

ONW4-05

March on Gullhaven

A One Round D&D LIVING GREYHAWK[®] Onnwal Regional Adventure

Version 1.0

Round 1

by Iain Reid

Circle Reviewer: Paul Looby

Triad Reviewer: Jeny McPhee

A highly secret mission for the Free State to strike hard into Brotherhood territory. Steely nerves are asked for, along with prowess, skill, loyalty, and the ability to work with others. Do you fit the bill?

An Onnwal Regional scenario for APLs 4-14

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

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Introduction

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

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 Website, 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*.

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

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

LIVING GREYHAWK Levels of Play

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

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

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the fford APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face 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. Four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs

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	

to attack must succeed at a DC 10 Handle Animal or

Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one round Regional adventure, set in Onnwal. Characters native to Onnwal 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.

Adventure Summary

The plot of this adventure sees the PCs enlisted by Farland Marshevel, the Braetern of Gilderond¹ to venture deep into Brotherhood territory and liberate a strategically important (but well defended) port. If they are soldiers of the Free Onnwalon Army of Rebellion², the PCs are not given a choice in whether or not to accept this mission. For other PCs, their loyalty to Onnwal will hopefully be sufficient for them to accept the mission. This should not be an issue though.

The PCs will be an elite strike team under the command of Altern Adum Dunurdand, who is in overall charge of the attack. The PCs, Dunurdand, and his force of 200 men will move as quickly as possible though the dangerous 'neutral zone' that borders the Free State and Brotherhood territories. Once there, with the PCs help, they will attack and capture the port of Gullhaven.

Gullhaven, while normally heavily fortified, will be very sparsely defended for a short period of time while the Brotherhood reorders its garrisons in the wake of the capture of the Gates of Gildenlea in late 594 CY. Its geographic location, deep in the western Volanots makes the assault difficult however.

If this dangerous mission was not enough, several events unfold throughout the course of the adventure that should make the PCs even more nervous. Most notably of all, Altern Dunurdand himself, the man whom they are sworn to obey, is a man on the edge. A veteran of the

¹ Braetern's are the Onnwalon equivalent of brigadiers; there are 4 Braeterns under Lord Holdyr Durnenn head of the Free Onnwallian Regular Army. Farland Marshevel is arguably the most important of these.

² It is assumed the PCs have joined the cause of the Free State of Onnwal. If not then ad-lib and additional introduction, eg 'we've heard of your abilities and trust you enough to send you on this mission but you do have the choice...'

Occupation, the Altern has grown increasingly paranoid and obsessive and will do whatever it takes (in his eyes) to complete the mission.

Encounter 1: A Window of Opportunity

The PCs are briefed by Farland Marshevel and meet Dunurdand.

Encounter 2: Suspicious Minds

Dunurdand subjects the PCs to loyalty tests, having them divined by Ethalcad Bergann, his paladin subordinate.

Encounter 3: Across Field and Heath

The PCs are tasked with scouting through the wilderness.

Encounter 4: The Sa'vargh'na Tribe

The PCs encounter tribe of orcs fleeing from the Brotherhood, but who refuse to declare their intentions. Dunurdand orders the PCs to kill the orcs. His reasoning is that he cannot take any risks; the mission must take priority.

Encounter 5: A Change of Course

Upset by the time wasted dealing with the orcs, Dunurdand then orders a change of route, against the advice of his priest. The PCs head into the Old Tullos Wood, land sacred to the Velaeri, the Oeridian gods of winds and sky.

Encounter 6: Night in the Old Tullos Wood

The PCs meet the guardian of the wood and are told to turn around. In the night, an extremely angry priestess of the Velaeri confronts the PCs. She demands that they turn around. If they do not, she attacks them. Unless the PCs intervene, Dunurdand will slay the priestess, destroying centuries of protection the Velaeri have fought for.

Encounter 7: March on Gullhaven

Passing beyond the forest, the column begins its final march on the village of Gullhaven. Though the next few days are uneventful, the PCs get a chance to speak with the other figures in the army - the mysterious Wizard, the suspicious halfling priest, and the regulars of the column themselves.

Encounter 8: The Battle of Gullhaven

Finally they reach Gullhaven itself and begin the assault, only to find the Brotherhood ranks bolstered by the villagers of Gullhaven, the very people they are trying to save! Dunurdand orders the PCs to kill any villager who bears arms, leaving a difficult moral dilemma for the heroes.

a showdown with the Kesh of Gullhaven and his monstrous henchtroll.

Encounter 1: A Window of Opportunity

This encounter begins with a briefing on the mission. Read aloud or paraphrase the following:

You are seated around a table in chamber high in the citadel of the Gates of the Gildenlea. Once the quarters of the Scarlet Brotherhood castellan, since the recent storming of the citadel, the chamber has housed Farland Marshevel, Braetern of Gilderond, The braetern, sits across from you. Behind him, several tactical maps are chalked up on a slab of slate.

It is unseasonably hot for winter, even in Onnwal. The heat and humidity presses against your brow like a vice. It's been two long days since you received your urgent summons for this 'highly sensitive and important mission'.

Noticing your drooping eyelids, Farland Marshevel clears his throat.

"I can see the heat must be getting to you. I'll try and cover the main points of this briefing as quickly as possible."

Assuming the PCs agree, Farland explains:

"Well, first let me state that although I have never met some of you before today, you all come to me on the highest recommendation from the Skullsplitter. He thinks you are the right people for the job and I trust his judgement.

"You will form part of a company that I have assembled with the purpose of travelling into enemy territory and capturing Gullhaven, a well fortified port lying south of Scant and held by the Brotherhood. Once this has been achieved, you will hold Gullhaven against the expected Brotherhood counterattack, until the balance of our forces arrive to consolidate your position.

"These maps show the most important features..." Marshevel picks up a rod and points to the chalked blackboard behind him.

Allow the players time to get their breath and maybe ask a few questions. Marshevel will speak on the strategic importance of Gullhaven. It is the southern anchor for the defensive lines around Scant. Furthermore, its sheltered anchorage will be vital to any blockade or naval assault on Scant, serving as a staging area for the Free State Navy.

Marshevel informs the PCs that the port's natural defences if properly garrisoned, are formidable. However, he has learnt that the Brotherhood are readjusting their defensive lines around Scant in the wake of the capture of the Gates of the Gildenlea by the Free State. As a result, Gullhaven will, for a very short time, be vulnerable to a surprise attack by a small, strike column. The capture of Gullhaven will leave Scant open to attack by land and sea, and is a stepping stone to the storming of the city and victory in the long war against the Scarlet Brotherhood. This should get the PCs interested.

Once the PCs grasp the basics then he continues:

"Have you met Altern Adum Dunurdand?" Marshevel asks.

[A: no]

"You shall be meeting him to you in a few moments. He will be in command of the attack. The column consists of around 200 veteran troops, including a handful of warmages. Dunurdand is a highly decorated officer and has served in the Regulars since before the Occupation. I trust you shall treat him with the appropriate respect that a senior officer commands.

"Your role in this affair is special, and as such you are absolutely vital to the success of this mission. I want you to be his eyes and ears and when he desires it, his fists. Is that clear? Good. There are a few things that you should ..."

There is a sharp rap on the door.

Farland shouts "enter" and Altern Adum Dunurdand does so. He walks with the gait of a warrior; controlled precise movement despite his big shoulders and heavy armour. His furrowed brow and greying temples mark him out as in his late 40s, and he has a stoic look, like one who bears all his of his own burdens privately.

"Ahh, Altern so good to see you!" says Farland shaking Dunurdand's hand and clasping his shoulders. "Let me introduce you to your specialists."

Now would be a good time for the PCs to introduce themselves to the rest of the party and to the Altern. Farland prompts them for examples of their prowess and skill - he's trying to boost their ego as well as 'sell' them to the Altern.

No matter what tales they have, Dunurdand remains largely unimpressed and taciturn. He is a man for whom deeds, not words, speak.

After the introductions are over, Farland asks the PCs if they have any more questions before handing them over to the Altern.

"Oh, one last, but vitally important thing. This goes for you as well, altern. Only those present in this room know the details of this attack. Not even Lord Marshal Geldrenn himself knows all what I have told you here. Under no circumstances must that situation change. We face a cunning foe, with eyes and ears everywhere and I'm sure you all understand that in this war, secrecy armours us as well as steel. Good day to you, gentlemen and may the Invincible One grant you good fortune!"

Alert PCs might ask since when has Halshas Geldrenn been Lord Marshal of the Free State Army of Rebellion? Marshevel will inform them that Szek Jian himself replaced the former lord marshal, Rakehell Chert with Baron Geldrenn of the Silvervale not a fortnight ago. Marshevel will be reluctant to discuss the whys and wherefores of the appointment, except to say that Halshas Geldrenn had proved himself an able and aggressive enemy of the Scarlet Sign during the Occupation, the Brewfest Rebellion and the recapture of Longbridge in 592 CY. If there is nothing else, the braetern will dismiss the PCs and Durnurdand.

Encounter 2: Suspicious Minds

Altern Adum Dunurdand leads the PCs down to the barracks where his men are quartered and shows them their billets. Before the PCs get a chance to get some rest and memorize their spells however, the altern has a test for them. He takes them into a private room with ten armed guards as escort.

"Come with me", the altern orders tersely. The stone room into which you are led is completely empty, except for the ten men in the green and gold of the Regulars, their blades bared. Dunurdand shuts the door, locks it twice and turns around.

"There are many spies with our lands." he says rather obliquely. "It is very difficult to know who to trust. Someone's bad judgement could be another man's life. Please stand here."

He points to the centre of the room where a large man dressed in the vestments of a member of the Fellowship of the Coin stands.

"Bergann here is my defence against the deceit of the strawheads" says the altern. "Bergann, weigh them!"

Assuming the PCs agree, Bergan places his brick like hands around their temples, each in turn and uses his *detects evil* ability on them.

"Nothing, sir" declares the Zilchan.

Dunurdand looks relieved and at a sign from him, the Regulars sheathe their swords.

"Good," says the altern. "I had to be sure. Now get some rest. We march before the dawn bell on the morrow."

If the PC do *not* agree to be divined, Dunurdand grows suspicious and angry. He reminds them they are under his command and that failure to follow his orders is treason. All of his men have passed this test. No PC will be allowed to march with him (i.e. continue the adventure) unless they agree.

This encounter serves to introduce the altern's growing paranoia, his unconventional methods as well as his "my way or the high way" attitude. It is likely this will do little to endear him to the PCs.

Encounter 3: Across Field and Heath

The next day, the PCs are roused before dawn and meet the Gullhaven column.

Read aloud or paraphrase the following:

The men of the Gullhaven column are assembled in the courtyard of the keep. The core of the force is three score Regulars, men of the Golden Heart, marked out by their long green travelling cloaks and the mail beneath that glitters in the torchlight. The remainder have the look of Militiamen about them, dressed in a mix of mismatched armour, leather, mail and the occasional scrap of splint and plate. Some have a more hardened look. Lightly armoured and equipped for ranging and scouting, they are almost certainly men of the Wreckers. All appear hardened and grimaced and no few bear dented armour and scars from previous battles.

As well as the soldiers, there is a small cadre of leather-clad warmages led by a tall gangly man with bushy eyebrows and a green beard.

In addition there is a group of healers, bearing either the silver Hand and Bolt of Heironeous or the golden Purse of Plenty of Zilchus. The healers are led by a tubby halfling cleric of Zilchus who seems a little out of place.

The halfling, is called Dico Brude and has been ordered to go un-armoured by Altern Dunurdand due to his bulk. Aside from the PCs and one or two half-elven warmages, he is the only non-human in the force.

The altern and Ethalcad Bergan are decked out in full plate mail and the Altern explains that speed is of the essence. He orders any halfling or gnome PC in medium or heavy armour to change into one of the spare sets of leather

(small) they have. He reassures them they can change before they reach Gullhaven but unless they have anyway of keeping their speed at 20' or above, they will slow down the whole army.

Once everyone is equipped, and weapons are checked, the army leaves the Gates of the Gildenlea under the cover of darkness and heads south.

Read or paraphrase the following:

As you leave the Gates in the predawn gloom and wind your way into the hills of the western Volanots, there is a definite feeling of excitement among the troops. Although they don't know the specifics of the plan, many have guessed you will be venturing into Brotherhood lands and seem eager to strike a blow against their oppressors.

Over half a day's march, the PCs pass through abandoned farmsteads and fallow, overgrown fields and pastures, winding their way south into the low rolling hills of the western Volanots. The terrain here is not as rugged as the eastern end of the range, and the going is not terribly hard. The route has been well picked, and the column encounters no one. The column pauses for a midday meal of hard bread and dried meat. Altern Dunurdand approaches the PCs:

Read aloud or paraphrase the following:

"Well heroes, its time for you to prove yourself" says the Altern, and with his deadpan tone its difficult to tell whether he is mocking or flattering you.

Dunurdand explains that as they are now leaving the safe lands, he wants the PC to scout ahead at least 20 minutes march of the main force. He wants them to identify any hazards, and if within their abilities, to neutralise them speedily and professionally. They are only to track back in case of emergency or attack. Assuming they encounter no problems, they are to return to the column before nightfall, to make camp.

Being a man of Gilderond, Dunurdand knows a little about the land they are travelling across: rolling hills clothed in scrub and heath. He unrolls a map, and indicates to their (unmarked) expected route. If the PCs ask, he is happy to assist them by way of supplies but has nothing magical to offer them, nor will he lend them any men. This is their job!

Once the PCs and the army part ways, have the group make a DC 15 Survival check in order to follow the correct course. Failure means the PCs get turned about in the wrong direction and get lost. A further DC 19 Survival check is required to get back on track In this case, they

have lost valuable time and are considered *Delayed* (see Encounter 4 below). If they fail the second roll, the PCs lose the track entirely and stumble into a bog. A muddy 30 minutes later, Dunurdand and his men catch up with them. They are a laughing stock and Dunurdand is fuming. Muttering about professionalism he orders a few men to help them out of the bog and sends the PCs back to scout. Again they are considered *Delayed* and at the GMs option may have a further -2 penalty on Diplomacy checks with any of the men or their altern.

Upon leaving to scout a second time, Bardomell Strangeways (the green-bearded wizard) takes the PCs aside and points out that the lichen in this particular region always grows on the east of mandobul bushes. Armed with this handy piece of knowledge, they don't get lost again, he assures them, much to the merriment of the soldiery.

Encounter 4: The Sa'vargh'na Tribe

Once the PCs finally get going, they find the going reasonably easy. PCs who have before adventured in the Headlands will laugh at how tame the hills here are compared to the steep tors and tortuous canyons there. However, there is not much cover. Light bushes, small hills and the occasional copse of trees are the only protection the column has against prying eyes. Build on this feeling of nakedness to keep the PCs fear up - after all this is supposed to be a quick and covert strike. Was that circling raven actually a Brotherhood scout? Who can say?

Several hours later, sharp-eyed PCs making a DC 24 Spot check (DC 18 if for some reason the PCs have flying companions or party members) notice a dust and movement about a mile in the distance. Whatever it is, it is closing rapidly and heading straight towards them.

As the dustcloud gets closer, it becomes apparent it is some kind of caravan. There are several horses and wagons and a host of humanoids on foot. A DC 24 Spot (DC 18 for flying) check will reveal that many of the humanoids are orcs.

What the PCs do now may vary greatly. Use the information presented below to tailor the encounter based on the PCs actions.

The Story of the Sa'vargh'na: The Sa'vargh'na Orc tribe is currently 51 strong consisting of:

- 'Grath' a half-orc warrior/barbarian who, by dint of being the biggest and the strongest of the tribe, is their leader.
- 31 assorted orc and half-orc male warriors (use the same stats).

- 19 assorted orc and half-orc women, children and older orcs unable to fight.
- 3 badly damaged, covered wagons containing their supplies and some of the children
- 10 horses, 6 of which are used to pull the wagons.
- (APL's 8+ only) "Orgni", a Grey Render who has bonded with Grath and is treated as family by the rest of the tribe. "Orgni" is smarter than the average Grey Render and, much to the delight of the orcs, can perform a few tricks including a stomping dance to the beat of orc drums.

Most of the half-orcs are first or second generation and so are quite 'orc' with prominent features such as brown skin, large canines and a general disrespect of society. Around 40% of the tribe are Neutral-Evil, the rest (including Grath) are Neutral. They worship Gruumsh (and have a old and frail shaman) but are not a very spiritual tribe.

The Sa'vargh'na tribe came to Onnwal with Jedurek and the forces of the Mak. They have fought and bled too much and are now weary of being abused by Jedurek and the Brotherhood alike. When Jedurek rebelled against the Brotherhood and vowed to return to the Pomarj to fkill the Mak for his treachery, the Sa'vargh'na saw their opportunity to desert. They are surprisingly self aware for orcs and have decided to take matters into their own hands and seek out a territory of their own in Onnwal. They have a deep-rooted mistrust of humans, who have enslaved many of their tribe in the past.

Perhaps due to the large numbers of half-orcs in the tribe and their Pomarji upbringing, perhaps due to simply to the changing face of the world, the Sa'vargh'na Tribe are quite civilized and advanced (for orcs). Most wear clothing of some kind, several can ride horses and lead the tribes' wagons, and while fighting is common, rarely do tribe members kill each other. As far as orcs go, they aren't the worst but they *are* still orcs.

What the PCs can do: If they continue on their present course, the Sa'vargh'na will intercept the column in about 20 minutes (they are moving straight toward each other). This is reduced to 10 minutes if the party is *Delayed* (see Scouting earlier). This gives the PCs a very small amount of time to act.

Sneaking up on the orcs isn't particularly difficult (unless "Orgni" is around at Higher APLs) due to their low Spot skills. Once close, PCs may be able to determine their numbers and strength. Alternatively, they may rush back and warn the column.

If Altern Dunurdand is informed of their presence, he has only one immediate and definite response – attack and slay them all before they can get word to their scarlet

masters! He wants the PCs to lead the spearhead. They are only orcs and as their very presence jeopardizes the mission greatly, not one orc can be allowed to survive.

Convincing the Altern to do anything different is incredibly difficult. A DC 25 Diplomacy check is required to convince the altern to even think about a parley with the orcs. Should he find out that many of the orcs are evil or that they have had previous contact with the Brotherhood, the DC should rise to 30 or higher at the DMs discretion.

Convincing the altern to avoid the tribe is nigh on impossible (due to the fact the chances of successfully executing such a manoeuvre are incredibly low), requiring a DC 30 Diplomacy check. Dunurdand (or any PC with Leadership) must make a DC 29 Knowledge (history³) or Profession (soldier) check to manoeuvre the column past the orcs unseen. If this fails, they are spotted and combat ensues with the exception that Dunurdand's casualties are doubled due to being attacked out of formation.

If they manage to enter into parley with the orcs, the PCs have many problems to overcome. Firstly, only Grath speaks Common and very poor Common at that. Secondly, he is not willing to give out any information about himself or his tribe without a DC 24 Diplomacy or Intimidate check from the PCs. Even then, Dunurdand gets increasingly stiff - he feels he has been pressured into parleying with the enemy and begins to rally his men to attack. A final DC 40 Diplomacy check is required to avert combat. All of the above checks require convincing role-playing by the PC in question. Poor arguments or abrasive speech-craft should raise the DC by 2-5 points per Diplomacy check at the DM's discretion.

Given the extremely difficult checks above, and the lack of time or resources to execute any better avoidance strategy, it is likely the two forces will come to blows. If the PCs attack the orcs without consulting Dunurdand, then they face the entire force on their own. If successful however, they earn Dunurdand's thanks and receive a +4 bonus on Diplomacy checks with the men or Dunurdand himself until the end of the module.

If they spearhead the attack with Dunurdand as requested, they face the combat listed below. Dunurdand and his men rip through the rest of the tribe, killing all and losing only 2 of his own men in the process.

APL 4 (EL 6):

- 👉 **Orc Warriors (5)**; War2; hp 16; see Appendix 2
- 👉 **Grath, Orc Chieftain of the Sa'vargh'na**; Ftr2/Bbn2; hp 35; see Appendix 2

APL 6 (EL 8)

- 👉 **Orc Warriors (9)**; War2; hp 16; see Appendix 2
- 👉 **Grath, Orc Chieftain of the Sa'vargh'na**; Ftr4/Bbn2; hp 51; see Appendix 2

APL 8 (EL 10)

- 👉 **Orc Warriors (11)**; War2; hp 16; see Appendix 2
- 👉 **Grath, Orc Chieftain of the Sa'vargh'na**; Ftr4/Bbn2; hp 51; see Appendix 2
- 👉 **"Orgni", Grey Render**: hp 125; see Appendix 2

APL 10 (EL 12)

- 👉 **Orc Warriors (11)**; War2; hp 16; see Appendix 2
- 👉 **Grath, Orc Chieftain of the Sa'vargh'na**; Ftr4/Bbn2; hp 51; see Appendix 2
- 👉 **"Orgni", advanced Grey Render**: hp 190; see Appendix 2

APL 12 (EL 14)

- 👉 **Orc Warriors (11)**; War2; hp 16; see Appendix 2
- 👉 **Grath, Orc Chieftain of the Sa'vargh'na**; Ftr5/Bbn4; hp 88; see Appendix 2
- 👉 **"Orgni", advanced Grey Render**: hp 280; see Appendix 2

APL 14 (EL 16)

- 👉 **Orc Warriors (11)**; Ftr3; hp 25; see Appendix 2
- 👉 **Grath, Orc Chieftain of the Sa'vargh'na**; Ftr6/Bbn5; hp 105; see Appendix 2
- 👉 **"Orgni", advanced Grey Render**: hp 370; see Appendix 2

Tactics: If around, Grath and "Orgni" fight together, teaming up against their enemy (flanking) and working very much as a team. If "Orgni" is not around, an orc warrior will fight with Grath instead. The rest of the orc warriors use mob tactics, trying to overrun individual enemies in their own large groups. They are not very disciplined.

Treasure:

APL 4: Loot: 99 gp; Coin: 10 gp; Magic: *potion of cure serious wounds* (63 gp);

APL 6: Loot: 166 gp; Magic: *belt of giant strength +4*, (1333 gp); *potion of cure serious wounds* (63 gp);

APL 8: Loot: 166 gp; Magic: *belt of giant strength +4*, (1333 gp); *potion of cure serious wounds* (63 gp);

APL 10: Loot: 166 gp; Magic: *belt of giant strength +4*, (1333 gp); *potion of cure serious wounds* (63 gp);

APL 12: Loot: 166 gp; Magic: *belt of giant strength +4*, (1333 gp); *potion of cure serious wounds* (63 gp);

³ Military tactics are a subset of the Knowledge (history) skill

APL 14: Loot: 166 gp; Magic: *belt of giant strength +4*, (1333 gp); *potion of cure serious wounds* (63 gp);

Development: If the PCs refuse to fight, Dunurdand is livid (he may never raise his voice but he still gets angry). To him this is an act of treason. After dispatching with the orcs himself (suffering 8 casualties), he informs the PCs they are to be placed under arrest on their return. The PCs (see the end of the module) suffer a -4 penalty to Diplomacy checks with Dunurdand and his men.

This encounter is likely to end in bloodshed, and the destruction to an orc of the Sa'vargh'na tribe, a group for whom this war had little meaning. While this may be natural (the killing of monsters who might have gone on to take countless innocent lives in their raids if they had ever become established) or acceptable (the mission comes first) to some PCs (and Dunurdand subscribes to both schools of thought), it may cause others to stop and think. This serves to underline both the greyness of war as well as the grit, harshness and determination of the PCs' altern.

Encounter 5: A Change of Course

When the PCs return to the column (which they almost certainly will do, either after the fight with the Savarghna or after defeating them themselves), they find Altern Dunurdand in an argument with Dico Bude, the halfling priest. Dunurdand, as always, is unflinching in his stare. Dico on the other hand is very animated, practically jumping up and down to make his point.

If the PCs investigate, they find the issue of contention is a proposed change to the braetern's plan by Dunurdand. He is unhappy about the progress that has been made, stating that the heat of the sun and the battle (or manoeuvre) with the Sa'vargh'na has slowed the company down significantly. He wants to reach Gullhaven via a different route, taking a short cut through the Old Tullus Wood. Dico is upset because he knows that the Old Tullus Wood is a sacred site to the Velaeri (the Oeridian gods of Winds, Sky and Seasons), and their will be very upset (and possibly violent) should the column try and cross it. The way Dunurdand sees it though, the fate of the realm is more important than treading on a few priests' toes. Dunurdand also argues that it will give cover for the night's camp, a point which Dico has trouble refuting.

PCs may know a little about the legend of the Old Tullus Wood. Many skills can help here but the difficulties are varying:

- Bardic Lore (DC 18)
- Knowledge (local – Splintered Suns) (DC 20)
- Knowledge (nature) (DC 23)
- Knowledge (religion) (DC 29) or

- Survival (DC 31)

All give previous knowledge of the Old Tullus Wood - basically the information at the start of Encounter 6 along with any other pieces of 'flavour' the DM wants to add in.

No matter what the PCs say, Dunurdand will not change his mind and Dico eventually gives in. Unless the PCs have a way of magically hastening the entire army (which might cause Dunurdand to re-think), they will be heading into the wood. Read or paraphrase the following:

The Old Tullus Wood. Once you delve into its foliage you realise its name is something of a misnomer. It barely merits the term 'wood', let alone the added prestige implied by adopting the title of 'Old Wood'. The tree cover itself is incredibly light; a collection of flower-carpeted clearings and natural meadows peppered with copses of poplar, cypress and sycamore and the odd brook. Still, it is very pretty. The place has an air of unspoiled serenity about it and the abundance of flowers and birdsong tells you that it may be sacred to humans but the animals don't seem to mind.

Midway through the passage of the woods, with dusk falling and no sign of any Velaeri priests, the column makes camp. Despite lighting no fires, they make a lot of mess however. The PCs are not needed on watch unless they particularly want to help out (they have 200 men for that) and night swiftly falls.

Although this short linking encounter has little chance to be influenced by the PCs, it does do some more scene setting. It sets up the events of Encounter 6, as well as showing the altern's brazen disregard for following his original orders. It also introduces Dico Bude, who (see his write-up in the Appendix) actually has ulterior motives for not wanting to pass this way. Depending on how interested the PCs are in the NPC back-story and sub-plots, this can be further developed in Encounter 7.

Encounter 6: Night in the Old Tullus Wood

The History of the Old Tullus Wood: The Old Tullus Wood itself is not particularly old. Most of the trees are cypress, poplar and sycamore and have no ancient heritage about them. The true secret of the wood lies in the *land* beneath the trees. Legend has it that centuries ago, when the Aerdi ruled Onnwal, one of the very first Herzogs of the South Province rode across Onnwal in one day (on many horses)

to survey this westernmost of his fiefs. Stumbling upon where the Old Tullos Wood now stands, he was so enchanted by the beauty of the flowers and the placid calm of the area that he issued an order that the land be eternally protected from man so that its beauty could be preserved forever.

The herzog visited this area many times during his reign and may have even appointed it with an official title although no such records remain. When he died, the Oeridian warlord was buried in the very centre of his favourite wood. However, with the coming of the Brotherhood, both the wood and the Herzog were forgotten about, except by the priests of the Velaeri. Quite what the agricultural clerics motives are in preserving the sanctity of the area, few can guess at and fewer still know. Some have conjectured that the Herzog appointed a Velaeri priest as his gardener; some say nay, they were his undertakers instead. Whatever the truth, the Velaeri protect this area with a zeal approaching fanaticism and take every effort to spread the legend of the Herzog to the surrounding countryside.

And up until now it has worked...

In The Dead Of Night: Give PCs on watch DC 18 Listen checks. Those that make it hear rustling and movement from the trees. Investigators will come across Mistress Anin before she encounters Dunurdand. However, they will not have long before he and Bardomell Strangeways arrive.

If none of the PCs are on watch, then one of them is started awake by hair in his face. Opening his eyes he/she sees a mess of green twigs and two grey eyes staring at him. Bardomell Strangeways (for it is him) puts his finger to his lips and "shhhh". He awakens the PCs quietly and leads them quickly to the next clearing where Dunurdand and Mistress Anin are arguing.

Read or paraphrase the following as the PCs enter the clearing:

Dressed in a simple blouse and skirt, an auburn-haired woman stands in the middle of the clearing, a scowl and a look of pure fury marring her otherwise pretty features. She carries no weapons, yet speaks with confidence, authority and a gleam in her eyes, which seems quite enchanting in the moonlight of the night.

"I do not care where you come from," she is saying. "I care only that leave. Now.

"I do not care what you know. I only care that you understand that you should not have come to this place and that you are not welcome here.

"I also do not care who you are, nor do I expect you to care who I am, except that I am the one who will bar your path.

"The way ahead is close to you. Go back."

Mistress Anin is an isolated and angry priestess of Telchur, the god of winter and the north wind, though she venerates all the Velaeri. She has inherited the unenviable task of keeping all humanoids out of the Old Tullos Wood. Years of isolation with only her frosty ideology to keep her company have turned her bitter and resentful of both the Free State and the Brotherhood. Pushed the wrong way, she could snap and attack the PCs and/or the altern.

What Anin wants is for Dunurdand and his column of soldiers (including the PCs) to leave they way they came, progressing no deeper into the Wood. In a way she mirrors Dunurdand in that (to her) this goal is all that matters and she is willing to sacrifice everything, including her life, to achieve it. However, she lacks the power to achieve what she wants, hence her anger, frustration and ultimately desperation.

Dunurdand on the other hand, is not interested at all Anin. To him, she is a yokel priest with no comprehension of the importance of his mission, nor the importance of the struggle at large. He plans to ignore her pleas, and if she attacks, then more fool her - he won't shed a tear over her grave.

If the PCs do not interfere, this is exactly what will happen. Anin and Dunurdand will argue. She will grovel, then spit, then finally attack the officer. Her death by his sword will end the centuries of guardianship of the Old Tullos Wood.

What the PCs can do: Diplomacy is one solution but unless the PCs can come up with some acceptable compromise - it will not work, as neither side is willing to completely back down. The DC for any Diplomacy check should range between 25-35, depending on the DM's opinion of the solution, as well as the role-playing of the PCs.

Intimidation will not work. Both Dunurdand and Anin are prepared to die for their causes (and Dunurdand feels no threat from the PCs). Use of this skill just aggravates both parties.

Bluffing may work, as Anin isn't particularly perceptive due to her many years of hermitage (she has low Sense Motive score) but the PCs will have to come up with an appropriate cover story. Have the PCs make an opposed Bluff check against Anin's Sense Motive (see Players Handbook, page 64).

Alternatively, the PCs may come up with other ways round this problem but less XP should be awarded for solutions that are aggressive or pay no respect to Anin's feelings and wishes (for instance subduing her or casting *hold person*).

Should the worst happen and this encounter lead to a fight, have Dunurdand stand back and let the PCs do his dirty work. If Anin strikes at him, he does not hesitate to slay her with his sword. This is an easy encounter, (even low level groups should have no difficulty defeating her) to give the players a hollow feeling over any martial victory.

All APLs

Mistress Anin: Clr1 – Telchur; hp 11; see Appendix 1.

Leaving the Wood: Anin will not be able to make Dunurdand abandon his mission, so the likely end of this encounter is the army leaving the wood and continuing on towards Gullhaven.

What happens to Mistress Anin and the future of the Old Tullos Wood is another matter, one that the PCs have in their hands.

This encounter finishes off Dunurdand's profiling; showing that he is prepared to kill innocents for the 'greater good'. It also casts him against a mirror of sorts, the obsessive Mistress Anin clinging to values and goals that others do not share, and unwilling at all costs stand down.

Encounter 7: March on Gullhaven

Read aloud or paraphrase the following:

With the Old Tullos Wood behind you, thoughts go towards the Brotherhood, Gullhaven and the bloody work ahead. Still however, the men are unaware of your mission and the observant among you feel murmurings of discontent.

This encounter is purely a role-playing encounter and can be of varying length, dependent on the time remaining for play. As the PCs begin their final trek towards the village, the morale of the troops begins to ebb due to the troubles of the trip and many may be willing to chat to the PCs.

Eventually, when in the proximity of Gullhaven, Dunurdand calls the troops together and rallies them. He explains their mission and gives a stirring speech, which is a prelude to the final battle.

On the journey however PCs who choose to mingle will hear rumours and information from various sources. Gather Information checks are required for some of the rumours, while others are free. Where a number is listed in brackets, that is the DC to find out that piece of gossip.

Rumours and Chat

From the Men:

- Several of the men are unhappy about the way the march has been going. Uncertainty is their main concern, but a small number are also anxious that their altern may be 'losing it', and is gradually becoming unstable.
- Many of the men are unhappy about not knowing their destination. They ask the PCs to reveal the plan to them. The PCs swore an oath not to do this at the beginning and irrespective of their alignment or misgivings, doing so will endanger the mission.
- One man (Pador Orina) lost his family, lands and his right eye to the Brotherhood. He is filled with hate and anger, and has made a vow to fight to the death. He spits on any Sueloise PC claiming he will trust no Strawhair ever again.
- On a DC 15 Gather Information check, the PCs discover that one of the men, Jared, is originally from Longbridge. If the PCs speak to him, he recognises one of the PCs who helped retake the town in 592 CY in the Onnwal special event *the Long Night* (if one of the PCs participated in this event). He is incredibly grateful and hails the PC as a hero in front of the rest of the men.

From the warmages:

- Many of the mages are Warmages of Killdeer, the rest are warriors with magical talent. They are quite arrogant, convinced of their own skill in both magic and the blade.
- Adel Aronnier, a half-elf, has his birthday tomorrow. He is worried about the battle as people always die on their birthdays he says.
- A DC 17 Gather Information check reveals that one of the older Spellswords, Jule Maestro a Warmage of Killdeer, says the organization is not what it used to be. Numbers are dwindling with every battle and there seems to be precious little intake. He is worried that they will not last the war out.
- Bardomell Strangeways is much more of a listener than a talker. If the PCs initiate conversation with him he asks them many questions about what they believe in, who they are and what they think. If questioned

more, he plays down his own history claiming to be a simple man with simple needs.

From the Priests:

- Most of the priests are of Heironeous though there are a few followers of Zilchus and Dico Bude himself also follows Zilchus.
- A moustachioed and martial looking priest of Heironeous moans to the PCs that the Zilchans can't fight and are more of a hindrance than a boon. And they charged him 2 gp to borrow a divine focus!
- One of the priests of Zilchus has a *bull's strength* that he offers to cast on a PC for 40 gp just before they reach Gullhaven. "Take it or leave it" he says...
- A DC 20 Gather Information check reveals that a low ranking priest of Heironeous whispers to one of the PCs that the only reason the 'fat halfling' and the 'Zilchans tenderfeet' are on this mission is to keep an eye on Dunurdand himself. Apparently the Church of Zilchus pours vast amounts coin into the braetern's (Farland Marshevel) coffers in exchange for unknown 'favours'. The priest does not know whether there is any truth in this but thinks that it's just like Zilchus to be involved in dirty politics.
- Dico Bude manages to be very chatty without actually saying anything of consequence. He laughs at any suggestion of influence that his church has over the braetern claiming the reason he is here is due to the short notice required to get an experienced priest.

From Dunurdand:

- He is not in the mood for chat.

"Go away and stop bothering me", he says while Ethalcad Bergann grunts and cracks his knuckles.

Encounter 8: The Battle of Gullhaven

After a day's march and a night's camp the column continues on. Mid-morning on the second day, read or paraphrase the following.

The following morning is overcast and grey, when Dunurdand calls a halt to the company and gathers the troops round.

"Patriots and comrades," he begins; as he clears his throat a sullen silence washes over the men. "Patriots and comrades yes, but also warriors and crusaders. Some of you may have guessed, some of you may already know of the nature of our mission. We are here to strike a blow against the foe. The port of Gullhaven lies a few hours march to the south. For eight years, her people have known naught but the cruel tyranny of the Scarlet Sign - all that is about to change. Today we, warriors of Onnwal, will drive like a dagger of vengeance into the side of the Brotherhood and fight to liberate our land!"

A murmur of excitement runs through the troops. One or two raise their swords in excitement. Dunurdand waits for this to calm a little before continuing.

"Do not be complacent, though. This will not be an easy fight. The port is fortified and well manned troops. However, we are not regular soldiers, not regular Onnwalons. We are The Golden Heart!!!"

The men cheer. At this point Ethalcad Bergan approaches the PCs and quietly whispers in one of their ears

"The altern wants you to say something. Something worthy."

Dunurdand steps back and introduces the PC by name alone.

Have the player stand up and issue a rally, keeping it short and sweet. This should not be decided by a skill roll, but by oratory. The men all cheer and wave their swords in the air, the amount of cheering depending on the quality of the rally.

With added vigour and courage, the army swiftly move south, climbing up hill most of the time. At least creasting a ridge, you can see Gullhaven, a small town, nestling about a sheltered harbour fringed by high cliffs. White gulls circle around and a stiff breeze carries with it the smell of salt and sea. A half mile away you can clearly see the wooden palisade that girdles the port.

"Well men", says Dunurdand. "This is it. Let's make it a morning to remember in song and story!"

Gullhaven is not an easy nut to crack. Set in a narrow cleft in the cliffs that fringe the western coast of Onnwal, it is fenced in to east and west by high unscalable cliffs that fall straight into harbour. With the sea to the south, the only direction of attack is from the north down a winding switchback road and across a fairly level killing ground in front of the ditch and palisade. Getting down the hill unnoticed is next to impossible.

As the column spreads out and takes up positions of the slopes overlooking the town Dunurdand explains to the PCs that, as always, he will lead the charge from the front. He expects nothing less than the PCs to join them.

“Could be a tough one”, Dunurdand explains. “The sentinels will be sure to spot us soon. Getting to the bottom of the hill will be not difficult thing. The last two hundred yards through... against archers and a palisade to breach and who knows what lies inside?”

Give the PCs a short time to prepare before reading the following.

As you move down the hill, along the winding path, the humble fishing port of Gullhaven looks more and more like one almighty fortress. You can clearly see now the defenders moving on the palisades, stringing bows and setting their spears and pole-arms to form a giant angry steel hedgehog.

Reaching the bottom, the column spreads out, forming up into loose lines at the altern’s commands. A group of Regulars is forming a shield wedge in the centre to protect a small company of axemen, tasked with hewing down the gates. To your left and right, men hold their breath. For a brief moment there is total silence but for the raucous cry of a gull.

With a deafening cry of “REMEMBER THE FARMERS!!!!”, the men, so still and silent a moment ago are charging forward, screaming like crazed fiends, hatred and terror contorting their features. In response, a cloud of whispering arrows comes arcing towards you like steel tipped hail.

The lay of the land: The ground between the base of the hill and the ditch in front of the palisade is reasonably level. The ditch before the palisade is 20 ft. deep and consists of a pair of 15 ft long steep slopes. Running down hill, PCs must make a DC 10 Balance check (DC 10 Ride check if PCs are mounted) or stumble and end their movement 1d2x5 feet later or at the bottom of the slope; if PCs fail by 5 or more, they tumble and fall prone in the square where they end their movement. Moving up hill, PCs must spend 2 squares of movement to enter each square of steep slope. All tumble checks on steep slopes increase their DC by 2.

A 15 ft. high palisade tops the inner slope. Treat the palisade as a wooden wall (thickness: 6 ft.; break DC 20; Hardness 5; 60 hp; Climb DC 21 see DMG p60). The palisade provides full cover for those behind it. Archers adjacent to the palisade can fire over the top and into the ditch; this drops the shooter to regular cover until their next round.

Charge!!: The rest of the column charge straight away, crossing the killing ground and assailing the palisade. For the remainder of the module, assume that the rest of the soldiers are attacking and fighting non-statted foes. You can describe this, or potentially have some action on the battle mat but it should be made clear to the PCs that this is “off-camera” fighting.

The action starts 200 ft. from the edge of the ditch, with the first hail of arrows from the arches on the section of wall that the PCs are attacking (remember to apply range increments!). Upon reaching their foes, the PCs will come face to face with those firing at them... the peasants of the village! Many have been forced to fight for the Brotherhood or die, their will broken by the evil masters of the village. Others, of Suel ancestry, who have done well under the Brotherhood’s rule, have a genuine reason to defend the town, knowing they will receive rough justice and scant mercy from their “liberators” and neighbours.

APL 4 (EL 5):

- ☛ Brotherhood soldiers (4): War2; hp 16; see Appendix 2
- ☛ Gullhaven peasants (4): Com1; hp 5; see Appendix 2

APL 6 (EL 7)

- ☛ Brotherhood soldiers (8): War2; hp 16; see Appendix 2
- ☛ Gullhaven peasants (9): Com1; hp 5; see Appendix 2

APL 8 (EL 9)

- ☛ Brotherhood soldiers (8): War2; hp 16; see Appendix 2
- ☛ Gullhaven peasants (9): Com1; hp 5; see Appendix 2
- ☛ Forest troll (2): hp 47; see Appendix 2

APL 10 (EL11)

- ☛ Brotherhood soldiers (8): War3; hp 23; see Appendix 2
- ☛ Gullhaven peasants (9): Com1; hp 5; see Appendix 2
- ☛ Forest troll (3): hp 47; see Appendix 2
- ☛ Cave troll (1): hp 112; see Appendix 2.

APL 12 (EL13)

- ☛ Brotherhood soldiers (8): Ftr5; hp 39; see Appendix 2
- ☛ Gullhaven peasants (9): Com4; hp 17; see Appendix 2
- ☛ Forest troll (8): hp 47; see *Monster Manual* p 247
- ☛ Cave troll (2): hp 112; see Appendix 2.

APL 14 (EL15)

- ☛ Brotherhood soldiers (12): Ftr5; hp 39; see Appendix 2
- ☛ Gullhaven peasants (12): Com3; hp 17; see Appendix 2
- ☛ Forest troll (8): hp 47; see *Monster Manual* p 247
- ☛ Cave troll (6): hp 112; see Appendix 2.

Tactics: The humans on the palisade will try to pick off the PCs at range (starting at 200 ft. from the outer lip of the ditch) with bowfire. If the PCs reach the ditch, the defenders will fling pots of boiling oil down onto them. When the PCs close to melee range, they will drop their bows and use the reach of the pole arms to keep the PCs at bay, falling back as the PCs advance to keep them threatened. Assuming the PCs manage to get over the palisade, at higher APLs, the garrison will throw trolls at them to try to plug the breach in their lines. The defenders, human or troll will fight to the death

Development: If the PCs manage to win the palisade, read aloud or paraphrase the following:

The field is a scene of bloody carnage. Men are fighting and dying all around, cries and screams drown out the gulls and the air is filled with blood, arrows and crackling bolts of magical energy. You catch sight of Bardomell Strangeways, rapier in one hand, being overpowered by a half-score of men before letting loose with a lightning bolt, sending bodies and bits of wood flying. To your right a troll impales a screaming militia man through the guts. The unfortunate man manages to ram his spear through the creature's eye, before he is rended in twain in a rain of bright blood.

Above the screams you catch the voice of Adum Dunurdand bellowing out an order:

"[insert PCs name who gave the rallying speech earlier]! Find their captains! They'll be cowering in the village no doubt! Kill any who stand in your way. And I mean any!"

With that you see him dash towards where the fighting is the thickest, almost casually sidestepping the inept lunge of a peasant, and slicing open his throat with a backhand sweep of his blade.

The peasants of the village have had a hard time. Their scarlet oppressors have threatened to execute them unless they take up arms and fight and so skilful are their terror tactics that many have been literally frightened into fighting. PCs who face a peasant will see the terror in their eyes, both as they go to fight and are inevitably chopped down. Dunurdand however is having none of it. The peasants have taken up arms against their own countrymen and are traitors, who deserve nothing less than death. He is killing any that are armed, encouraging his men and the PCs to do the same.

What the PCs do here is important. Killing the villagers is not ideal, but then again many of the men are falling to arrows from the villager's bows. The best solution is to do what Dunurdand says and kill the brotherhood

leaders; this will dispel the fear in the villagers and cause (which ones are left) them to lay down their weapons.

The Brotherhood leader of the forces of Gullhaven is a particularly evil priest of Pyremius called Kesh Daramav the Cruel. He is a bully and a sadist and extorts violence and torture on the villagers through the use of his spiked whip and psychological intimidation.

In particular, as part of his reign of terror, he has made savage use of the Brotherhood's ability to swell their ranks with many trolls. Daramav has requested several of the largest trolls he could get his masters to agree too, and with them he ensures all fall and obey.

Naturally he has saved his biggest and most loyal troll till last. When the PCs face down Daramav he will battle with his monstrous bodyguard.

Note: As the PCs move into the next combat encounter, allow a brief pause (less than or equal to five rounds) to cast spells, recover unconscious comrades etc. Allow the PCs to choose how many rounds they wish to spend doing this, but each round allows Daramav to prepare spells on himself or his troll for the coming battle as well.

When the PCs are ready to proceed, read aloud or paraphrase the following:

You rush through the village in search of the Kesh of Gullhaven, battle and bloodshed all around you. The wind is now a strong gale, its howling almost drowning out the screams of the dying, whipping the flames that now blossom among the roofs of the houses into screaming infernos. But then, through the clamour and din, comes a sharp crack, the crack of a whip! Standing amid a heap of fallen bodies is a figure in lacquered scarlet plate mail, casting an unnaturally large shadow across the blood soaked ground.

You gaze into a leering face, his blonde hair greased back and a wicked grin across his smug features.

"In Pyremius's name you shall suffer greatly for your defiance, Onnwalon scum! And now, you shall meet a gift from my masters, prepare to cower in terror!"

And as the red armoured figure steps aside, you see what the cause of the large shadow was – a huge armoured troll standing nearly 12 feet tall. Your eyes widen as you try to take in the vastness of the beast; a mass of muscles upon muscles upon muscles, and shoulders as wide as. The monster opens its mouth and bears a row of dagger-like teeth! Bellowing a blood-cry above the gale, it charges forward like a juggernaut.

APL 4 (EL 7):

☛ **Daramav the Cruel:** Clr6 – Pyremius; hp 57; See Appendix 2

👉 **Forest troll (1):** hp 47; see *Monster Manual* p 247

APL 6 (EL 9)

👉 **Daramav the Cruel:** Clr6 – Pyremius; hp 57; See Appendix 2

👉 **Cave troll (1):** hp 112; see Appendix 2.

APL 8 (EL 11)

👉 **Daramav the Cruel:** Clr10 – Pyremius; hp 95; See Appendix 2

👉 **Cave troll (1):** hp 112; see Appendix 2.

APL 10 (EL 13)

👉 **Daramav the Cruel:** Clr10 – Pyremius; hp 95; See Appendix 2

👉 **War troll (1):** hp 138; see Appendix 2

APL 12 (EL 15)

👉 **Daramav the Cruel:** Clr14 – Pyremius; hp 127; see Appendix 2

👉 **War troll (1):** hp 138; see Appendix 2

APL 14 (EL 17)

👉 **Daramav the Cruel:** Clr14 – Pyremius; hp 127; see Appendix 2

👉 **Dark Vohan:** War troll Bbn2/Survivor5/Exp1 hp 308; see Appendix 2

Tactics: Daramav has two plus the number of rounds the PCs have paused after storming over the palisades earlier, rounds to prepare with his spells. Cast whichever ones you see fit. He prefers to avoid combat, and have his troll do the dirty work, while he disrupts the PCs with his lord's gifts. Both fight to the death.

Treasure:

APL 4: Loot: 150 gp; Coin: 10 gp; Magic: *brooch of shielding* (125 gp), *gloves of the coatl* (1,333 gp), *wand of cure light wounds* (62 gp).

APL 6: Loot: 25 gp; Coin: 10 gp; Magic: *brooch of shielding* (125 gp), *gloves of the coatl* (1,333 gp), *wand of cure light wounds* (62 gp); *+1 astral drift full plate* (304 gp).

APL 8: Loot: 25 gp; Coin: 10 gp; Magic: *brooch of shielding* (125 gp), *gloves of the coatl* (1,333 gp), *wand of cure light wounds* (62 gp); *+1 astral drift full plate* (304 gp); *+1 animated darkwood heavy wooden shield* (688 gp); *scroll of flame strike (CL 7th)* (58 gp).

APL 10: Loot: 25 gp; Coin: 10 gp; Magic: *brooch of shielding* (125 gp), *gloves of the coatl* (1,333 gp), *wand of cure light wounds* (62 gp); *+1 astral drift full plate* (304 gp); *+1 animated darkwood heavy wooden shield* (688 gp); *scroll*

of flame strike (CL 7th) (58 gp) *scroll of heal (CL 11th)* (137 gp)

APL 12: Loot: 25 gp; Coin: 10 gp; Magic: *brooch of shielding* (125 gp), *gloves of the coatl* (1,333 gp), *wand of cure light wounds* (62 gp); *+1 astral drift full plate* (304 gp); *+1 animated darkwood heavy wooden shield* (688 gp); *scroll of flame strike (CL 7th)* (58 gp) *scroll of heal (CL 11th)* (137 gp); *scroll of shield of law (CL 15th)* (250 gp)

APL 14: Loot: 166 gp; Coin: 10 gp; Magic: *brooch of shielding* (125 gp), *gloves of the coatl* (1,333 gp), *wand of cure light wounds* (62 gp); *+1 astral drift full plate* (304 gp); *+1 animated darkwood heavy wooden shield* (688 gp); *scroll of flame strike (CL 7th)* (58 gp) *scroll of heal (CL 11th)* (137 gp); *scroll of shield of law (CL 15th)* (250 gp); *+1 mithril full plate* (970 gp) *minor ring of spell storing* (1500 gp) *bag of holding type IV* (833 gp); large adamantine greatsword (277 gp)

Run Away!!!: The Battle for Gullhaven is a high risk/high reward situation. The combats are not easy, and it may be that an ill-prepared or unfortunate party is forced to beat a hasty retreat.

This is entirely acceptable. Dunurdand and his men will not be able to overcome the forces without the help of the PCs, so the altern will order a tactical retreat as well. Under Dunurdand, the men will regroup atop the hill overlooking the port, sending runners to Farland Marshel to report the failure of the attack.

Development: Assuming the PCs defeat the Kesh and his bodyguard, go to Conclusion.

Conclusion

Assuming the PCs defeat the Brotherhood leaders, Gullhaven will fall, as resistance crumbles rapidly.

As the Kesh of Gullhaven and his monstrous associate fall, a ragged cheer goes up from the men of Onnwal. Renewed with vigour they push forward, planting the Green and Gold of the Free State firmly in the centre of the tow. You see a quick nod of appreciation from Adum Dunurdand as he rallies his men together for one final push.

Soon after, no Brotherhood soldier raises a weapon against you. Gullhaven is free once more! Men move around the battlefield tending to the wounded and digging graves for the dead. All around you, the soldiers of the Golden Heart congratulate themselves on the liberation of Gullhaven; pats on the back and mugs of ale are handed round, while the Green and Gold flutters in the last rays of the day.

The End

Campaign Consequences

Please answer the following questions and email the results to the Onnwal Triad (poc@onnwal.org.uk).

Did the PCs liberate Gullhaven?

Did the PCs slay the peasant defenders of Gullhaven?

What was the fate of the Sa'vargh'na tribe?

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 4: The Savarghna Tribe

Progress past the Savarghna Tribe

APL4	180 XP
APL6	240XP
APL8	300 XP
APL10	360 XP
APL12	420 XP
APL14	480 XP

Encounter 6: Night in the Old Tulos Wood

Prevent the death of Mistress Anin

APL4	50 XP
APL6	50 XP
APL8	50 XP
APL10	50 XP
APL12	50 XP
APL14	50 XP

Encounter 8: The Battle of Gullhaven

Defeat the brotherhood forces

APL4	150 XP
APL6	210XP
APL8	270 XP
APL10	330 XP
APL12	390 XP
APL14	450 XP

Encounter 9: The Battle of Gullhaven cont

Defeat Daramig and his bodyguard

APL4	210 XP
APL6	270XP
APL8	330 XP
APL10	390 XP
APL12	450 XP
APL14	510 XP

Discretionary Role-playing Award

APL4	85 XP
APL6	130 XP
APL8	175 XP
APL10	220 XP
APL12	265 XP
APL14	310 XP

Total Possible Experience:

APL4	675 XP
APL6	900 XP
APL8	1125 XP
APL10	1350 XP
APL12	1575 XP
APL14	1800 XP

Treasure Summary

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

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

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

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

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

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

Encounter 2: The Sa'vargh'na Tribe

APL 4: Loot: 99 gp; Coin: 10 gp; Magic: *potion of cure serious wounds* (63 gp);

APL 6: Loot: 166 gp; Magic: *belt of giant strength +4*, (1333 gp); *potion of cure serious wounds* (63 gp);

APL 8: Loot: 166 gp; Magic: *belt of giant strength +4*, (1333 gp); *potion of cure serious wounds* (63 gp);

APL 10: Loot: 166 gp; Magic: *belt of giant strength +4*, (1333 gp); *potion of cure serious wounds* (63 gp);

APL 12: Loot: 166 gp; Magic: *belt of giant strength +4*, (1333 gp); *potion of cure serious wounds* (63 gp);

APL 14: Loot: 166 gp; Magic: *belt of giant strength +4*, (1333 gp); *potion of cure serious wounds* (63 gp);

Encounter 8: The Battle of Gullhaven

APL 4: Loot: 236 gp; Coin: 10 gp;

APL 6: Loot: 558 gp; Coin: 20 gp;

APL 8: Loot: 558 gp; Coin: 20 gp;

APL 10: Loot: 558 gp; Coin: 20 gp;

APL 12: Loot: 558 gp; Coin: 20 gp;

APL 14: Loot: 558 gp; Coin: 20 gp;

Defeat Daramav

APL 4: Loot: 150 gp; Coin: 10 gp; Magic: *brooch of shielding* (125 gp), *gloves of the coatl* (1,333 gp), *wand of cure light wounds* (62 gp),

APL 6: Loot: 25 gp; Coin: 10 gp; Magic: *brooch of shielding* (125 gp), *gloves of the coatl* (1,333 gp), *wand of cure light wounds* (62 gp); *+1 astral drift full plate* (304 gp).

APL 8: Loot: 25 gp; Coin: 10 gp; Magic: *brooch of shielding* (125 gp), *gloves of the coatl* (1,333 gp), *wand of cure light wounds* (62 gp); *+1 astral drift full plate* (304 gp); *+1 animated darkwood heavy wooden shield* (688 gp); *scroll of flame strike (CL 7th)* (58 gp).

APL 10: Loot: 25 gp; Coin: 10 gp; Magic: *brooch of shielding* (125 gp), *gloves of the coatl* (1,333 gp), *wand of cure light wounds* (62 gp); *+1 astral drift full plate* (304 gp); *+1 animated darkwood heavy wooden shield* (688 gp); *scroll of flame strike (CL 7th)* (58 gp) *scroll of heal (CL 11th)* (137 gp)

APL 12: Loot: 25 gp; Coin: 10 gp; Magic: *brooch of shielding* (125 gp), *gloves of the coatl* (1,333 gp), *wand of cure light wounds* (62 gp); *+1 astral drift full plate* (304 gp); *+1 animated darkwood heavy wooden shield* (688 gp); *scroll of flame strike (CL 7th)* (58 gp) *scroll of heal (CL 11th)* (137 gp); *scroll of shield of law (CL 15th)* (250 gp)

APL 14: Loot: 166 gp; Coin: 10 gp; Magic: *brooch of shielding* (125 gp), *gloves of the coatl* (1,333 gp), *wand of cure light wounds* (62 gp); *+1 astral drift full plate* (304 gp); *+1 animated darkwood heavy wooden shield* (688 gp); *scroll of flame strike (CL 7th)* (58 gp) *scroll of heal (CL 11th)* (137

gp); *scroll of shield of law (CL 15th)* (250 gp); *+1 mithril full plate* (970 gp) *minor ring of spell storing* (1500 gp) *bag of holding type IV* (833 gp); large adamantite greatsword (277 gp)

Maximum Gold Piece Reward

APL 4: 650gp

APL 6: 900gp

APL 8: 1300gp

APL 10: 2300gp

APL 12: 3300gp

APL 14: 6600gp

Items for the Adventure Record

☛ **Gloves of the Coatl:** These gloves are made from two large feathers plucked from the plumage of the legendary Coatl, a strange rainbow coloured magical bird found in lands to the south. The gloves are said to transfer some of the speed and grace of the Coatl to the wearer. While worn, they grant the wearer the Improved Initiative feat. CL 7th; Prerequisites: Craft Wondrous Item, *haste*; Market Price: 16,000 gp; Weight nil.

(This item is a rare item from the Scarlet Brotherhood mainland. It is worn by Daramav the Cruel).

☛ **Liberators of Gullhaven:** In recognition for the bearers service to the Free State by liberating the village of Gullhaven, he/she has been awarded one of the following decorations:

Scroll of Merit: For distinguished service to the Szek and the Free State. Open to anyone. Grants 1 RIP with the Army/Navy/Marines of Onnwal.

Order of Valour: For exceptional military service to the Szek and the Free State. Grants 4 RIP with Army/Navy/Marines of Onnwal (and all nobles/Szek for Officers).

(The PCs receive this favour if they liberated Gullhaven, irrespective of which 'Dunurdand favours' they are awarded).

☛ **Respect of Adum Dunurdand:** The hero has gained the friendship of Adum Dunurdand, Altern of the Golden Heart and hero of Onnwal. This favour can be used to cancel the effects of any one negative influence pertaining to nobles or the Onnwallian military (but not the Szek). Alternatively, for an officer applying for promotion, this favour can be used to count as one of his 'decorations' required. Cross off this favour when used.

(The PCs receive this favour if they obeyed Dunurdands orders, in particular slaying the Savarghna tribe and using

force against the peons of Gullhaven. The exact decision of whether to award the favour is a decision to be made by the DM. Note it is possible to gain neither Dunurdand's respect, nor his Enmity if the PCs were somewhere in the middle in terms of attitude).

☛ **Enmity of Adum Dunurdand:** Adum Dunurdand, Altern of the Golden Heart and hero of Onnwal has accused the bearer of being a traitor to the Free State and a Scarlet Brotherhood spy. While no proceedings were brought to bear, mud has a habit of sticking. The next time the hero gains a favour or a source of RIPS from a noble or the Onnwallon military (but not the Szek) that favour/source is cancelled for no effect.

(The PCs receive this favour if they disobeyed Dunurdand's orders, in particular refusing to slay the Savargh'na tribe and refusing to fight (even non-lethally) against the peasants of Gullhaven. The exact decision of whether to award the favour is a decision to be made by the DM. Note it is possible to gain neither Dunurdand's respect, nor his Enmity if the PCs were somewhere in the middle in terms of attitude).

Item Access

APL 4

- ❖ *brooch of shielding* (Adventure CL 1st; 1,500gp, DMG)
- ❖ *gloves of the coatl* (Regional; CL 7th; 16,000gp)
- ❖ *wand of cure light wounds* (Adventure; CL 1st; 750gp, DMG)
- ❖ heavy poleaxe (Regional; 20gp, Complete Warrior)

APL 6 (All of APLs 4 plus the following)

- ❖ *+1 astral driftmetal full plate* (Adventure; CL 5th; 3,650gp, A&EG)
- ❖ *belt of giant strength +4* (Regional; CL 10th; 16,000gp, DMG)
- ❖ masterwork heavy poleaxe (Regional; 320gp, Complete Warrior)

APL 8 (All of APLs 4-6 plus the following)

- ❖ *scroll of flame strike* (Adventure, CL 7th; 700gp)
- ❖ *+1 animated darkwood heavy wooden shield* (Adventure, CL 12th; 8,257, DMG)

APL 10 (All of APLs 4-8 plus the following)

- ❖ *scroll of heal* (Adventure, CL 11th; 1,650, DMG)

APL 12 (All of APLs 4-10 plus the following)

- ❖ *scroll of shield of law* (Adventure, CL 15th; 3,000, DMG)

APL 14 (All of APLs 4-12 plus the following)

- ❖ *+1 mithril full plate* (Regional; CL 5th; 11,650gp, DMG)
- ❖ large adamantine greatsword (Regional; 3,330gp, DMG)
- ❖ *bag of holding (type IV)* (Regional; CL 9th; 10,000gp, DMG)
- minor ring of spell storing* (Regional; CL 5th; 18,000gp,

Appendix 1: NPCs – All APLs

Encounter 1: A Window of Opportunity

Farland Marshevel, Braetern of Gilderond (LG male human Ftr4/ Ari6; Diplomacy +20, Sense Motive +15;)

Farland is very intelligent and generally an extremely capable military leader. However, he is known for his caution and can lack the audacity that makes a truly great commander. He has proven himself many times to his peers and is generally well respected by his fellow nobility and senior officers.

Farland is of Oeridian descent, has brown hair, is clean-shaven, and well dressed. He worships Heironeous.

Adum Dunurdand, Altern of the Golden Heart, veteran of the Occupation and scarred hero of Onnwal (N, male human Ftr9; Sense Motive +4, Diplomacy +5, Knowledge (nobility) +14)

Dunurdand has been through a lot since the war started. Initially a simple soldier, his father defected to the Brotherhood and slew the rest of his family. Since then he has pledged his life to the freedom of Onnwal but been met by a series of unfortunate betrayals that have turned him bitter and paranoid. His devotion and stoicism have hardened however, and he is now one of Onnwal's most capable alterns, holding as he does a plethora of decorations and medals.

He is not afraid to commit minor sins for the greater good, it's this determination that achieves results and helps free his country.

Dunurdand is extremely professional in his attitude. Although he often gets angry, he never loses his temper and never raises his voice. He expects the same level of professionalism from his men, and dislikes incompetence and mavericks. Among his own troops, he commands authority as well as respect. He is quick to judge but strong in support when needed.

Dunurdand is very well built, with square, strong features and a heavyset chin. He has a light beard, brown hair (slightly greying) and a brow beset with many lines. He is of mixed Oeridian/Suel decent.

Possessions of note: Longsword, shield, plate mail.

Encounter 2: Suspicious Minds

Ethalcad Bergann, paladin and bodyguard (LG male human Pal?;

Bergann gives off every impression that he is little more than dumb muscle. He follows Dunurdand around like a dog, performing menial tasks and enforcing his rule. He can't lay on hands (due to his low charisma – he claims).

He speaks with the painstaking slowness of one for whom even thinking is difficult. Despite his apparent lack of personality or brainpower there may be more to Bergann than meets the eye.

Possessions of note: Longsword, shield, plate mail.

Encounter 3: Across Field and Heath

Bardomell Strangeways, warmage (NG, male human Wiz5/Rng2Ranger;)

Bardomell Strangeways is very much a mysterious figure. His odd features and shadowy past further add to this impression. He is a keen listener and asks lots of open-ended questions (“Why do you think that? “Very interesting, please tell me more.”) and is particularly astute, with a subtle but piercing intelligence.

He dresses in a messy green robe, with the odd twig attached. He has a green beard and a gangly figure with narrow face.

Possessions of note: Green hilted rapier, *wand of lightning bolts* (10 charges).

Dico Bude, priest of Zilchus (LN, male hobniz, Clr6 - Zilchus)

For reasons unknown, Farland has insisted that the church of Zilchus be represented on this mission, something that the priests are keen to speculate on. Dico Bude has strong political ties within the Church of Zilchus and fingers in many more pies. He thinks of the big picture, and in this case the big picture is the 2000 gold pieces worth of healing scrolls he accepted from various sources to ensure Dunurdand stays out of The Old Tullus Wood. What he will do with the scrolls when he fails in this plan, he has not yet decided.

A life of wealth and fine repasts has had its toll on Dico; he is extremely overweight even for a halfling. He carries a gold embroidered handkerchief, which he

uses to mop the constant sweat from his brow that this march causes.

Dico will cast healing spells on the PCs if necessary but he charges for it. "It's against my religion not to!" he explains. Exact amounts are left to the DM.

Possessions of note. Masterwork silver dagger, adorned with rubies

Encounter 6: Night in The Old Tullos Wood

Mistress Anin, priestess of the Velaeri; Clr1 - Telchur:
CR 1; Medium humanoid (Human); HD 1d8+3; hp 11;
Init +2; Speed 30 ft.; AC 14, touch 12, flatfooted 12;
Base Atk +0; Grp +1; Atk +1 melee (1d6+1, quarterstaff);
Full Atk +1 melee (1d6+1, quarterstaff); AL N; SV For
+5; Ref +1; Will +4; Str 12; Dex 14, Con 17, Int 10, Wis
15, Chr 8.

Skills and feats. Survival +4; Intuit Direction +4;
Endurance.

Spells prepared: (Base save DC = 12 + spell level) 0:
purify food and drink, create water, detect poison; 1:
command, cause fear, obscuring mist.*

Domains: Air, Strength

Possessions: Leather armour, quarterstaff.

Appendix 2: Foes – APL 4

Encounter 4: The Sa'vargh'na Tribe

Orc Warriors of the Sa'vargh'na; Orc War2: CR 1; Medium humanoid (Orc); HD 2d8+2; hp 16; Init +1; Speed 20 ft.; AC 16, touch 11, flatfooted 15; Base Atk +2; Grp +5; Atk +6 melee (1d12+4/x3, greataxe); Full Atk +6 melee +5 (1d12+4/x3, greataxe); AL NE; SQ Light sensitivity; SV Fort +4, Ref +1, Will -1; Str 16, Dex 12, Con 12, Int 8, Wis 9, Chr 8.

Skills and Feats: Jump +6, Climb +5, Spot -1; Weapon Focus (greataxe).

Light Sensitivity (Ex): Orcs suffer a -1 to attack rolls in bright light or within the radius of a daylight spell. This has already been factored in to the above.

Possessions: Chain mail, greataxe

Grath, Orc Chieftain of the Sa'vargh'na; Ftr2/Bbn2: CR 4; Medium humanoid (Orc); HD 2d12+2d10+4; hp 35; Init +1; Speed 40 ft.; AC 16, touch 11, flatfooted 16, Base Atk +4; Grp +8; Atk +9 melee (2d6+6/x3, heavy pole axe); Full Atk +9 melee (2d6+6/x3, heavy pole axe); SA Rage; SQ Light sensitivity; uncanny dodge (never flatfooted); AL NE; SV Fort +7, Ref +1, Will +1; Str 18, Dex 12, Con 12, Int 10, Wis 12, Chr 10.

Skills and Feats: Jump +8, Climb +8, Spot +1, Listen +5, Intimidate +7, Swim +8; Exotic Weapon Proficiency (heavy poleaxe), Weapon Focus (heavy poleaxe), Power Attack, Cleave.

Light Sensitivity (Ex): Orcs suffer a -1 to attack rolls in bright light or within the radius of a daylight spell. This has already been factored in to the above.

Possessions: Chain mail, heavy poleaxe, *potion of cure serious wounds*.

When raging: hp 43; AC 14, touch 9, flatfooted 14; Atk +11 melee (2d6+6/x3); SV Fort +9, Ref +1, Will +3; Str 22, Con 16

Exotic Weapon: The heavy poleaxe is featured in Complete Warrior. It deals 2d6/x3 Piercing or Slashing damage (wielders choice), has 10' reach and can be set vs a charge as per the longspear.

Encounter 8: The Battle of Gullhaven

Peasant of Gullhaven, Com1: CR ½; Medium humanoid (Human); HD 1d4+1; hp 5; Init +0; Speed 30 ft.; AC 10, touch 10, flatfooted 10; Base Atk +0; Grp +0; Atk +0 melee (1d4, club) or +0 ranged (1d8/x3, longbow); Full Atk +0 melee (1d4, club); +0 ranged (1d8/x3, longbow); AL LN; SV Fort +1; Ref +0; Will -1; Str 10, Dex 11, Con 12, Int 10, Wis 8, Chr 10.

Skills and Feats: Craft (various) +4, Profession (various) +3; Simple Weapon Proficiency (club), Martial Weapon Proficiency (longbow).

Possessions: Longbow and arrows, club.

Oppressed by the Brotherhood, the villagers of Gullhaven have been forced to take up arms against their country or die by the scarlet whip. Years of hardship have beaten down the spirits of these once optimistic people; fear is beginning to give way to rote obedience. Others, having prospered under the Brotherhood because of their Suel heritage, are fearful of the vengeance that will be meted out to them should the town fall to the Free State.

Brotherhood Soldier; War2: CR 1; Medium Humanoid (Human); HD 2d8+2; hp 16; Init +5; Speed 20 ft.; AC 16, touch 11, flatfooted 15; Base Atk +2; Grp +4; Atk +4 melee (1d10+3, halberd) or +3 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d10+3, halberd) or +3 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +4, Ref +1, Will +0; Str 14, Dex 13, Con 12, Int 10, Wis 11, Chr 8.

Skills and Feats: Climb +6, Jump +6, Intimidate +5; Skill Focus (intimidate), Improved Initiative.

Possessions: Halberd, chain mail, light crossbow, 20 bolts

Daramav the Cruel, Kesh of Gullhaven; Clr6 - Pyremius): CR 6; Medium Humanoid; HD 6d8+24; hp 57; Init +5; Speed 20 ft.; AC 21, touch 11, flatfooted 20; Base Atk +4; Grp +7; Atk +8 melee (1d8+3, flail); Full Atk +8 melee (1d8+3, flail); SQ Rebuke undead, spontaneous casting (inflict); AL LE; SV Fort +8, Ref +3, Will +8; Str 16, Dex 12, Con 16, Int 11, Wis 17, Chr 13.

Skills and Feats: Concentration +12, Spellcraft +9, Intimidate +8; Weapon Proficiency (flail), Combat Casting, Improved Toughness, Blind-Fighting, Skill Focus (intimidate),

Priest spells known: (Base save DC = 13 + spell level (+1 for domain spells)): 0 - *light, detect magic, detect poison, cure minor wounds* x2; 1 - *bles, bane, divine favour, shield of faith, protection from good*^(*); 2 - *hold person, shield other, remove paralysis, death knell, desecrate*^(*); 3 - *prayer, cure serious wounds, dispel magic, magic circle vs good*^(*)

^(*) = domain spell *Domains:* Evil: All evil spells at +1 caster level; Destruction: Smite make a single melee attack with +4 on attack rolls and a bonus equal to cleric level once per day; must declare smite before attack;

Possessions: Masterwork flail, full plate, heavy shield, *brooch of shielding, gloves of the coatl, wand of cure light wounds (50 charges),*

Forest Troll: CR 4; Medium Giant; HD 5d8+25; hp 47; Init +7, Speed 30 ft.; AC 18, touch 13, flatfooted 15; Base Atk +3; Grp +6; Atk +6 melee (1d4+3 + poison, claw) or +6 ranged (1d6+3 + poison, javelin); Full Atk +6 melee (1d4+3 + poison, 2 claws) and +1 melee (1d4+1, bite) or +6 ranged (1d6+3 + poison, javelin); Space/reach 5ft/5ft; AL CE; SQ darkvision 90', fast healing 5, low-light vision, scent; SV For +9, Ref +4, Will +1; Str 17, Dex 16, Con 21, Int 11, Wis 11, Chr 6.

Skills and feats: Climb +11, Hide +6, Listen +5, Spot +5, Survival +5; Improved Initiative, Track

Poison (Ex): Injury, Fort DC 17, initial and secondary damage 1d6 Con. Forest trolls create their own special poison made from their saliva to coat their javelins and claws.

Skills: A forest troll can always take 10 on a climb check.

Appendix 2: Foes – APL 6

Encounter 4: The Savarghna Tribe

Orc Warriors of the Sa'vargh'na: orc War2: CR 1; Medium humanoid (Orc); HD 2d8+2; hp 16; Init +1; Speed 20 ft.; AC 16, touch 11, flatfooted 15; Base Atk +2; Grp +5; Atk +6 melee (1d12+4/x3, greataxe); Full Atk +6 melee +5 (1d12+4/x3, greataxe); AL NE; SQ Light sensitivity; SV Fort +4, Ref +1, Will -1; Str 16, Dex 12, Con 12, Int 8, Wis 9, Chr 8.

Skills and Feats: Jump +6, Climb +5, Spot -1; Weapon Focus (greataxe).

Light Sensitivity (Ex): Orcs suffer a -1 to attack rolls in bright light or within the radius of a daylight spell. This has already been factored in to the above.

Possessions: Chain mail, greataxe

Grath, Orc Chieftain of the Sa'vargh'na: Ftr4/Bbn2: CR 6; Medium humanoid (Orc); HD 2d12+4d10+6; hp 51; Init +1; Speed 30 ft.; AC 16, touch 11, flatfooted 16; Base Atk +6; Grp +12; Atk +13 melee (2d6+9/x3, heavy poleaxe); Full Atk +13/+8 melee (2d6+9/x3, heavy poleaxe); SA Rage; SQ Light sensitivity, uncanny dodge; AL NE; SV Fort +8, Ref +2, Will +2; Str 22, Dex 12, Con 13, Int 10, Wis 12, Chr 10.

Skills and Feats: Jump +10, Climb +10, Spot +1, Listen +5, Intimidate +9, Swim +10; Exotic Weapon Proficiency (heavy poleaxe), Weapon Focus (heavy poleaxe), Power Attack, Cleave.

Light Sensitivity (Ex): Orcs suffer a -1 to attack rolls in bright light or within the radius of a daylight spell. This has already been factored in to the above.

Possessions: Chain mail, Masterwork heavy poleaxe, *belt of giant strength +4*, *potion of cure serious wounds*.

When raging: hp 63; AC 14, touch 9, flatfooted 14; Atk +15 melee (2d6+12/x3, mw heavy flail); Full Atk +15/+10 melee (2d6+12/x3, mw heavy flail); SV Fort +10, Ref +2, Will +4; Str 26, Con 16;

Exotic Weapon: The heavy poleaxe is featured in Complete Warrior. It deals 2d6/x3 Piercing or Slashing damage (wielders choice), has 10' reach and can be set vs a charge as per the longspear.

Encounter 8: The Battle of Gullhaven

Peasant of Gullhaven. Com1: CR ½; Medium humanoid (Human); HD 1d4+1; hp 5; Init +0; Speed 30

ft.; AC 10, touch 10, flatfooted 10; Base Atk +0; Grp +0; Atk +0 melee (1d4, club) or +0 ranged (1d8/x3, longbow); Full Atk +0 melee (1d4, club); +0 ranged (1d8/x3, longbow); AL LN; SV Fort +1; Ref +0; Will -1; Str 10, Dex 11, Con 12, Int 10, Wis 8, Chr 10.

Skills and Feats: Craft (various) +4, Profession (various) +3; Simple Weapon Proficiency (club), Martial Weapon Proficiency (longbow).

Possessions: Longbow and arrows, club.

Oppressed by the Brotherhood, the villagers of Gullhaven have been forced to take up arms against their country or die by the scarlet whip. Years of hardship have beaten down the spirits of these once optimistic people; fear is beginning to give way to rote obedience. Others, having prospered under the Brotherhood because of their Suel heritage, are fearful of the vengeance that will be meted out to them should the town fall to the Free State.

Brotherhood Soldier: War2: CR 1; Medium Humanoid (Human); HD 2d8+2; hp 16; Init +5; Speed 20 ft.; AC 16, touch 11, flatfooted 15; Base Atk +2; Grp +4; Atk +4 melee (1d10+3, halberd) or +3 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d10+3, halberd) or +3 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +4, Ref +1, Will +0; Str 14, Dex 13, Con 12, Int 10, Wis 11, Chr 8.

Skills and Feats: Climb +6, Jump +6, Intimidate +5; Skill Focus (intimidate), Improved Initiative.

Possessions: Halberd, chain mail, light crossbow, 20 bolts

Daramav the Cruel, Kesh of Gullhaven: Clr6 - Pyremius): CR 6; Medium Humanoid; HD 6d8+24; hp 57; Init +5; Speed 20 ft.; AC 22, touch 11, flatfooted 21; Base Atk +4; Grp +7; Atk +9 melee (1d8+3, mw flail); Full Atk +9 melee (1d8+3, mw flail); SQ Rebuke undead, spontaneous casting (inflict); AL LE; SV Fort +8, Ref +3, Will +8; Str 16, Dex 12, Con 16, Int 11, Wis 17, Chr 13.

Skills and Feats: Concentration +12, Spellcraft +9, Intimidate +8; Weapon Proficiency (flail), Combat Casting, Improved Toughness, Blind-Fighting, Skill Focus (intimidate).

Priest spells known: (Base save DC = 13 + spell level (+1 for domain spells)): 0 - *light*, *detect magic*, *detect poison*, *cure minor wounds x2*; 1 - *bless*, *bane*,

divine favour, shield of faith, protection from good^(#); 2 - *hold person, shield other, remove paralysis, death knell, desecrate*^(#); 3 - *prayer, cure serious wounds, dispel magic, magic circle vs good*^(#)

^(#) = domain spell *Domains*: Evil: All evil spells at +1 caster level; Destruction: Smite make a single melee attack with +4 on attack rolls and a bonus equal to cleric level once per day; must declare smite before attack;

Possessions: Masterwork flail, +1 astral drift full plate, heavy shield, brooch of shielding, gloves of the coatl, wand of cure light wounds (50 charges),

Cave Troll: CR 8; Large Giant; HD 9d8+72; hp 112; Init +1, Speed 40 ft.; AC 21, touch 10, flatfooted 20; Base Atk +6; Grp +19; Atk +11 melee (2d6+12, claw)*; Full Atk +11 melee (2d6+12, 2 claws)* and +6 melee (1d8+6, bite)*; Space/reach 10ft/10ft; AL CE; SA Dazing blow, improved grab, pounce, rake, rend; SQ Darkvision 90', fast healing 8, low-light vision, scent; SV Fort +14, Ref +4, Will +6; Str 29, Dex 13, Con 27, Int 3, Wis 13, Chr 6. (* = includes adjustments for Power Attack)

Skills and feats: Jump +16, Listen +6, Spot +6, Survival +4; Alertness, Iron Will, Power Attack, Track

Dazing Blow (Ex): The force of a cave troll's claws can be overwhelming. If a cave troll hits with both claw attacks, the opponent must make a Fort DC 22 or be dazed for 1 round.

Improved Grab (Ex): To use this ability, a cave troll must hit with its bite attack. It can then attempt to start a grapple as a free action that does not provoke.

Pounce (Ex): If a cave troll charges a foe, it can make a full attack, including two rakes.

Rake (Ex): Attack bonus +11, damage 2d6+7*. A cave troll that gets a hold can make two rake attacks with its hind legs.

Rend (Ex): If a cave troll hits with both claw attacks, it latches and tears its opponent for an additional 4d6+13 damage.

Notes: see Monster Manual 3 page 180 for a picture and some more background.

Appendix 2: Foes – APL 8

Encounter 4: The Sa'vargh'na Tribe

Orc Warriors of the Sa'vargh'na: orc War2: CR 1; Medium humanoid (Orc); HD 2d8+2; hp 16; Init +1; Speed 20 ft.; AC 16, touch 11, flatfooted 15; Base Atk +2; Grp +5; Atk +6 melee (1d12+4/x3, greataxe); Full Atk +6 melee +5 (1d12+4/x3, greataxe); AL NE; SQ Light sensitivity; SV Fort +4, Ref +1, Will -1; Str 16, Dex 12, Con 12, Int 8, Wis 9, Chr 8.

Skills and Feats: Jump +6, Climb +5, Spot -1; Weapon Focus (greataxe).

Light Sensitivity (Ex): Orcs suffer a -1 to attack rolls in bright light or within the radius of a daylight spell. This has already been factored in to the above.

Possessions: Chain mail, greataxe

Grath, Orc Chieftain of the Sa'vargh'na: Ftr4/Bbn2: CR 6; Medium humanoid (Orc); HD 2d12+4d10+6; hp 51; Init +1; Speed 30 ft.; AC 16, touch 11, flatfooted 16; Base Atk +6; Grp +12; Atk +13 melee (2d6+9/x3, heavy poleaxe); Full Atk +13/+8 melee (2d6+9/x3, heavy poleaxe); SA Rage; SQ Light sensitivity, uncanny dodge; AL NE; SV Fort +8, Ref +2, Will +2; Str 22, Dex 12, Con 13, Int 10, Wis 12, Chr 10.

Skills and Feats: Jump +10, Climb +10, Spot +1, Listen +5, Intimidate +9, Swim +10; Exotic Weapon Proficiency (heavy poleaxe), Weapon Focus (heavy poleaxe), Power Attack, Cleave.

Light Sensitivity (Ex): Orcs suffer a -1 to attack rolls in bright light or within the radius of a daylight spell. This has already been factored in to the above.

Possessions: Chain mail, Masterwork heavy poleaxe, *belt of giant strength +4*, *potion of cure serious wounds*.

When raging: hp 63; AC 14, touch 9, flatfooted 14; Atk +15 melee (2d6+12/x3, mw heavy flail); Full Atk +15/+10 melee (2d6+12/x3, mw heavy flail); SV Fort +10, Ref +2, Will +4; Str 26, Con 16;

Exotic Weapon: The heavy poleaxe is featured in Complete Warrior. It deals 2d6/x3 Piercing or Slashing damage (wielders choice), has 10' reach and can be set vs a charge as per the longspear.

"Orgni", Grey Render: CR 8; Large magical beast; HD 10d10+70; hp 125; Init +0, Speed 30 ft.; AC 19, touch 9, flatfooted 19; Base Atk +10; Grp +20; Atk +15 melee (2d6+6, bite); Full Atk +15 melee (2d6+6, bite) and +10 melee (1d6+3, 2 claws); Space/reach: 10 ft./10 ft.; SA Improved grab, rend 2d6+9; SQ Darkvision 60 ft.; AL N; SV Fort +14, Ref +7, Will +4; Str 23, Dex 10, Con 24, Int 5, Wis 12, Chr 9.

Skills and Feats: Hide +2, Perform (dance) +4, Spot +10; Power Attack, Dodge, Mobility, Spring Attack;

Rend (Ex): If the grey render hits with both claws, he automatically causes additional 2d6+9 damage.

Improved Grab (Ex): To use this ability a grey render has to hit with his bite.

Notes: see Monster Manual page 138.

Encounter 8: The Battle of Gullhaven

Peasant of Gullhaven, Com1: CR ½; Medium humanoid (Human); HD 1d4+1; hp 5; Init +0; Speed 30 ft.; AC 10, touch 10, flatfooted 10; Base Atk +0; Grp +0; Atk +0 melee (1d4, club) or +0 ranged (1d8/x3, longbow); Full Atk +0 melee (1d4, club); +0 ranged (1d8/x3, longbow); AL LN; SV Fort +1; Ref +0; Will -1; Str 10, Dex 11, Con 12, Int 10, Wis 8, Chr 10.

Skills and Feats: Craft (various) +4, Profession (various) +3; Simple Weapon Proficiency (club), Martial Weapon Proficiency (longbow).

Possessions: Longbow and arrows, club.

Oppressed by the Brotherhood, the villagers of Gullhaven have been forced to take up arms against their country or die by the scarlet whip. Years of hardship have beaten down the spirits of these once optimistic people; fear is beginning to give way to rote obedience. Others, having prospered under the Brotherhood because of their Suel heritage, are fearful of the vengeance that will be meted out to them should the town fall to the Free State.

Brotherhood Soldier, War3: CR 2; Medium humanoid (Human); HD 3d8+3; hp 23; Init +5; Speed 20 ft.; AC 16, touch 11, flatfooted 15; Base Atk +3; Grp +5; Atk +5 melee (1d10+3/x3, halberd) or +4 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d10+3/x3, halberd) or +4 ranged (1d8/19-20, light crossbow); AL

LE; SV For +4, Ref +4, Will +0; Str 14, Dex 13, Con 12, Int 10, Wis 11, Chr 8.

Skills and Feats: Climb +7, Jump +7, Intimidate +6; Skill Focus (intimidate), Improved Initiative, Lightning Reflexes.

Possessions: Halberd, chain mail, light crossbow, 20 bolts.

Daramav the Cruel, Kesh of Gullhaven, Clr10 - Pyremius): CR 10; Medium humanoid (Human); HD 10d8+42; hp 95; Init +5; Speed 20 ft.; AC 23, touch 11, flatfooted 22; Base Atk +7/+2; Grp +10; Atk +11 melee (1d8+3, mw flail); Full Atk +11/+6 melee (1d8+3, mw flail); SQ Rebuke undead, spontaneous casting (inflict); AL LE; SV For +9, Ref +3, Will +10; Str 16, Dex 12, Con 16, Int 11, Wis 18, Chr 13.

Skills and Feats: Concentration +16, Spellcraft +13, Intimidate +10; Weapon Proficiency (flail), Combat Casting, Improved Toughness, Skill Focus (intimidate),

Priest spells known: (Base save DC = 13 + spell level (+1 for domain spells)): 0 - *light, detect magic, detect poison, cure minor wounds x3*; 1 - *bless, bane, divine favour, shield of faith, sanctuary, protection from good*^(d); 2 - *hold person, hold person, shield other, remove paralysis, death knell, desecrate*^(d); 3 - *prayer, cure serious wounds, invisibility purge, dispel magic, magic circle vs good*^(d); 4 - *poison, dismissal, cure critical wounds, cure critical wounds, unholy blight*^(d); 5 - *spell resistance, slay living, dispel good*^(d)

^(d) = domain spell *Domains:* Evil: All evil spells at +1 caster level; Destruction: Smite make a single melee attack with +4 on attack rolls and a bonus equal to cleric level once per day; must declare smite before attack;

Possessions: Masterwork flail, +1 astral drift full plate, +1 animated darkwood heavy wooden shield, brooch of shielding, gloves of the coatl, wand of cure light wounds (50 charges), scroll of flame strike (CL 7th)

Forest Troll: CR 4; Medium Giant; HD 5d8+25; hp 47; Init +7, Speed 30 ft.; AC 18, touch 13, flatfooted 15; Base Atk +3; Grp +6; Atk +6 melee (1d4+3 + poison, claw) or +6 ranged (1d6+3 + poison, javelin); Full Atk +6 melee (1d4+3 + poison, 2 claws) and +1 melee (1d4+1, bite) or +6 ranged (1d6+3 + poison, javelin); Space/reach 5ft/5ft; AL CE; SQ darkvision 90', fast healing 5, low-light vision, scent; SV For +9, Ref +4, Will +1; Str 17, Dex 16, Con 21, Int 11, Wis 11, Chr 6.

Skills and feats: Climb +11, Hide +6, Listen +5, Spot +5, Survival +5; Improved Initiative, Track

Poison (Ex): Injury, Fort DC 17, initial and secondary damage 1d6 Con. Forest trolls create their

own special poison made from their saliva to coat their javelins and claws.

Skills: A forest troll can always take 10 on a climb check.

Cave Troll: CR 8; Large Giant; HD 9d8+72; hp 112; Init +1, Speed 40 ft.; AC 21, touch 10, flatfooted 20; Base Atk +6; Grp +19; Atk +11 melee (2d6+12, claw)*; Full Atk +11 melee (2d6+12, 2 claws)* and +6 melee (1d8+6, bite)*; Space/reach 10ft/10ft; AL CE; SA Dazing blow, improved grab, pounce, rake, rend; SQ Darkvision 90', fast healing 8, low-light vision, scent; SV Fort +14, Ref +4, Will +6; Str 29, Dex 13, Con 27, Int 3, Wis 13, Chr 6. (* = includes adjustments for Power Attack)

Skills and feats: Jump +16, Listen +6, Spot +6, Survival +4; Alertness, Iron Will, Power Attack, Track

Dazing Blow (Ex): The force of a cave troll's claws can be overwhelming. If a cave troll hits with both claw attacks, the opponent must make a Fort DC 22 or be dazed for 1 round.

Improved Grab (Ex): To use this ability, a cave troll must hit with its bite attack. It can then attempt to start a grapple as a free action that does not provoke.

Pounce (Ex): If a cave troll charges a foe, it can make a full attack, including two rakes.

Rake (Ex): Attack bonus +11, damage 2d6+7*. A cave troll that gets a hold can make two rake attacks with its hind legs.

Rend (Ex): If a cave troll hits with both claw attacks, it latches and tears its opponent for an additional 4d6+13 damage.

Notes: see Monster Manual 3 page 180 for a picture and some more background.

Appendix 2: Foes – APL 10

Encounter 4: The Savarghna Tribe

Orc Warriors of the Sa'vargh'na: orc War2: CR 1; Medium humanoid (Orc); HD 2d8+2; hp 16; Init +1; Speed 20 ft.; AC 16, touch 11, flatfooted 15; Base Atk +2; Grp +5; Atk +6 melee (1d12+4/x3, greataxe); Full Atk +6 melee +5 (1d12+4/x3, greataxe); AL NE; SQ Light sensitivity; SV Fort +4, Ref +1, Will -1; Str 16, Dex 12, Con 12, Int 8, Wis 9, Chr 8.

Skills and Feats: Jump +6, Climb +5, Spot -1; Weapon Focus (greataxe).

Light Sensitivity (Ex): Orcs suffer a -1 to attack rolls in bright light or within the radius of a daylight spell. This has already been factored in to the above.

Possessions: Chain mail, greataxe

Grath, Orc Chieftain of the Sa'vargh'na: Ftr4/Bbn2: CR 6; Medium humanoid (Orc); HD 2d12+4d10+6; hp 51; Init +1; Speed 30 ft.; AC 16, touch 11, flatfooted 16; Base Atk +6; Grp +12; Atk +13 melee (2d6+9/x3, heavy poleaxe); Full Atk +13/+8 melee (2d6+9/x3, heavy poleaxe); SA Rage; SQ Light sensitivity, uncanny dodge; AL NE; SV Fort +8, Ref +2, Will +2; Str 22, Dex 12, Con 13, Int 10, Wis 12, Chr 10.

Skills and Feats: Jump +10, Climb +10, Spot +1, Listen +5, Intimidate +9, Swim +10; Exotic Weapon Proficiency (heavy poleaxe), Weapon Focus (heavy poleaxe), Power Attack, Cleave.

Light Sensitivity (Ex): Orcs suffer a -1 to attack rolls in bright light or within the radius of a daylight spell. This has already been factored in to the above.

Possessions: Chain mail, Masterwork heavy poleaxe, *belt of giant strength +4*, *potion of cure serious wounds*.

When raging: hp 63; AC 14, touch 9, flatfooted 14; Atk +15 melee (2d6+12/x3, mw heavy flail); Full Atk +15/+10 melee (2d6+12/x3, mw heavy flail); SV Fort +10, Ref +2, Will +4; Str 26, Con 16;

Exotic Weapon: The heavy poleaxe is featured in Complete Warrior. It deals 2d6/x3 Piercing or Slashing damage (wielders choice), has 10' reach and can be set vs a charge as per the longspear.

"Orgni", (Smarter than the Average) Grey Render: CR 10; Large magical beast; HD 15d10+105; hp 190; Init +0, Speed 30 ft.; AC 21, touch 11, flatfooted 19; Base Atk +15; Grp +26; Atk +18 melee (2d6+7, bite). Full Atk +18 melee (2d6+7, bite) and +13 melee (1d6+3, 2 claws); Space/reach:10 ft./10 ft.; SA Improved Grab, rend 2d6+10; SQ: Darkvision 60 ft., lowlight vision; AL N; SV For +17, Ref +12, Will +5; Str 24, Dex 14, Con 24, Int 5, Wis 10, Chr 9.

Skills and Feats: Hide +7, Perform (dance) +9, Spot +8; Power Attack, Dodge, Mobility, Spring Attack, Combat Reflexes;

Rend (Ex): If the grey render hits with both claws, he automatically causes additional 2d6+10 damage.

Improved Grab (Ex): To use this ability a grey render has to hit with his bite.

Notes: see Monster Manual page 138.

Encounter 8: The Battle of Gullhaven

Peasant of Gullhaven, Com1: CR ½; Medium humanoid (Human); HD 1d4+1; hp 5; Init +0; Speed 30 ft.; AC 10, touch 10, flatfooted 10; Base Atk +0; Grp +0; Atk +0 melee (1d4, club) or +0 ranged (1d8/x3, longbow); Full Atk +0 melee (1d4, club); +0 ranged (1d8/x3, longbow); AL LN; SV Fort +1; Ref +0; Will -1; Str 10, Dex 11, Con 12, Int 10, Wis 8, Chr 10.

Skills and Feats: Craft (various) +4, Profession (various) +3; Simple Weapon Proficiency (club), Martial Weapon Proficiency (longbow).

Possessions: Longbow and arrows, club.

Oppressed by the Brotherhood, the villagers of Gullhaven have been forced to take up arms against their country or die by the scarlet whip. Years of hardship have beaten down the spirits of these once optimistic people; fear is beginning to give way to rote obedience. Others, having prospered under the Brotherhood because of their Suel heritage, are fearful of the vengeance that will be meted out to them should the town fall to the Free State.

Brotherhood Soldier, War3: CR 2; Medium humanoid (Human); HD 3d8+3; hp 23; Init +5; Speed 20 ft.; AC 16, touch 11, flatfooted 15; Base Atk +3; Grp +5; Atk +5 melee (1d10+3/x3, halberd) or +4 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d10+3/x3, halberd) or +4 ranged (1d8/19-20, light crossbow); AL

LE; SV For +4, Ref +4, Will +0; Str 14, Dex 13, Con 12, Int 10, Wis 11, Chr 8.

Skills and Feats: Climb +7, Jump +7, Intimidate +6; Skill Focus (intimidate), Improved Initiative, Lightning Reflexes.

Possessions: Halberd, chain mail, light crossbow, 20 bolts.

Daramav the Cruel, Kesh of Gullhaven, Clr10 - Pyremius: CR 10; Medium humanoid (Human); HD 10d8+42; hp 95; Init +5; Speed 20 ft.; AC 23, touch 11, flatfooted 22; Base Atk +7/+2; Grp +10; Atk +11 melee (1d8+3, mw flail); Full Atk +11/+6 melee (1d8+3, mw flail); SQ Rebuke undead, spontaneous casting (inflict); AL LE; SV For +9, Ref +3, Will +10; Str 16, Dex 12, Con 16, Int 11, Wis 18, Chr 13.

Skills and Feats: Concentration +16, Spellcraft +13, Intimidate +10; Weapon Proficiency (flail), Combat Casting, Improved Toughness, Skill Focus (intimidate),

Priest spells known: (Base save DC = 13 + spell level (+1 for domain spells)): 0 - *light, detect magic, detect poison, cure minor wounds x3*; 1 - *bless, bane, divine favour, shield of faith, sanctuary, protection from good*^(d); 2 - *hold person, hold person, shield other, remove paralysis, death knell, desecrate*^(d); 3 - *prayer, cure serious wounds, invisibility purge, dispel magic, magic circle vs good*^(d); 4 - *poison, dismissal, cure critical wounds, cure critical wounds, unholy blight*^(d); 5 - *spell resistance, slay living, dispel good*^(d)

^(d) = domain spell *Domains:* Evil: All evil spells at +1 caster level; Destruction: Smite make a single melee attack with +4 on attack rolls and a bonus equal to cleric level once per day; must declare smite before attack;

Possessions: Masterwork flail, +1 astral drift full plate, +1 animated darkwood heavy wooden shield, brooch of shielding, gloves of the coatl, wand of cure light wounds (50 charges), scroll of flame strike (CL 7th), scroll of heal (CL 11th)

Forest Troll: CR 4; Medium Giant; HD 5d8+25; hp 47; Init +7, Speed 30 ft.; AC 18, touch 13, flatfooted 15; Base Atk +3; Grp +6; Atk +6 melee (1d4+3 + poison, claw) or +6 ranged (1d6+3 + poison, javelin); Full Atk +6 melee (1d4+3 + poison, 2 claws) and +1 melee (1d4+1, bite) or +6 ranged (1d6+3 + poison, javelin); Space/reach 5ft/5ft; AL CE; SQ darkvision 90', fast healing 5, low-light vision, scent; SV For +9, Ref +4, Will +1; Str 17, Dex 16, Con 21, Int 11, Wis 11, Chr 6.

Skills and feats: Climb +11, Hide +6, Listen +5, Spot +5, Survival +5; Improved Initiative, Track

Poison (Ex): Injury, Fort DC 17, initial and secondary damage 1d6 Con. Forest trolls create their own special poison made from their saliva to coat their javelins and claws.

Skills: A forest troll can always take 10 on a climb check.

Cave Troll: CR 8; Large Giant; HD 9d8+72; hp 112; Init +1, Speed 40 ft.; AC 21, touch 10, flatfooted 20; Base Atk +6; Grp +19; Atk +11 melee (2d6+12, claw)*; Full Atk +11 melee (2d6+12, 2 claws)* and +6 melee (1d8+6, bite)*; Space/reach 10ft/10ft; AL CE; SA Dazing blow, improved grab, pounce, rake, rend; SQ Darkvision 90', fast healing 8, low-light vision, scent; SV Fort +14, Ref +4, Will +6; Str 29, Dex 13, Con 27, Int 3, Wis 13, Chr 6. (* = includes adjustments for Power Attack)

Skills and feats: Jump +16, Listen +6, Spot +6, Survival +4; Alertness, Iron Will, Power Attack, Track

Dazing Blow (Ex): The force of a cave troll's claws can be overwhelming. If a cave troll hits with both claw attacks, the opponent must make a Fort DC 22 or be dazed for 1 round.

Improved Grab (Ex): To use this ability, a cave troll must hit with its bite attack. It can then attempt to start a grapple as a free action that does not provoke.

Pounce (Ex): If a cave troll charges a foe, it can make a full attack, including two rakes.

Rake (Ex): Attack bonus +11, damage 2d6+7*. A cave troll that gets a hold can make two rake attacks with its hind legs.

Rend (Ex): If a cave troll hits with both claw attacks, it latches and tears its opponent for an additional 4d6+13 damage.

Notes: see Monster Manual 3 page 180 for a picture and some more background.

War Troll: CR 12; Large Monstrous Humanoid; HD 12d8+84; hp 138; Init +7, Speed 30 ft.; AC 31, touch 12, flatfooted 28; Base Atk +12; Grp +22; Atk +23 melee (2d6+15/19-20, masterwork greatsword) or +15 ranged (2d6+10/x3, masterwork mighty (+10) composite longbow); Full Atk +23/+18/+13 melee (2d6+15/19-20, masterwork greatsword) and +19 melee (1d6+5, bite) or +21 melee (1d8+10, 2 claws) and +19 melee (1d6+5, bite) or +15/+10/+5 ranged (2d6+10/x3, masterwork mighty (+10) composite longbow); Space/reach 10ft/10ft; AL LE; SA Dazing blow; SQ DR 5/adamantine, darkvision 90', regeneration 9, low-light vision, scent, SR 20; SV For +13, Ref +11, Will +12; Str 31, Dex 16, Con 29, Int 8, Wis 15, Chr 10.

Skills and feats: Listen +12, Spot +12; Alertness, Improved Initiative, Iron Will, Multiattack, Weapon Focus (greatsword)

Dazing Blow (Ex): The force of a war troll's claws can be overwhelming. If a war troll hits with both claw attacks, the opponent must make a Fort DC 25 or be dazed for 1 round.

Regeneration (Ex): Unlike their lesser cousins, acid (not fire) deals normal damage to a war troll. If a war troll loses a limb or a body part the lost portion regrows in 2d4 minutes.

Tactics: War trolls have been bred specifically for war. They know only the chaos of constant battle. They are capable of sophisticated tactics that most other trolls cannot match.

Notes: see Monster Manual 3 page 181 for a picture and some more background.

Appendix 2: Foes – APL 12

Encounter 4: The Savarghna Tribe

Orc Warriors of the Sa'vargh'na: orc War2: CR 1; Medium humanoid (Orc); HD 2d8+2; hp 16; Init +1; Speed 20 ft.; AC 16, touch 11, flatfooted 15; Base Atk +2; Grp +5; Atk +6 melee (1d12+4/x3, greataxe); Full Atk +6 melee +5 (1d12+4/x3, greataxe); AL NE; SQ Light sensitivity; SV Fort +4, Ref +1, Will -1; Str 16, Dex 12, Con 12, Int 8, Wis 9, Chr 8.

Skills and Feats: Jump +6, Climb +5, Spot -1; Weapon Focus (greataxe).

Light Sensitivity (Ex): Orcs suffer a -1 to attack rolls in bright light or within the radius of a daylight spell. This has already been factored in to the above.

Possessions: Chain mail, greataxe

Grath, Orc Chieftain of the Sa'vargh'na: Ftr5/Bbn4: CR 9; Medium humanoid (Orc); HD 4d12+5d10+18; hp 88; Init +1; Speed 30 ft.; AC 16, touch 11, flatfooted 16; Base Atk +9; Grp +15; Atk +16 melee (2d6+11/x3, heavy poleaxe); Full Atk +16/+11 melee (2d6+11/x3, heavy poleaxe); SA Rage 2/day; SQ Light sensitivity, uncanny dodge, trap sense +1; AL NE; SV Fort +10, Ref +3, Will +3; Str 22, Dex 12, Con 14, Int 10, Wis 12, Chr 10.

Skills and Feats: Jump +13, Climb +12, Spot +1, Listen +5, Intimidate +12, Swim +12; Cleave, Exotic Weapon Proficiency (heavy poleaxe), Power Attack, Weapon Focus (heavy poleaxe), Weapon Specialisation (heavy poleaxe).

Light Sensitivity (Ex): Orcs suffer a -1 to attack rolls in bright light or within the radius of a daylight spell. This has already been factored in to the above.

Possessions: Chain mail, Masterwork heavy poleaxe, *belt of giant strength +4*, *potion of cure serious wounds*.

When raging: hp 106; AC 14, touch 9, flatfooted 14; Atk +18 melee (2d6+13/x3, mw heavy flail); Full Atk +18/+13 melee (2d6+13/x3, mw heavy flail); SV Fort +12, Ref +2, Will +4; Str 26, Con 18;

Exotic Weapon: The heavy poleaxe is featured in Complete Warrior. It deals 2d6/x3 Piercing or Slashing damage (wielders choice), has 10' reach and can be set vs a charge as per the long spear.

"Orgni", Grey Render: CR 12; Huge magical beast; HD 19d10+171; hp 280; Init +0, Speed 30 ft.; AC 22, touch 9, flatfooted 21; Base Atk +19; Grp +33; Atk +25 melee (2d8+11, bite); Full Atk +25 melee (2d8+11, bite) and +20 melee (1d8+5, 2 claws); Space/reach 15 ft./15 ft.; SA Improved grab, rend 2d8+16; SQ Darkvision 60 ft., lowlight vision; AL N; SV For +19, Ref +13, Will +8; Str 32, Dex 13, Con 28, Int 5, Wis 10, Chr 9.

Skills and Feats: Hide +7, Perform (dance) +13, Spot +8; Power Attack, Dodge, Mobility, Spring Attack, Combat Reflexes, Improved Will;

Rend (Ex): If the grey render hits with both claws, he automatically causes additional 2d8+16 damage.

Improved Grab (Ex): To use this ability a grey render has to hit with his bite.

Notes: see Monster Manual page 138.

Encounter 8: The Battle of Gullhaven

Peasant of Gullhaven, Com4: CR 3; Medium humanoid (Human); HD 4d4+4; hp 17; Init +0; Speed 30 ft.; AC 10, touch 10, flatfooted 10; Base Atk +2; Grp +2; Atk +2 melee (1d4, club) or +3 ranged (1d8/x3, longbow); Full Atk +2 melee (1d4, club); +3 ranged (1d8/x3, longbow); AL LN; SV Fort +2; Ref +1; Will +0; Str 10, Dex 11, Con 12, Int 10, Wis 8, Chr 10.

Skills and Feats: Craft (various) +7, Profession (various) +6; Simple Weapon Proficiency (club), Martial Weapon Proficiency (longbow), Weapon Focus (longbow).

Possessions: Longbow and arrows, club.

Oppressed by the Brotherhood, the villagers of Gullhaven have been forced to take up arms against their country or die by the scarlet whip. Years of hardship have beaten down the spirits of these once optimistic people; fear is beginning to give way to rote obedience. Others, having prospered under the Brotherhood because of their Suel heritage, are fearful of the vengeance that will be meted out to them should the town fall to the Free State.

Brotherhood Soldier, Ftr5: CR 5; Medium humanoid (Human); HD 5d10+5; hp 39; Init +5; Speed 20 ft.; AC 16, touch 11, flatfooted 15; Base Atk +5; Grp +7; Atk +8 melee (1d10+5/x3, halberd) or +6 ranged (1d8/19-20, light crossbow); Full Atk +8 melee (1d10+5/x3,

halberd) or +6 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +5, Ref +2, Will +1; Str 14, Dex 13, Con 12, Int 10, Wis 11, Chr 8.

Skills and Feats: Climb +7, Jump +7, Intimidate +6; Skill Focus (Intimidate), Improved Initiative, Lightning Reflexes, Weapon Focus (halberd), Weapon Focus (light crossbow), Weapon Specialisation (halberd).

Possessions: Halberd, chain mail, light crossbow, 20 bolts.

Daramav the Cruel, Kesh of Gullhaven, Clr14 - Pyremius): CR 14; Medium sized; HD 14d8+54; hp 127; Init +5; Speed 20 ft.; AC 23, touch 11, flatfooted 22; Base Atk +10/+5; Grp +13; Atk +14 melee (1d8+3, mw flail); Full Atk +14/+9 melee (1d8+3, mw flail); SQ Rebuke undead, spontaneous casting (inflict); AL LE; SV Fort +11, Ref +4, Will +14; Str 16, Dex 12, Con 16, Int 11, Wis 19, Chr 13.

Skills and Feats: Concentration +20, Spellcraft +17, Intimidate +12; Weapon Proficiency (flail), Combat Casting, Improved Initiative, Improved Toughness, Skill Focus (Intimidate), Iron Will.

Priest spells known: (Base save DC = 13 + spell level (+1 for domain spells)): 0 - *light, detect magic, detect poison, cure minor wounds*, x4; 1 - *bless, bane, divine favour, shield of faith x2, sanctuary, protection from good*^(*); 2 - *hold person, hold person, shield other, remove paralysis, death knell, desecrate, bears endurance*^(*); 3 - *prayer, cure serious wounds, invisibility purge, dispel magic x2, magic circle vs good*^(*); 4 - *poison, dismissal, cure critical wounds, cure critical wounds, greater magic weapon, unholy blight*^(*); 5 - *spell resistance, slay living, flame strike, dispel good*^(*); 6 - *heal x2, blade barrier, harm*^(*); 7 - *repulsion, blasphemy, disintegrate*^(*)

^(*) = domain spell *Domains:* Evil: All evil spells at +1 caster level; Destruction: Smite make a single melee attack with +4 on attack rolls and a bonus equal to cleric level once per day; must declare smite before attack;

Possessions: Masterwork flail, +1 astral drift full plate, +1 animated darkwood heavy wooden shield, brooch of shielding, gloves of the coatl, wand of cure light wounds (50 charges), scroll of flame strike (CL 7th), scroll of heal (CL 11th), scroll of shield of law (CL 15th)

Forest Troll: CR 4; Medium Giant; HD 5d8+25; hp 47; Init +7, Speed 30 ft.; AC 18, touch 13, flatfooted 15; Base Atk +3; Grp +6; Atk +6 melee (1d4+3 + poison, claw) or +6 ranged (1d6+3 + poison, javelin); Full Atk

+6 melee (1d4+3 + poison, 2 claws) and +1 melee (1d4+1, bite) or +6 ranged (1d6+3 + poison, javelin); Space/reach 5ft/5ft; AL CE; SQ darkvision 90', fast healing 5, low-light vision, scent; SV For +9, Ref +4, Will +1; Str 17, Dex 16, Con 21, Int 11, Wis 11, Chr 6.

Skills and feats: Climb +11, Hide +6, Listen +5, Spot +5, Survival +5; Improved Initiative, Track

Poison (Ex): Injury, Fort DC 17, initial and secondary damage 1d6 Con. Forest trolls create their own special poison made from their saliva to coat their javelins and claws.

Skills: A forest troll can always take 10 on a climb check.

Cave Troll: CR 8; Large Giant; HD 9d8+72; hp 112; Init +1, Speed 40 ft.; AC 21, touch 10, flatfooted 20; Base Atk +6; Grp +19; Atk +11 melee (2d6+12, claw)*; Full Atk +11 melee (2d6+12, 2 claws)* and +6 melee (1d8+6, bite)*; Space/reach 10ft/10ft; AL CE; SA Dazing blow, improved grab, pounce, rake, rend; SQ Darkvision 90', fast healing 8, low-light vision, scent; SV Fort +14, Ref +4, Will +6; Str 29, Dex 13, Con 27, Int 3, Wis 13, Chr 6. (* = includes adjustments for Power Attack)

Skills and feats: Jump +16, Listen +6, Spot +6, Survival +4; Alertness, Iron Will, Power Attack, Track

Dazing Blow (Ex): The force of a cave troll's claws can be overwhelming. If a cave troll hits with both claw attacks, the opponent must make a Fort DC 22 or be dazed for 1 round.

Improved Grab (Ex): To use this ability, a cave troll must hit with its bite attack. It can then attempt to start a grapple as a free action that does not provoke.

Pounce (Ex): If a cave troll charges a foe, it can make a full attack, including two rakes.

Rake (Ex): Attack bonus +11, damage 2d6+7*. A cave troll that gets a hold can make two rake attacks with its hind legs.

Rend (Ex): If a cave troll hits with both claw attacks, it latches and tears its opponent for an additional 4d6+13 damage.

Notes: see Monster Manual 3 page 180 for a picture and some more background.

War Troll: CR 12; Large Monstrous Humanoid; HD 12d8+84; hp 138; Init +7, Speed 30 ft.; AC 31, touch 12, flatfooted 28; Base Atk +12; Grp +22; Atk +23 melee (2d6+15/19-20, masterwork greatsword) or +15 ranged (2d6+10/x3, masterwork mighty (+10) composite longbow); Full Atk +23/+18/+13 melee (2d6+15/19-20, masterwork greatsword) and +19 melee (1d6+5, bite) or +21 melee (1d8+10, 2 claws) and +19 melee (1d6+5, bite) or +15/+10/+5 ranged (2d6+10/x3, masterwork

mighty (+10) composite longbow); Space/reach 10ft/10ft; AL LE; SA Dazing blow; SQ DR 5/adamantine, darkvision 90', regeneration 9, low-light vision, scent, SR 20; SV For +13, Ref +11, Will +12; Str 31, Dex 16, Con 29, Int 8, Wis 15, Chr 10.

Skills and feats: Listen +12, Spot +12; Alertness, Improved Initiative, Iron Will, Multiattack, Weapon Focus (greatsword)

Dazing Blow (Ex): The force of a war troll's claws can be overwhelming. If a war troll hits with both claw attacks, the opponent must make a Fort DC 25 or be dazed for 1 round.

Regeneration (Ex): Unlike their lesser cousins, acid (not fire) deals normal damage to a war troll. If a war troll loses a limb or a body part the lost portion regrows in 2d4 minutes.

Tactics: War trolls have been bred specifically for war. They know only the chaos of constant battle. They are capable of sophisticated tactics that most other trolls cannot match.

Notes: see Monster Manual 3 page 181 for a picture and some more background.

Appendix: Foes – APL 14

Encounter 4: The Savarghna Tribe

Orc Warriors of the Sa'vargh'na: orc Ftr3; CR 3; Medium humanoid (Orc); HD 3d10+3; hp 25; Init +1; Speed 20 ft.; AC 16, touch 11, flatfooted 15; Base Atk +3; Grp +6; Atk +7 melee (1d12+4/x3, greataxe); Full Atk +7 melee (1d12+4/x3, greataxe); AL NE; SQ Light sensitivity; SV Fort +4, Ref +2, Will +0; Str 16, Dex 12, Con 12, Int 8, Wis 9, Chr 8.

Skills and Feats: Jump +6, Climb +5, Spot –1; Cleave, Power Attack, Weapon Focus (greataxe).

Light Sensitivity (Ex): Orcs suffer a –1 to attack rolls in bright light or within the radius of a daylight spell. This has already been factored in to the above.

Possessions: Chain mail, greataxe

Grath, Orc Chieftain of the Sa'vargh'na: Ftr6/Bbn5; CR 11; Medium humanoid (Orc); HD 5d12+6d10+22; hp 105; Init +1; Speed 30 ft.; AC 16, touch 11, flatfooted 16; Base Atk +11; Grp +17; Atk +18 melee (2d6+11/x3, heavy poleaxe); Full Atk +18/+13 melee (2d6+11/x3, heavy poleaxe); SA Rage 2/day; SQ Light sensitivity, improved uncanny dodge, trap sense +1; AL NE; SV Fort +11, Ref +4, Will +4; Str 22, Dex 12, Con 14, Int 10, Wis 12, Chr 10.

Skills and Feats: Jump +15, Climb +13, Spot +1, Listen +5, Intimidate +14, Swim +13; Cleave, Exotic Weapon Proficiency (heavy poleaxe), Improved Bull Rush, Power Attack, Weapon Focus (heavy poleaxe), Weapon Specialisation (heavy poleaxe).

Light Sensitivity (Ex): Orcs suffer a –1 to attack rolls in bright light or within the radius of a daylight spell. This has already been factored in to the above.

Possessions: Chain mail, Masterwork heavy poleaxe, *belt of giant strength +4*, *potion of cure serious wounds*.

When raging: hp 122; AC 14, touch 9, flatfooted 14; Atk +20 melee (2d6+13/x3, mw heavy flail); Full Atk +20/+15 melee (2d6+13/x3, mw heavy flail); SV Fort +13, Ref +3, Will +4; Str 26, Con 18;

Exotic Weapon: The heavy poleaxe is featured in Complete Warrior. It deals 2d6/x3 Piercing or Slashing damage (wielders choice), has 10' reach and can be set vs a charge as per the longspear.

“Orgni”, Grey Render: CR 14; Huge magical beast; HD 24d10+225; hp 370; Init +0, Speed 30 ft.; AC 23, touch 10, flatfooted 21; Base Atk +25; Grp +39; Atk +31 melee (2d8+11, bite); Full Atk +31 melee (2d8+11, bite) and +26 melee (1d8+5, 2 claws); Space/reach 15ft/15ft; SA Improved grab, rend 2d8+16; SQ Darkvision 60ft., low light vision; AL N; SV For +23, Ref +20, Will +10; Str 32, Dex 14, Con 28, Int 5, Wis 10, Chr 9.

Skills and Feats: Hide +7, Perform (dance) +19, Spot +8; Power Attack, Dodge, Mobility, Spring Attack, Combat Reflexes, Iron Will;

Rend (Ex): If the grey render hits with both claws, he automatically causes additional 2d8+16 damage.

Improved Grab (Ex): To use this ability a grey render has to hit with his bite.

Notes: see Monster Manual page 138.

Encounter 8: The Battle of Gullhaven

Peasant of Gullhaven, Com4; CR 3; Medium humanoid (Human); HD 4d4+4; hp 17; Init +0; Speed 30 ft.; AC 10, touch 10, flatfooted 10; Base Atk +2; Grp +2; Atk +2 melee (1d4, club) or +3 ranged (1d8/x3, longbow); Full Atk +2 melee (1d4, club); +3 ranged (1d8/x3, longbow); AL LN; SV Fort +2; Ref +1; Will +0; Str 10, Dex 11, Con 12, Int 10, Wis 8, Chr 10.

Skills and Feats: Craft (various) +7, Profession (various) +6; Simple Weapon Proficiency (club), Martial Weapon Proficiency (longbow), Weapon Focus (longbow).

Possessions: Longbow and arrows, club.

Oppressed by the Brotherhood, the villagers of Gullhaven have been forced to take up arms against their country or die by the scarlet whip. Years of hardship have beaten down the spirits of these once optimistic people; fear is beginning to give way to rote obedience. Others, having prospered under the Brotherhood because of their Suel heritage, are fearful of the vengeance that will be meted out to them should the town fall to the Free State.

Brotherhood Soldier, Ftr5; CR 5; Medium humanoid (Human); HD 5d10+5; hp 39; Init +5; Speed 20 ft.; AC 16, touch 11, flatfooted 15; Base Atk +5; Grp +7; Atk +8 melee (1d10+5/x3, halberd) or +6 ranged (1d8/19-20, light crossbow); Full Atk +8 melee (1d10+5/x3, halberd) or +6 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +5, Ref +2, Will +1; Str 14, Dex 13, Con 12, Int 10, Wis 11, Chr 8.

Skills and Feats: Climb +7, Jump +7, Intimidate +6; Skill Focus (Intimidate), Improved Initiative, Lightning Reflexes, Weapon Focus (halberd), Weapon Focus (light crossbow), Weapon Specialisation (halberd).

Possessions: Halberd, chain mail, light crossbow, 20 bolts.

Forest Troll: CR 4; Medium Giant; HD 5d8+25; hp 47; Init +7, Speed 30 ft.; AC 18, touch 13, flatfooted 15; Base Atk +3; Grp +6; Atk +6 melee (1d4+3 + poison, claw) or +6 ranged (1d6+3 + poison, javelin); Full Atk +6 melee (1d4+3 + poison, 2 claws) and +1 melee (1d4+1, bite) or +6 ranged (1d6+3 + poison, javelin); Space/reach 5ft/5ft; AL CE; SQ darkvision 90', fast healing 5, low-light vision, scent; SV For +9, Ref +4, Will +1; Str 17, Dex 16, Con 21, Int 11, Wis 11, Chr 6.

Skills and feats: Climb +11, Hide +6, Listen +5, Spot +5, Survival +5; Improved Initiative, Track

Poison (Ex): Injury, Fort DC 17, initial and secondary damage 1d6 Con. Forest trolls create their own special poison made from their saliva to coat their javelins and claws.

Skills: A forest troll can always take 10 on a climb check.

Cave Troll: CR 8; Large Giant; HD 9d8+72; hp 112; Init +1, Speed 40 ft.; AC 21, touch 10, flatfooted 20; Base Atk +6; Grp +19; Atk +11 melee (2d6+12, claw)*; Full Atk +11 melee (2d6+12, 2 claws)* and +6 melee (1d8+6, bite)*; Space/reach 10ft/10ft; AL CE; SA Dazing blow, improved grab, pounce, rake, rend; SQ Darkvision 90', fast healing 8, low-light vision, scent; SV Fort +14, Ref +4, Will +6; Str 29, Dex 13, Con 27, Int 3, Wis 13, Chr 6. (* = includes adjustments for Power Attack)

Skills and feats: Jump +16, Listen +6, Spot +6, Survival +4; Alertness, Iron Will, Power Attack, Track

Dazing Blow (Ex): The force of a cave troll's claws can be overwhelming. If a cave troll hits with both claw attacks, the opponent must make a Fort DC 22 or be dazed for 1 round.

Improved Grab (Ex): To use this ability, a cave troll must hit with its bite attack. It can then attempt to start a grapple as a free action that does not provoke.

Pounce (Ex): If a cave troll charges a foe, it can make a full attack, including two rakes.

Rake (Ex): Attack bonus +11, damage 2d6+7*. A cave troll that gets a hold can make two rake attacks with its hind legs.

Rend (Ex): If a cave troll hits with both claw attacks, it latches and tears its opponent for an additional 4d6+13 damage.

Notes: see Monster Manual 3 page 180 for a picture and some more background.

War Troll: CR 12; Large Monstrous Humanoid; HD 12d8+84; hp 138; Init +7, Speed 30 ft.; AC 31, touch 12, flatfooted 28; Base Atk +12; Grp +22; Atk +23 melee (2d6+15/19-20, masterwork greatsword) or +15 ranged (2d6+10/x3, masterwork mighty (+10) composite longbow); Full Atk +23/+18/+13 melee (2d6+15/19-20, masterwork greatsword) and +19 melee (1d6+5, bite) or +21 melee (1d8+10, 2 claws) and +19 melee (1d6+5, bite) or +15/+10/+5 ranged (2d6+10/x3, masterwork mighty (+10) composite longbow); Space/reach 10ft/10ft; AL LE; SA Dazing blow; SQ DR 5/adamantine, darkvision 90', regeneration 9, low-light vision, scent, SR 20; SV For +13, Ref +11, Will +12; Str 31, Dex 16, Con 29, Int 8, Wis 15, Chr 10.

Skills and feats: Listen +12, Spot +12; Alertness, Improved Initiative, Iron Will, Multiattack, Weapon Focus (greatsword)

Dazing Blow (Ex): The force of a war troll's claws can be overwhelming. If a war troll hits with both claw attacks, the opponent must make a Fort DC 25 or be dazed for 1 round.

Regeneration (Ex): Unlike their lesser cousins, acid (not fire) deals normal damage to a war troll. If a war troll loses a limb or a body part the lost portion regrows in 2d4 minutes.

Tactics: War trolls have been bred specifically for war. They know only the chaos of constant battle. They are capable of sophisticated tactics that most other trolls cannot match.

Notes: see Monster Manual 3 page 181 for a picture and some more background.

Daramav the Cruel, Kesh of Gullhaven, Clr14 - Pyremius: CR 14; Medium sized; HD 14d8+54; hp 127; Init +5; Speed 20 ft.; AC 23, touch 11, flatfooted 22; Base Atk +10/+5; Grp +13; Atk +14 melee (1d8+3, mw flail); Full Atk +14/+9 melee (1d8+3, mw flail); SQ Rebuke undead, spontaneous casting (inflict); AL LE; SV Fort +11, Ref +4, Will +14; Str 16, Dex 12, Con 16, Int 11, Wis 19, Chr 13.

Skills and Feats: Concentration +20, Spellcraft +17, Intimidate +12; Weapon Proficiency (flail), Combat Casting, Improved Initiative, Improved Toughness, Skill Focus (Intimidate), Iron Will.

Priest spells known: (Base save DC = 13 + spell level (+1 for domain spells)): 0 - *light, detect magic, detect poison, cure minor wounds*, x4; 1 - *bless, bane, divine favour, shield of faith x2, sanctuary, protection from good*^(*); 2 - *hold person, hold person, shield other*;

remove paralysis, death knell, desecrate, bears endurance ^(#); 3 - *prayer, cure serious wounds, invisibility purge, dispel magic x2, magic circle vs good* ^(#); 4 - *poison, dismissal, cure critical wounds, cure critical wounds, greater magic weapon, unholy blight* ^(#); 5 - *spell resistance, slay living, flame strike, dispel good* ^(#); 6 - *heal x2, blade barrier, harm* ^(#); 7 - *repulsion, blasphemy, disintegrate* ^(#)

^(#) = domain spell *Domains*: Evil: All evil spells at +1 caster level; Destruction: Smite make a single melee attack with +4 on attack rolls and a bonus equal to cleric level once per day; must declare smite before attack;

Possessions: Masterwork flail, +1 astral drift full plate, +1 animated darkwood heavy wooden shield, brooch of shielding, gloves of the coatl, wand of cure light wounds (50 charges), scroll of flame strike (CL 7th), scroll of heal (CL 11th), scroll of shield of law (CL 15th)

Dark Vohan, War Troll Champion: War troll Bbn2/Survivor5/Exp1); CR 16; Large Monstrous Humanoid; HD 12d8+2d12+6d6+216; hp 308; Init +7, Speed 40 ft.; AC 36, touch 12, flatfooted 34; Base Atk +16; Grp +26; Atk +27 melee (2d6+18/19-20, adamantite greatsword) or ranged +17 (2d6+10/x3, masterwork mighty (+10) composite longbow); Full Atk +27/+22/+17/+12 melee (2d6+18/19-20, adamantite greatsword) and +23 melee (1d6+6, bite) or +25 melee (1d8+12, 2 claws) and +23 melee (1d6+6, bite) or ranged +17/+12/+7/+2 (2d6+10/x3, masterwork mighty (+10) composite longbow); Space/reach 10ft/10ft; AL NE; SA Dazing blow; SQ DR 5/adamantine and 5/-, Darkvision 90', regeneration 9, low-light vision, scent, uncanny dodge (dex bonus to AC and can't be flanked), evasion, improved evasion SR 20; SV Fort +22, Ref +15, Will +20; Str 34, Dex 16, Con 34, Int 8, Wis 18, Chr 8.

When raging:

hp 348; AC 34, touch 10, flatfooted 32; Base Atk +16; Grapple +28; Atk +29 melee (2d6+21/19-20, masterwork greatsword) or ranged +17 (2d6+10/x3, masterwork mighty (+10) composite longbow); Full Atk +29/+24/+19/+14 melee (2d6+21/19-20, masterwork greatsword) and +25 melee (1d6+7, bite) or +27 melee (1d8+15, 2 claws) and +25 melee (1d6+7, bite) or ranged +17/+12/+7/+2 (2d6+10/x3, masterwork mighty (+10) composite longbow); SV Fort +24, Ref +15, Will +22; Str 38, Con 38,

Skills and feats: Listen +22, Profession (taxidermist) +11, Sense Motive +11, Spot +22, Tumble +10; Alertness, Improved Initiative, Iron Will,

Multiattack, Weapon Focus (greatsword), Power Attack, Cleave

Dazing Blow (Ex): The force of Dark Vohan's claws can be overwhelming. If he troll hits with both claw attacks, the opponent must make a Fort DC 28 (DC 30 when raging) or be dazed for 1 round.

Regeneration (Ex): Unlike their lesser cousins, acid (not fire) deals normal damage to a war troll. If a war troll loses a limb or a body part the lost portion regrows in 2d4 minutes.

Barbarian Rage: 1/day for 17 rounds

Survivor Abilities: Dark Vohan's survivor skills provide him with the following abilities as per the rogue class: Uncanny Dodge (dex bonus to AC and can't be flanked), Evasion, Improved Evasion, DR 5/- (this included in his stats above).

Possessions: Large adamantite greatsword, large masterwork mighty (+10) composite longbow, +1 mithril full plate, minor ring of spell storing (contains the spell *dispel magic* CL14th – placed in there by Daramig), *bag of holding type IV* (used for collecting the heads of those he kills. Currently contains 768 taxidermied heads).

Tactics: War trolls have been bred specifically for war. They know only the chaos of constant battle. They are capable of sophisticated tactics that most other trolls cannot match.

Appendix 3: New Monsters

Forest Troll

Forest Troll: CR 4; Medium Giant; HD 5d8+25; hp 47; Init +7, Speed 30 ft.; AC 18, touch 13, flatfooted 15; Base Atk +3; Grp +6; Atk +6 melee (1d4+3 + poison, claw) or +6 ranged (1d6+3 + poison, javelin); Full Atk +6 melee (1d4+3 + poison, 2 claws) and +1 melee (1d4+1, bite) or +6 ranged (1d6+3 + poison, javelin); Space/reach 5ft/5ft; AL CE; SQ darkvision 90', fast healing 5, low-light vision, scent; SV For +9, Ref +4, Will +1; Str 17, Dex 16, Con 21, Int 11, Wis 11, Chr 6.

Skills and feats: Climb +11, Hide +6, Listen +5, Spot +5, Survival +5; Improved Initiative, Track

Poison (Ex): Injury, Fort DC 17, initial and secondary damage 1d6 Con. Forest trolls create their own special poison made from their saliva to coat their javelins and claws.

Skills: A forest troll can always take 10 on a climb check.

Notes: see Monster Manual 3 page 179 for a picture and some more background.

This creature has the ape-like posture and rubbery green skin of a troll but it is merely the size of a large human. Its gaze and posture bespeak an intelligence greater than its troll-like visage would suggest.



Forest troll

Cave Troll

Cave Troll: CR 8; Large Giant; HD 9d8+72; hp 112; Init +1, Speed 40 ft.; AC 21, touch 10, flatfooted 20; Base Atk +6; Grp +19; Atk +11 melee (2d6+12, claw)*; Full Atk +11 melee (2d6+12, 2 claws)* and +6 melee (1d8+6, bite)*; Space/reach 10ft/10ft; AL CE; SA Dazing blow, improved grab, pounce, rake, rend; SQ Darkvision 90', fast healing 8, low-light vision, scent; SV Fort +14, Ref +4, Will +6; Str 29, Dex 13, Con 27, Int 3, Wis 13, Chr 6. (* = includes adjustments for Power Attack)

Skills and feats: Jump +16, Listen +6, Spot +6, Survival +4; Alertness, Iron Will, Power Attack, Track

Dazing Blow (Ex): The force of a cave troll's claws can be overwhelming. If a cave troll hits with both claw attacks, the opponent must make a Fort DC 22 or be dazed for 1 round.

Improved Grab (Ex): To use this ability, a cave troll must hit with its bite attack. It can then attempt to start a grapple as a free action that does not provoke.

Pounce (Ex): If a cave troll charges a foe, it can make a full attack, including two rakes.

Rake (Ex): Attack bonus +11, damage 2d6+7*. A cave troll that gets a hold can make two rake attacks with its hind legs.

Rend (Ex): If a cave troll hits with both claw attacks, it latches and tears its opponent for an additional 4d6+13 damage.

Notes: see Monster Manual 3 page 180 for a picture and some more background.

This hulking creature is about one and a half times as tall as a human. Its legs end in clawed, three-toed feet and its massive forearms end in wide powerful hands with scythe-like claws. Its hide is rubbery looking and its writhing hair is thick and ropy.

War Troll

War Troll: CR 12; Large Monstrous Humanoid; HD 12d8+84; hp 138; Init +7, Speed 30 ft.; AC 31, touch 12, flatfooted 28; Base Atk +12; Grp +22; Atk +23 melee (2d6+15/19-20, masterwork greatsword) or +15 ranged (2d6+10/x3, masterwork mighty (+10) composite longbow); Full Atk +23/+18/+13 melee (2d6+15/19-20, masterwork greatsword) and +19 melee (1d6+5, bite) or +21 melee (1d8+10, 2 claws) and +19 melee (1d6+5, bite) or +15/+10/+5 ranged (2d6+10/x3, masterwork mighty (+10) composite longbow); Space/reach 10ft/10ft; AL LE; SA Dazing blow; SQ DR 5/adamantine, darkvision 90', regeneration 9, low-light vision, scent, SR 20; SV For +13, Ref +11, Will +12; Str 31, Dex 16, Con 29, Int 8, Wis 15, Chr 10.

Skills and feats: Listen +12, Spot +12; Alertness, Improved Initiative, Iron Will, Multiattack, Weapon Focus (greatsword)

Dazing Blow (Ex): The force of a war troll's claws can be overwhelming. If a war troll hits with both claw attacks, the opponent must make a Fort DC 25 or be dazed for 1 round.

Regeneration (Ex): Unlike their lesser cousins, acid (not fire) deals normal damage to a war troll. If a war troll loses a limb or a body part the lost portion regrows in 2d4 minutes.

Tactics: War trolls have been bred specifically for war. They know only the chaos of constant battle. They are capable of sophisticated tactics that most other trolls cannot match.

Notes: see Monster Manual 3 page 181 for a picture and some more background.

This hulking creature stands upright. Although it has the feral features of a troll, its rubbery green skin has a dark metallic tinge and it wears substantial armour. The creature holds a greatsword with ease and is clearly a skilled warrior.



Cave troll



War troll