrolls. She can use any feat she has except Expertise, item creation feats, metamagic feats, and Skill Focus in a skill that requires patience or concentration. She can, however, use her special ability to inspire frenzy (see below) normally.

During a frenzy, the frenzied berserker must attack those she perceives as foes to the best of her ability. Should she run out of enemies before her frenzy expires, her rampage continues. She must then attack the nearest creature (determine randomly in several potential foes are equidistant) and fight that opponent without regard to friendship, innocence, or health (the target's or her own).

When a frenzy ends, the frenzied berserker is fatigued (-2 penalty to Strength and Dexterity, unable to charge or run) for the duration of the encounter, or until she enters another frenzy, whichever comes first. At 10th level, she is no longer fatigued after a frenzy, though she still suffers the subdual damage for each round it lasts.

Greater Frenzy: Starting at 8th level, the character's frenzy bonus to Strength becomes +10 instead of +6.

Remain Conscious: The frenzied berserker gains Remain Conscious as a bonus feat.

Supreme Cleave: At 2nd level, the frenzied berserker can take a 5-foot step between attacks when using the Cleave or Great Cleave feat. She is still limited to one such adjustment per round, so she cannot use this ability during a round in which she has already taken a 5-foot step.

Deathless Frenzy: At 4th level, the frenzied berserker can scorn death and unconsciousness while in a frenzy. Should her hit points fall to 0 or below because of hitpoint loss, she continues to fight normally until her frenzy ends. At that point, the effects of her wounds apply normally. This ability does not prevent death from spell effects such as *slay living* or *disintegrate*.

Improved Power Attack: Beginning at 5th level, the frenzied berserker gains a +3 bonus on her melee damage rolls for every -2 penalty she takes on her melee attack rolls when using the Power Attack feat.

Inspire Frenzy (Su): Beginning at 6th level, the frenzied berserker can inspire frenzy in her allies while she herself is frenzied. When she uses this ability, all allies within 10 feet of her gain the benefits and the disadvantages of frenzy as if they had that ability themselves. Those who do not wish to be affected can make a Will save (DC 10 + frenzied berserker level + frenzied berserker's Charisma modifier) to resist the effect. The frenzy of affected allies lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier, regardless of whether they remain within 10 feet of her.

The frenzied berserker gains one additional use of this ability per day for every two additional frenzied berserker levels she acquires, though the ability is still usable only once per encounter.

Supreme Power Attack: At 10th level, the frenzied berserker gains a +2 bonus on her melee damage rolls for every -1 penalty she takes on her melee attack rolls when using the Power Attack feat. This effect does not stack with that of Improved Power Attack.

DASH [GENERAL] AS PRESENTED IN *SONG AND SILENCE*

You move faster than normal for your race.

Benefit: If you are wearing light armor or no armor and are carrying a light load, your speed is 5 feet faster than it normally would be.

DESTRUCTIVE RAGE [GENERAL] AS PRESENTED IN *MASTERS OF THE WILD*

You shatter barriers and objects when enraged.

Prerequisite: Ability to rage.

Benefit: While you're raging, you gain a +8 bonus on any Strength checks you make to break open doors or break inanimate, immobile objects.

DIRTY FIGHTING [GENERAL] AS PRESENTED IN *SWORD AND FIST*

You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisites: Base attack bonus +2.

Benefit: Make a melee attack roll normally. If successful, you inflict an additional +1d4 points of damage. This feat requires the full attack action.

INTIMIDATING RAGE [GENERAL] AS PRESENTED IN *MASTERS OF THE WILD*

Your rage engenders fear in your opponents.

Prerequisites: Ability to rage.

Benefit: While you are raging, you designate a single foe within 30 feet of you who must make a Will save (DC = 10 + one-half your character level + your Charisma modifier) or become shaken for as long as you continue to rage and the target can see you. (A shaken creature suffers a –2 morale penalty on attack rolls, saves, and checks.) A target who makes the save remains immune to the intimidating effect of your rage for one day. Creatures immune to fear and those with no visual senses are immune to this effect.

POWER LUNGE [GENERAL] AS PRESENTED IN *SWORD AND FIST*

Your ferocious attack may catch an opponent unprepared.

Prerequisites: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allows you to inflict double your normal Strength modifier in addition to the attack's damage. You provoke an attack of opportunity from the opponent you charged.

REMAIN CONSCIOUS [GENERAL] AS PRESENTED IN *SWORD AND FIST*

You have a tenacity of will that supports you even when things look bleak.

Prerequisites: Base attack bonus +2, Endurance, Iron Will, Toughness

Benefit: When your hit points are reduced to 0, you may take one partial action on your turn every round until you reach –10 hit points.

CREEPING COLD AS PRESENTED IN *MASTERS OF THE WILD*

Transmutation [Cold]

Level: Drd2

Components: V, S, F

Casting Time: 1 action

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

Target: One creature

Duration: 3 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

You turn the subject's sweat to ice, creating blisters as the ice forms on and inside the skin. The spell deals 1d6 cumulative points of cold damage per round it is in effect (that is, 1d6 on the 1st round, 2d6 on the 2nd and 3d6 on the third). Only one save is allowed against the spell, if successful, it halves the damage each round.

Focus: A small glass or pottery vessel worth at least 25 gp filled with ice, snow or water.

FORTISSIMO AS PRESENTED IN *SONG AND SILENCE*

Evocation

Level: Brd 2

Components: V, S

Casting Time: 1 action

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

Target: One creature or item

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Fortissimo doubles the volume of one source of sound specified by the caster. Bards often use this spell to help their music carry to larger audiences – or just be heard over the din of a noisy tavern.

When casting *fortissimo* on a creature, the caster may specify items that the creature is wearing or carrying for inclusion in the effect. For example, casting *fortissimo* on a singer and including her lute would make both her song and her accompaniment twice as loud.

If the affected creature or item can generate a sonic or language-based attack, such as a *command* spell, a harpy's song, the *fascinate* effect of bardic music, or a *horn of blasting*, the saving throw DC against the attack increases by +2. If a sonic attack deals damage (like a *shout*), the spell increases that damage by +1d6 points.

Fortissimo counters and dispels *silence* and is countered and dispelled by it. If cast at a target affected by *silence*, it negates the effect for that creature or item only.

LESSER SONIC ORB AS PRESENTED IN *TOME AND BLOOD*

Evocation [Sonic]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Targets: Up to five creatures or objects, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of sound about 2 inches across shoots from your palm at its target, dealing 1d8 points of sonic damage. You must succeed at a ranged touch attack to hit your target.

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shoot multiple orbs, you can have them strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.

LULLABY AS PRESENTED IN *SONG AND SILENCE*

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1
Components: V, S, F
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: Living creatures within a 15-ft.-radius burst
Duration: Concentration (see text) plus 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

The caster plays a gentle melody that lulls the senses of those who hear it. Any creature within the area that fails a Will save becomes drowsy and inattentive, suffering a –2 circumstance penalty on Spot and Listen checks and a –2 circumstance penalty on Will saves against *sleep* while the *lullaby* is in effect.

Many bards use this spell in conjunction with either *ambient song* or a silent or disguised spell to improve the odds against anyone noticing such a ruse.

Focus: The caster's instrument.

SONIC ORB AS PRESENTED IN *TOME AND BLOOD*

Evocation [Sonic]
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One or more creatures or objects, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

One or more orbs of sound about 3 inches across shoot from your palm at their targets. You must succeed at a ranged touch attack to hit your target. The orbs deal a total of 1d6 points of acid damage per caster level (maximum 15d6), divided any way you see fit, but a single orb must deal at least 1d6 points of damage. You declare the damage division before making your attack rolls.

A creature struck directly takes the orb's damage and is deafened for 1 round. A deafened creature cannot hear, suffers a –4 penalty to initiative checks, and has a 20% chance of spell failure when casting spells with verbal components. The creature cannot make Listen checks. A successful Fortitude save reduces damage by half and negates the deafening effect.

STORY SUMMARY

for use at WiPoU #2 only.

Please fill out the following and return to Christopher Reed at 6245 Westgate Drive; Apartment 1905; Orlando, FL 32835.

1. Did the characters follow all orders while at Fort Stonewall?
YES NO
2. Did the characters get into any trouble while at Fort Stonewall?
YES NO
3. Did the characters take any additional days to rest?
YES NO
4. Were the characters successful in the mission?
YES NO
5. Did any characters contract lycanthropy?

		YES	NO
a)	If so, who and was it removed?		
Real Name:	character Name:	RPGA:	

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.