

YEO2-02



STOMPING GROUNDS

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

Version 1

by Kevin Freeman

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Local scouts have reported that an aggressive giant chieftain is planning an attack on an isolated dwarven citadel. Can you substantiate those rumors and get word to the dwarves before it is too late? An adventure for characters level 3-8.

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 Willams, Richard Baker, and Peter Adkison.

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

PREPARATION

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

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen Farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority who has carried a spear for the nation, either now or in the past, is eligible to elect spokesmen on his behalf from his

community that serves in the Council of Common Grossspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers.

IS THIS A 'MILITIA MODULE?'

As the defense of the homeland is imperative in this module, members of the Yeoman militia may count this adventure towards the twelve TUs they must serve per year for the Yeoman League.

"THE QUAKE"

Year Two of Yeomanry Living Greyhawk adventures (CY 592) centers around a large earthquake, called the Landstraad, or 'Land Terror' by locals, that takes place at the beginning of the year. While the epicenter was almost directly under the town of Hardwick, its effects could be felt as far east as Longspear. The Escarpment has extended 50 miles to the south, swallowing Hardwick whole. The village of Sule has been badly damaged, as has Wickler and Wymeswold. The Yeomanry has been plunged into a state of chaos.

Soothsayers and self-proclaimed prophets espouse that the Landstraad was an ill omen of things to come in the Yeomanry. While the damage was great and hundreds of lives were lost due to the tremor and its aftershocks, other activities in and around the Yeomanry have been far more alarming. In the weeks following the quake, heavy humanoid, ogre, and giant activity has been detected throughout the mountains. Reports of strange sounds, disappearing townsfolk, and screams in the night have been heard in Dark Gate, causing people to fear that something has emerged from Slerotin's Tunnel. There is a feeling of dread that is slowly spreading throughout the land. People are afraid that the soothsayers might speak the truth....

WHIRGIRN

Whirgirn (WHEER-gurn) is a dwarven fortification of some 900 souls. A majority of the structures and dwellings in Whirgirn are underground. It is located above the Northern Pass a day's walk from Fort Omar in the foreboding Jotens. However, Whirgirn is not a typical village or town. It is carved from the side of a mountain of living stone called "The Heart" in dwarven. Its tall, foreboding towers jut from the face of the mountain nearly 300 feet above the pass. Visitors to Whirgirn must pass through a heavily guarded tunnel at the base of the mountain and enter a large elevator that takes them into the town. Armed guards patrol constantly, and it is said that a number of magical stone constructs await potential invaders. Such defense is necessary, because giant attacks in the region are common. Invaders have never conquered Whirgirn, although the walls have been breached on many occasions. The city is very old; perhaps the oldest still in use in the Yeomanry, and is littered with

tunnels, catacombs, and chambers that have not been seen by civilized eyes in centuries. Who knows what horrors lie therein?

Murdruk Hearthmantle, a master tactician, is the leader of Whirgirn. He serves as the representative of the town in the Council of Grossspokesmen, although he rarely attends meetings in Loftwick.

☛ **Murdruk Hearthmantle:** Male dwarf Ftr8.

THE JOTENS

The Jotens is the largest spur of the Crystalmist mountain chain. The Jotens are known as the legendary hope of numerous tribes of antagonistic hill giants, and scattered bands of cloud and stone giants are known to dwell within the Jotens as well. The southern end of the Jotens is well defended by sturdy Yeomanry spearmen and dwarven irregulars. Fighting between the giants and the people of Sterich continues to the north.

ADVENTURE SUMMARY AND BACKGROUND

This adventure is intended to introduce Yeoman adventurers to the threat of Giants in the mountains that surround their fertile plain. It also serves as an introduction to the considerable population of dwarves that call the Yeomanry home.

Since the earthquake, the Yeomanry has been in a state of chaos. Giants have been spotted milling about the Jotens and Hellfurnaces; strange reports of disappearances have filtered in from Dark Gate and Westburn; and certainly forces yet to be encountered lie in wait.

Since the 'Quake,' reports have spread that a hill giant tribe, the Sharp Tooth Clan, has a new Chief; a huge monster named Burath. If the stories are to be believed, Burath defeated the former chief by breaking his neck in hand-to-hand combat and eating his heart in front of the other clan members. Burath is quite aggressive and expansionistic, and it is rumored that he is gathering his forces for an imminent attack on the dwarven citadel of Whirgirn while the Yeomanry is still in a state of shock and chaos from the quake.

Alarmed at these reports and in no condition to defend from a full-fledged giant assault, leaders of Whirgirn, including Murdruk Hearthmantle, have decided to confirm the reports of giant aggression. Unwilling to send away his own rangers lest the citadel be attacked, he has asked for the assistance of adventurers and soldiers loyal to the Yeomanry.

The characters are charged with serving as a forward scout team and performing reconnaissance in and around Burath's camp. They are to attempt to learn of Burath's plans and report back what they uncover. Sabotaging the camp in some way, while not outright commanded, is encouraged should the opportunity arise. In order to keep

from being spotted, the characters are advised by dwarven rangers to utilize the vast mines and passages that branch from the under levels of Whirgirn and into the surrounding mountains. From a secret exit, it is only a few miles to Burath's horde.

The adventure is broken up into two main parts. Part one deals with the characters' trek through the under levels of Whirgirn, and part two deals with the characters sneaking into the camp itself and learning what they can. Of course, the adventure culminates with a fight versus a scout (and friends, depending upon the APL). The characters have to defeat the scout(s) in a specified amount of time or face possible capture at the hands of the giants.

This adventure begins near the dwarven town of Whirgirn, where the characters are at present for whatever reason they desire. Near the mountains and on route to Loftwick a pair of rangers from Whirgirn approaches them. The characters are asked if they are adventurers, and assuming the characters answer honestly, they are asked to accompany the dwarves back to Whirgirn.

Upon arrival, Thane Murdruk, the town's Grossspokesman, greets the characters. Murdruk tells the characters of the recent giant uprisings north of town and conscripts any militia personnel on active duty, to do this duty for him, as is his right as a Grosspokeman. Non-Yeoman characters are asked to assist because "it is in the best interest of all of us to see the giants defeated."

When the characters agree, they are advised to make part of their journey via the catacombs and mines that connect Whirgirn to the surrounding mountains. Using this tactic allows them to avoid the considerable, and formidable giant patrols that comb the mountains. He warns that dangers lie within the caverns, but they are much easier to overcome than giants.

Assuming the characters agree to the suggestion, the dungeons turn out to be relatively safe. They have one encounter with either earth elementals or carrion crawlers depending upon which direction they choose to go.

After exiting the catacombs, they must sneak near or into Burath's camp and record anything that they deem important. This may require eavesdropping and other forms of thievery. An opportunity to sabotage a plan of Burath's also awaits the characters.

Once the characters are satisfied with their reconnaissance, they must begin the return trip to Whirgirn. However, they stumble upon an enemy scout (or more, depending on the APL) and must overcome him to escape. This last encounter is carefully planned with regards to time, for if the characters fail to defeat the giant (combat is not the only option) in a given amount of time, the possibility of being overrun by reinforcements exists.

If the characters return safely, they are treated as heroes and rewarded accordingly!

INTRODUCTION

This adventure begins a few days' walk northwest of Loftwick, near the Jotens. The characters are traveling there for whatever reason they so desire. The DM should allow players to introduce and describe themselves to their companions at the table at this time. Once the players are satisfied with one another, begin the adventure.

You have been moving along a fairly well traveled road westward towards the Yeoman capital of Loftwick for a few days now. The rugged Jotens stand tall and proud but a few miles to the north of you, while southward the foothills give way to flat, fertile farmland. You pass through the occasional frontier town or farm community, broken every so often by a guard tower or wooden palisade. Military activity is heavy in this region, as strange reports have been coming in from all along the Yeomanry since "the Quake."

Before long, you see a pair of dwarves with mules along the side of the road. They spot you as well, and wave in a friendly manner, beckoning you to approach. As you draw near you see that one is male and one is female.

The male, a tall, brown-haired dwarf, speaks, "Hammers high, friends. I am Urluk, son of Dwennun. This is Klara, daughter of Ok. Are you headed to Loftwick, by any chance?"

It should be relatively obvious to the dwarves that the characters are adventurers, unless they are disguising themselves in some manner. If this is the case, the DM may improvise.

Urluk continues. "I hope that you aren't in too much of a hurry, because we might have need for your services north, in my home of Whirgirn. Reconnaissance work, I hear. I have a writ here from the Thane Whirgirn that I am to look for adventurers and bring them to him. You certainly look the part!"

If any of the characters are members of the Yeoman militia, Urluk also notes this and adds something about them being loyal to the Yeomanry, which makes them a fine choice. "A fine choice indeed."

The writ he has is legitimate. Any character with Forgery, Heraldry, or Knowledge (dwarves) can identify the seal on the writ as authentic with a successful check (DC 10).

Urluk has no idea if the characters are to be compensated for their services, although he says, rather coldly, that spying on giants should be reward enough if they care anything about their country. If the characters refuse, he does not ask again. Instead, he mumbles something about the selfishness of adventurers. If this causes a change of mind Urluk agrees to take them north to Whirgirn, although he is much less friendly to them thereafter.

If the characters still refuse, the adventure is over. Collect scoring sheets and send the players on their way.

ENCOUNTER 1: WHIRGIRN

As the characters approach Whirgirn, you may want to give them some of the details of the city listed in the summary above. Dwarven iconography and runes are everywhere. They ascend a sloping ramp until they reach a closed iron portcullis guarded by a dozen heavily armed dwarf soldiers. The portcullis is raised, and the characters proceed into the darkness. After walking twenty feet or so, they enter a large, wooden rectangular chamber. Klara closes the door, and the room lurches upward with a jerk. Characters sense that they are ascending.

After about two minutes, the movement stops. Klara opens the door, and the characters find themselves in a large subterranean settlement. Dwarves mill about everywhere. Some buildings are carved into the stone along the edges of the cavern, while others stand freely in the center. Torches and lanterns dot the town, giving the entire cavern a hazy, gloomy feel.

“Welcome to Whirgirn,” says Klara. “If you’ll follow us please?”

The two dwarves lead the characters down a wide thoroughfare that cuts through the center of town. Eventually they approach a large stone building in the center of what appears to be a town square of some sort.

You enter the front door of a large stone building located, at what you think, is the center of town, and find yourselves in a large, low-ceilinged room uncomfortable to the tallest of you. Uruk motions for you to sit while he exits another door. Klara remains behind with you.

While Klara is happy to make small talk with the characters, she knows very little about the mission.

A few moments later another dwarf enters the door from which Uruk departed. He is older, his long beard tucked neatly under his belt.

“Welcome friends. I am Thane Murdruk. I have an important mission for you, requested by the Yeoman state and myself. I am activating those of you who are in the militia, and requesting those of you who are not, or who are not Yeoman, to help, for this deals with the security of all lands.” His voice is low, gruff, and humorless. “If you do not wish to participate, you may leave now.”

“As you all undoubtedly know, many strange things have been happening since the earthquake. While we don’t know about everything, we have noted a connection between it and giant activity north of here. Our forward scouts inform us that a tribe of hill giants has a new chieftain; a ruthless, aggressive cuss named Burath. They tell me that the tribe is now beating the war drums, and that Whirgirn might be their next target. Undoubtedly, that alarms me.”

“However, while I am cautious, I am not stupid. I want those rumors to be confirmed. Yet I cannot send my own soldiers lest our town be attacked. As such, we have agreed to seek the assistance of free soldiers – adventurers to take on this mission for us. Uruk has informed me of your willingness to help, and

for that I thank you. You do me, and the Yeomanry, proud, but this is not an easy mission. These are not orcs, nor goblins. No, these are giants you infiltrate; beings with the ability to crush a dozen men with their bare hands!”

“What I ask of you is this. Go northward to Burath’s camp. Find out anything you can about their plans. Sabotage their camp if the opportunity presents itself, but do not be foolish. What you learn is no good to me if you die! And they will kill you if they find you. I will provide you with a map and a few items that may help you.”

“My advice to you is to use the vast tunnels under this city to pass through the mountains undetected. There are numerous giant encampments about, and getting discovered could end the mission prematurely. While the passages are not entirely safe, they are much less risky than an overland route. Once you exit the tunnels, it is a quick four-hour hike to Burath’s camp.”

“As a reward for you, and mind you, I am not obliged to provide you with one, you may keep any loot you might find in his camp or in the passages below. That is my task for you. Here is your map and a few things you might need.”

Murdruk tells the characters of the items he has provided for them. They include a *potion of invisibility*, a *potion of sneaking*, and 3 vials of *alchemist’s fire*, in addition to a map (See Player’s Handout 1) and ample food and water for the journey. Before they leave, the characters also may purchase equipment as listed on *Player’s Handbook* pages 98 – 110 at the listed cost.

Murdruk stresses that this is a mission of stealth, and the characters should prepare accordingly. At this time, allow spellcasters a moment to prepare spell lists, as the characters rest one night before leaving on their mission. When the characters are ready, proceed to Encounter 2: Spelunking.

ENCOUNTER 2: SPELUNKING

The entrance to the underground tunnels can be reached through a secret passageway in the building the characters are in. The passage is short, narrow, and descends at a sharp, observable angle for some time. After some 10 minutes of walking, the passage levels. DMs should stress the cramped feel of the passageway, especially to those larger than dwarves. Also, the temperature of the air increases as the characters descend. Unless otherwise noted, all ceilings in the underground complex are 6 feet high, and all passageways are 5 feet wide. In game terms, no weapons, missile or melee, of greater than medium size may be used the passageways. Also, there is no light in the tunnels and chambers unless otherwise stated in the text. Characters have to bring their own light.

DMs should discourage characters from exploring areas outside the confines of the dwarven map. If they insist, however, remind them that time is of the essence if they want to successfully complete their mission.

It is obvious from the stale air that rushes into the room from the sealed door that the passageway beyond has seen little use in scores of years. Peeking in, your suspicions are realized; a thick

layer of dust covers the floor, interrupted only by the occasional rodent track. Beyond the extent of the light in the room, the passageway disappears into pure darkness. Taking your last breath of fresh air, you step forward into the darkness.

Indicate to the players that the path is long and boring. However, have them make the occasional Search or Spot check to keep them guessing and on their toes. When ready, move to Area 1.

AREA 1: THE SEALED DOOR

After long hours in the claustrophobic passageway with no branching tunnels, a sealed door interrupts your path. It is thick wood, reinforced with bands of iron.

The door is locked and trapped with a falling stone trap that covers the two 10 ft. by 5 ft. area immediately in front of the door.

☛ **Strong Wooden Door:** Thickness 2 in.; Hardness 5; hp 20; Break (DC 25). Simple Lock: Hardness 15; hp 30; Open Locks (DC 20).

APL 4 (EL 2)

☛ **Falling Block Trap:** CR 2; no attack roll necessary (4d6); Reflex save (DC 20) avoids; Search (DC 20), Disable Device (DC 20).

APL 6 (EL 4)

☛ **Falling Block Trap:** CR 4; no attack roll necessary (8d6); Reflex save (DC 20) avoids; Search (DC 20), Disable Device (DC 20).

APL 8 (EL 6)

☛ **Falling Block Trap:** CR 6; no attack roll necessary (12d6); Reflex save (DC 20) avoids; Search (DC 20), Disable Device (DC 20).

This trap was reset years ago by dwarven rangers from Whirgirn and has been long forgotten.

Immediately beyond the door is a T-intersection. The characters may go west (Area 2) or east (Area 3) at this juncture.

AREA 2: RUINED CHAMBER

A dwarf can tell that this passage descends deeper into the earth.

After hours of trudging down the western corridor, the passageway opens up into a low-ceilinged chamber some 50-foot square. Rubble is strewn everywhere. In the distance, behind a large boulder, you hear a strange clicking sound.

Carrion crawlers have decided to make this relatively isolated chamber their lair. They are very hungry and defend their territory savagely.

APL 4 (EL 6)

☛ **Carrion Crawlers (2):** hp 19 each; see *Monster Manual*.

APL 6 (EL 8)

☛ **Carrion Crawlers, Advanced (2):** hp 65 each; see Appendix I.

APL 8 (EL 10)

☛ **Carrion Crawlers, Advanced (4):** hp 65 each; see Appendix I.

The carrion crawlers tend to drag the bodies of their victims to this lair from other areas in the tunnels. Scattered among the bones of the fallen are 150 sp, 90 gp, a beaten gold bracelet (55 gp), and a tattered map. The latter item is a cert that will be useful in later adventures.

AREA 3: CRUMBLING CHAPEL

The passageway widens a bit, ending in a double door that is shut.

The door is locked but not trapped. Once the characters get the door open, continue reading. If the characters exit the other way, the opposite door is locked as well.

☛ **Strong Wooden Door:** Thickness 2 in.; Hardness 5; hp 20; Break (DC 25). Simple Lock: Hardness 15; hp 30; Open Locks (DC 20).

This appears to be a temple of some sort, although its patron is difficult to discern at this point. There is a crumbling altar, scores of stones, boulders, and rubble that make chaotic piles on the ground, and little else recognizable in the room. Another door is on the opposite side of this 40-ft. square room.

Dwarves or characters with Knowledge (religion) that make a successful check (DC 15) identify the crumbling icons as those of the dwarf god Dumathoin. Allow characters to search around the room.

The skeletal body of a dwarf cleric is buried under one of the larger piles of rubble. A successful Search check (DC 20) allows a character to find it. It is only a smashed skeleton, but significant nonetheless. It still wears a gold holy symbol of Dumathoin (Value 25 gp) that remains undamaged; on the back of the holy symbol is a secret compartment containing a small silver key (Value 5 gp). The need for this key is long lost. Also accompanying the dwarf's body is a silver offering plate (Value 20 gp), a silver holy water sprinkler (Value 50 gp), an onyx ring (Value 60 gp), and a tattered map fragment. The latter item may be useful in later adventures. Note that this item is identical to the one in the carrion crawler encounter above. In the case of both of these encounters being played, only ONE map fragment appears.

While they are searching the rubble, however, they are set upon by earth elementals set to guard this room centuries ago. They fight to the death.

APL 4 (CR 5)

➤ **Medium-size Earth Elementals (2):** hp 30 each; see *Monster Manual*.

APL 6 (CR 7)

➤ **Large Earth Elementals (2):** hp 68 each; see *Monster Manual*.

APL 8 (CR 9)

➤ **Huge Earth Elemental (2):** hp 152 each; see *Monster Manual*.

The elementals have no treasure other than the items found on the body of the dwarf.

AREA 4: EXIT

According to your map, you have reached the end of your journey through the dwarven passageway. Sure enough, another stout door appears from the darkness into the radius of your light. It appears similar to all of the other doors you have seen.

This door is locked as well but is untrapped, at least on this side. Breaking the door down could have dire consequences, as antagonistic denizens could follow the passageway and reach Whirgirn unimpeded. The dwarves make note of this upon the characters return. Once the characters exit the tunnels, move on to Encounter 3.

🔒 **Strong Wooden Door:** Thickness 2 in.; Hardness 5; hp 20; Break (DC 25). Simple Lock: Hardness 15; hp 30; Open Locks (DC 20).

ENCOUNTER 3: CLANDESTINE OPERATIONS

The characters emerge from the tunnels approximately a mile from the reported location of Burath's camp. The path leads up a narrow, potentially treacherous mountain pass with rocky footing and a number of sharp turns. This comes into play later in the adventure. Fortunately, the dwarf scouts are somewhat mistaken concerning the occupants of the camp. Instead of it swarming with giants, the camp is occupied primarily by orcs who serve as a forward garrison of Burath. However, there are a few giants and ogres among the orcs, and the characters would do well to avoid them, if possible. Burath's headquarters, and Burath himself, are actually deeper in the mountains and not the subject of this adventure.

A tough two-hour hike through a narrow crevasse reveals a small, circular valley surrounded by large boulders and high cliffs. There are only two ways in or out. One is the way the characters came; the other is another similar passage on the opposite side.

The camp itself consists of eight tents of various sizes. In the center is the tent of Scar, a half-orc barbarian/cleric of Grumsh, who serves as captain of this camp. The tent is far larger than the rest (large enough to accommodate

giants). A number of smaller tents, most of them about 20 ft. in diameter, ring this center tent.

There are 30 orcs on permanent garrison here, divided into groups of six. At any time 10 are sleeping, 10 are found in the common area (Area D), five are patrolling the perimeter of the camp, and five are patrolling the interior. The DM should determine the location of each group of orcs before the adventure begins, using DM Aid 3 as a reference.

Should, at any time, the characters be discovered and the alarm sound, go to 'Discovered!' below. The DM should do her best to stress the tension of the situation, as discovery could have grave consequences.

The camp is patrolled by a five-orc patrol that circles the area once every ten minutes. If the characters do a little reconnaissance work before entering the camp, they can observe this patrol and predict its movement, resulting in easy access to the tents. Should they charge headfirst into the camp, there is a 1 in 6 chance of running into the patrol. In this instance, one of the orcs rushes for the gong at Area C while the others stay and fight. He runs 80 ft. per round until he reaches the gong. Striking it is a move-equivalent action that provokes an attack of opportunity. If the gong is sounded, go to Discovered! below.

Of course, the orcs do have the normal chance to spot hiding characters. However, due to the fact that they are not at full attention, give them a -2 circumstance penalty to their checks.

All APLs (EL 4)

➤ **Orcs (5):** hp 6 each; see *Monster Manual*.

It is possible that the characters may want to assault the camp directly. In this case, 30 orcs, Captain Scar, and his wolf fight intelligently and organized, using missile fire and cover if possible. Also, ten rounds after the battle begins the reinforcements from Encounter 4 arrive to provide assistance to the camp. A frontal assault should prove exceedingly difficult to a character party, as these orcs are well prepared and supplied.

Discovered!

It is possible that the camp becomes alert to the characters' presence. The DM has to be careful in such a situation, as this mission requires stealth more than muscle, and even a highly skilled party can be overcome by everything in the camp.

If the alarm is sounded, Scar and his orcs gather at the common area (Area D) and are given reports as to why the alarm was sounded. Assuming the characters are not awaiting a straight fight, Scar tells the orcs to break up in their groups and scour the camp from one side to the other. At some point, one patrol approaches the characters' hiding place. Roll on the table found in Area D to see exactly what arrives. This requires considerable improvisation, and the DM is encouraged to reward clever play.

The Camp

Area A: Entrance/Exit: This is the area in which the characters enter the camp. It is a narrow path approximately 20 feet wide with high cliffs (60 ft.) on both sides. Climbing the cliffs does not give the characters a better view of the camp, as the ground is quite uneven. Should a character attempt to do this, allow them standard Climb checks, as well as chances of falling. Eventually the path opens up into area B, the camp itself.

Area B: Clearing: The path opens up into a small, flat valley approximately 300 ft. in diameter. There are no trees to serve as cover or hiding places for characters, although there are a number of boulders of various sizes strewn about the valley that can allow some cover (characters can have 10%, 25%, 50% or full cover should they desire).

Each time the characters enter the clearing from a tent, there is a 1 in 6 chance that an enemy or some sort is in the vicinity. Roll 1d6 to see what is nearby:

1-3: Orc Patrol (5): hp 5 each; see *Monster Manual*.

These are similar to the patrol guarding the perimeter of the camp.

4-5: Ogre Sergeant: hp 26; see *Monster Manual*.

He is looking for a bite to eat.

6: Captain Scar: see Appendix I.

Cautious characters should be able to avoid direct confrontation with these enemies, should they desire. If they take caution by darting between rocks, peeking from tents before exiting, or the like, allow a +2 circumstance bonus to their Hide checks. If they do not, they risk discovery and potential death.

There is one exception to this. If the characters are hiding in Captain Scar's tent when a wandering encounter is rolled, they discover that Captain Scar himself is heading directly towards them (i.e. towards his tent). Characters have to act fast if they do not wish to be discovered. Similarly, if the characters spot an orc patrol, there is a 1 in 5 chance (there are five barrack tents) that the orcs are heading for the tent in which the characters hide.

Area C: Gong: This metallic gong stands at the center of camp in the common area. A wooden stick hangs from a leather cord on the gong's support. If the characters are discovered in the camp, an attempt is made to strike the gong and alert the orcs of their presence.

Area D: Common Area: This large, circular area serves as a makeshift mess for the orc soldiers. It is here where they take most of their meals. A large cooking fire is at the north end of this area. Over it simmers a meat stew of some sort in a large black metal cauldron.

Unless the troops have been rallied for some reason (discovery of the characters, for example), there are always ten orcs here. As these orcs are off-duty, they are eating, napping, playing games, drinking ale, and doing other leisure activities, and otherwise unaware of their surroundings. Give these orcs a -5 modifier on all Spot checks, and allow them only one check as a group. If any

orc spots a character, it alerts the others and attempts to sound the gong while the others close.

Orcs (10): hp 6 each; see *Monster Manual*.

Area E: Barracks: There are six tents, similar in size (about 20 ft. in diameter). Each of these houses one of the five-orc squads found in the camp. They are labeled E1-E5 for your convenience. Use DM Aid 3 as a reference for where each of the squads is located and to give you an idea which of the tents is empty and which is occupied.

Sleeping orcs are oblivious to the characters unless the characters make substantial noise (DMs discretion) or they coup de grace the orcs. In this case, there is a 1 in 6 chance per coup de grace attack that one of the orcs awakens. He screams for help and bolts for the exit if able. Screaming orcs have a 75% chance of being heard by all orcs within a 50 ft. radius of the tent. Assume the squad on patrol is within this radius. One of the orcs on patrol runs to the gong at Area C in hopes of alerting the rest of the camp.

The orcs have little of value save for their weapons and armor.

Area F: Scar's Tent: This large tent is some 40 ft. in diameter and 20 ft. tall, and is by far the largest in the entire camp. It serves as the quarters of Scar, the camp's commander, and any giants who might be visiting at the time. It is nicely furnished as well, indicating that Scar is an orc of some status among the giants. There are various furs and pelts on the ground and tent walls; elegant furniture, including a bed, 2 chairs (1 of which is gigantic), a round table, a bureau of some sort, a large chest, and a desk are spread about the room as well. This provides plenty of areas for characters to hide should the need arise.

Captain Scar is not in his tent when the characters arrive. Unfortunately, his pet wolf is. This monstrosity is chained to a post in the middle of the tent and has a range only equal to the tent's interior. However, if anyone other than Scar enters the tent, the wolf growls and barks furiously, alerting the orcs in the Common Area (Area D). As the wolf barking is a common occurrence (he barks at the other orcs as well), the orcs only send two of their number to investigate the noise. They arrive in two rounds, giving the characters time to hide or plan an ambush. The orcs are not prepared for the characters and are automatically surprised should the characters attack in any manner. If they escape the tent, they run screaming to their friends.

All APLs (EL 1)

Wolf: hp 18; see *Monster Manual*.

This tent is filled with considerable treasure. The furs and pelts along the walls and floor can fetch 175 gp on the open market. Inside the locked desk is a stack of papers and letters. A successful Open Locks check (DC 20) allows a character to unlock the drawer. One of the letters is written by Burath himself and is addressed to Scar (See

Player Handout 2). If this is taken and returned to Whirgirn, it provides ample evidence of what the giants are planning, and the dwarves are pleased at its recovery. There also is a brass key that opens the bureau but NOT the chest. Scar himself has the key to that.

The bureau, which is valuable (200 gp), is locked and requires a successful Open Locks check (DC 25) to open. It contains dwarf-sized fine clothing (10 courtier's outfits), seized from a dwarven caravan a few weeks earlier. He has not had an opportunity to fence this given its size. It is valued at 300 gp for the lot.

The chest is also locked and requires a successful Open Locks check (DC 25) to open. The chest is trapped with a *glyph of warding* placed there by Scar. The password is "dwarf," which Scar might reveal if he is captured and interrogated. Inside the chest are coins and other goods stolen from various parties over the last few months: 400 sp, 465 gp, 19 pp, two 50-gp topaz, a pewter drinking mug (35 gp), and a gold and turquoise cloak pin (100 gp).

APL 4

⚡**Glyph Trap:** CR 1; 5 ft. radius blast (1d8) electricity; Reflex save (DC 15) for half damage; Search (DC 28); Disable Device (DC 28).

APL 6 and 8

⚡**Glyph Trap:** CR 2; 5 ft. radius blast (2d8) electricity; Reflex save (DC 15) for half damage; Search (DC 28); Disable Device (DC 28).

As stated earlier, there is a 1 in 6 chance of encountering a wandering monster of some sort when leaving any tent. If this happens in this case, it is always Captain Scar, and he is always heading toward the tent. See Appendix 1: NPCs for Scar's statistics. Otherwise, assume that Captain Scar is north.

Area G: Supply Tent: This tent is located near the common area and serves as a storage facility for weapons, dry goods, and food. It is approximately 20 ft. in diameter and is lined with crates, boxes, and barrels. There is food, javelins (20), light crossbows (15), 150 bolts, salt, 500 ft. rope, and the like. Selling all of this would get the characters 500 gp on the common market, however that means carting it all out while trying to avoid the orcs and ogres, which isn't going to happen.

In addition, there are 12 vials of lamp oil. Clever characters might think of a way to use this in the camp.

Area H: Corral: This is a temporary pen, constructed of crooked timbers, that is used to house livestock that may have been stolen from surrounding communities during raids. The orcs have been successful over the last two weeks, and have captured a number of animals. Inside the corrals are three goats, two sheep, two mules, one cow, three light horses, and one heavy warhorse.

The horses and mules are capable of carrying a rider, and may be used by clever characters to escape the clearing should they so desire. These animals may also be sold or kept should the characters escape with them. The DM

should welcome clever ideas of what the characters could do with these animals should the opportunity arise.

Area I: Trebuchet: Here, near the edge of the clearing, is an almost-constructed trebuchet; a huge catapult-like siege engine that the orcs are constructing to attack Whirgirn. There are a few loose parts strewn around, indicating that the siege machine is not yet finished. Characters that make a successful Knowledge (engineering) check (DC 10) easily determine exactly what this machine is for.

If the characters desire, they may attempt to sabotage the trebuchet by making it unworkable in some way. This might involve burning it with the alchemist's fire supplied by the dwarves, chopping it to bits, or some other method. Keep in mind, however, that excessive noise, fire, smoke, or the like can attract the attention of the orcs in the camp. The DM should use common sense when determining whether or not the orcs are alerted to the characters' presence in this case.

Area J: Exit/Entrance: Here the clearing narrows and once again becomes a narrow, 20-ft. wide path with high cliffs on both sides. Fifty feet from the entrance to the camp is a natural waterfall caused by melting snow. The water is accumulating in a shallow pool. Scar often comes to this area to contemplate his next move, as he finds many of the soldiers he commands to be quite annoying.

Area K: Unoccupied Tent: This tent is larger than all of the others save Scar's. Inside are four cots, a desk, a table, and four large tree stumps that look like stools of some sort. All of the furniture is larger than human-sized, but smaller than the chair in Scar's tent. This tent is the home of four ogres who currently are patrolling the region. This is intended to warn the characters that they have yet to encounter everything based in the camp. There is no treasure in the room.

Heading Back

After the characters have completed their mission and make their way for the tunnel, with or without the denizens of the camp on their tails, for the return trip to Whirgirn, proceed to Encounter 4.

ENCOUNTER 4: CAUGHT!

Once the characters have acquired Scar's plans, they should attempt to return the way in which they came to alert the dwarves of Whirgirn. Approximately 200 yards south of the camp, the characters come to a large hairpin turn on the mountain path. At this point, the path is about 25 feet wide. To the right is a nearly sheer cliff face that towers above the characters. To the left is a cliff that plunges some 60 feet to another path below. See DM Aid 4 for a map of this area.

At this point, allow the characters a Listen check (DC 15). Those succeeding hear large footfalls approaching

rapidly. Also make Listen checks for the creatures as well, adding or subtracting modifiers as you see fit.

The noises are made by a patrol, led by Captain Scar, returning to camp from its route. They are somewhat surprised to see the characters in front of them, as they do not know about the underground tunnels, but attack without provocation. At the same time, they begin to yell at the top of their lungs to warn their companions in the camp beyond. An orc guard hears their call, and gathers any remaining orcs in the camp to assist the patrol. They arrive 15 rounds after combat commences. If the characters do not defeat the patrol by then, they face the possibility of being pinned between the two groups.

APL 4 (EL 7)

➔**Captain Scar:** Male orc Brb2/Clr3 (Gruumsh); hp 44; see Appendix I.

➔**Ogres (3):** hp 26 each; see *Monster Manual*.

APL 6 (EL 9)

➔**Captain Scar:** Male orc Brb3/Clr4 (Gruumsh); hp 60; see Appendix I.

➔**Ogres (3):** Male ogre Bbn2; hp 56 each; see Appendix I.

APL 8 (EL 11)

➔**Captain Scar:** Male orc Brb4/Clr5 (Gruumsh); hp 76; see Appendix I.

➔**Hill Giant:** hp 102; see *Monster Manual*.

➔**Ogres (3):** Male ogre Bbn3; hp 65 each; see Appendix I.

Characters also may try to make a run for it, as the tunnel entrance is a little more than a half-mile down the path. At two points the path narrows dangerously, and running characters must make two successful Balance checks (DC 10) on the way down or slip and fall down the facing for 6d6 points of damage. Walking or double-moving characters need not make these checks. Pursuers match the speed of the characters, which results in similar Balance checks for them as well. Falling giants, ogres, or orcs are assumed to be out of the battle, unless strange circumstances dictate otherwise, such as landing on the same spot on the lower ledge, as a character.

If the characters destroyed the door guarding the tunnel, the orcs can follow them in, although giants and ogres cannot. If the door was not broken, shutting it and locking it keeps the orcs out. Once the characters have escaped, continue to the Conclusion of the adventure.

CONCLUSION

Word has already spread to Whirgirn concerning the fate of the characters. If they were successful in their mission,

they are greeted as heroes and a feast is given in their honor, and Murdruk bestows upon each of them the *Rune of the Thane* as his personal gift to them. The city's cleric also performs any healing on the characters free of charge, although he is only 5th level and his spells are somewhat limited. They soon are sent on their way with full stomachs and new tales to tell.

If the characters failed in their mission, the atmosphere is much less jovial as the dwarves brace themselves for war, which undoubtedly is soon to come.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Note: The characters can either receive experience for defeating Area 2 or Area 3, not both.

Encounter 2: (Area 1: The Sealed Door)

Defeat the falling block trap.

APL 4	30 XP
APL 6	120 XP
APL 8	180 XP

Encounter 2: (Area 2: Ruined Chamber)

Defeat the carrion crawlers.

APL 4	150 XP
APL 6	240 XP
APL 8	300 XP

-OR-

Encounter 2: (Area 3: Crumbling Chapel)

Defeat the earth elementals.

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

Encounter 3: Clandestine Operations

Retrieve the letter from Scar's tent.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 4: Caught!

Defeat Captain Scar and his patrol.

APL 4	200 XP
APL 6	270 XP
APL 8	330 XP

Total Possible Experience

APL 4	600 XP
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APL 6
APL 8

810 XP
1050 XP

APL 4: L: 0 gp; C: 32 gp; M: 0
APL 6: L: 0 gp; C: 32 gp; M: 0
APL 8: L: 0 gp; C: 32 gp; M: 0

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 (that is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

TREASURE KEY:

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

Encounter 2: (Area 2: Ruined Chamber)

Defeat the carrion crawlers and search the area.

APL 4: L: 0 gp; C: 32 gp; M: 0
APL 6: L: 0 gp; C: 32 gp; M: 0
APL 8: L: 0 gp; C: 32 gp; M: 0

-OR-

Encounter 2: (Area 3: Crumbling Chapel)

Defeat the earth elementals and search the area.

Encounter 3: (Area F: Scar’s Tent)

Strip the tent of valuables.

APL 4: L: 0 gp; C: 291 gp; M: 0
APL 6: L: 0 gp; C: 291 gp; M: 0
APL 8: L: 0 gp; C: 291 gp; M: 0

Encounter 4: Caught!

Defeat Captain Scar and his patrol and take his gear.

APL 4: L: 0 gp; C: 50 gp; M: 0
APL 6: L: 0 gp; C: 30 gp; M: +1 *breastplate* (Value 135 gp per character)
APL 8: L: 0 gp; C: 0 gp; M: +1 *breastplate* (Value 135 gp per character); +1 *shortspear* (Value 230 gp per character)

Conclusion

Successfully retrieving the letter from Captain Scar’s tent and returning it to the dwarves.

APL 4: L: 0 gp; C: 0 gp; M: *Rune of the Thane* – 1 per character (Value 150 gp per character)
APL 6: L: 0 gp; C: 0 gp; M: *Rune of the Thane* – 1 per character (Value 150 gp per character)
APL 8: L: 0 gp; C: 0 gp; M: *Rune of the Thane* – 1 per character (Value 150 gp per character)

Total Possible Treasure

APL 4: 523 gp
APL 6: 638 gp
APL 8: 838 gp

Tattered Map Fragment

This is a portion of a larger map of some sort that is quite old. It is torn, stained, and barely readable. It obviously is incomplete. It appears to depict an underground tunnel of some sort, but no specifics can be had from this piece alone.

Rune of the Thane

This 1 in. square stone is etched with a dwarven rune of power that radiates protection magic if detected. The stone is quite heavy.

Uttering the name of the rune (“Protect”) activates the power of the stone. For the next 10 combat rounds, the possessor receives a +4 deflection bonus to armor class from all types of attacks.

Once the 10 rounds expire, the rune fades, leaving only a worthless stone. If combat lasts for less than 10 rounds, the power does not carry over. It is a one-use item.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, shield of faith; *Market Price:* 150 gp; *Weight* -. (*Frequency:* Adventure; *Prerequisites:* Knowledge [arcana] 4 ranks, caster must be a dwarf, and prerequisites).

APPENDIX I: NPCS

ENCOUNTER 2: SPELUNKING

Area 2: Ruined Chamber

APL 6 (EL 8)

➤ **Carrion Crawlers, Advanced (2):** CR 6; Huge aberration; HD 9d8+36; hp 65 each; Init +1; Spd 30 ft., climb 15 ft.; AC 18 (touch 9, flat-footed 17); Atk +10 melee (paralysis, 8 tentacles) and +8 (1d6+3, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SA Paralysis; SQ Scent; AL N; SV Fort +7, Ref +4, Will +8; Str 22, Dex 13, Con 18, Int 1, Wis 15, Cha 6.

Skills and Feats: Climb +18, Listen +10, Spot +10; Alertness, Multiattack.

Paralysis (Ex): Those hit by a carrion crawler's tentacle attack must succeed at a Fortitude save (DC 19) or be paralyzed for 2d6 minutes.

APL 8 (EL 10)

➤ **Carrion Crawlers, Advanced (4):** CR 6; Huge aberration; HD 9d8+36; hp 65 each; Init +1; Spd 30 ft., climb 15 ft.; AC 18 (touch 9, flat-footed 17); Atk +10 melee (paralysis, 8 tentacles) and +8 (1d6+3, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SA Paralysis; SQ Scent; AL N; SV Fort +7, Ref +4, Will +8; Str 22, Dex 13, Con 18, Int 1, Wis 15, Cha 6.

Skills and Feats: Climb +18, Listen +10, Spot +10; Alertness, Multiattack.

Paralysis (Ex): Those hit by a carrion crawler's tentacle attack must succeed at a Fortitude save (DC 19) or be paralyzed for 2d6 minutes.

ENCOUNTER 4: CAUGHT!

APL 4 (EL 5)

➤ **Captain Scar:** Male orc Brb2/Clr3 (Gruumsh); CR 5; Medium-size humanoid; HD 2d12+3d8+10; hp 44; Init +1 (Dex); Spd 40 ft.; AC 16 (touch 11, flat-footed 15); Atk +9 melee (1d8+4/x3, shortspear); SA Rage, spells; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC), rebuke undead; AL NE; SV Fort +8, Ref +2, Will +5; Str 16, Dex 13, Con 14, Int 9, Wis 14, Cha 10.

Skills and Feats: Climb +4, Concentration +4, Jump +4, Swim +1; Cleave, Power Attack, Weapon Focus (shortspear).

Spells Prepared: (4/3+1/2+1): 0 – cure minor wounds, guidance, light, resistance; 1st – doom, magic weapon*, obscuring mist, shield of faith; 2nd – bull's strength, hold person, spiritual weapon*.

*Domain spell. *Domains:* Strength (Can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to his level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day); War (Free martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Possessions: breastplate, masterwork shortspear

APL 6 (EL 7)

➤ **Captain Scar:** Male orc Brb3/Clr4 (Gruumsh); CR 7; Medium-size humanoid; HD 3d12+4d8+14; hp 60; Init +1 (Dex); Spd 40 ft.; AC 17 (touch 11, flat-footed 16); Atk +11/+6 melee (1d8+4/x3, shortspear); SA Rage, spells; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC), rebuke undead; AL NE; SV Fort +9, Ref +3, Will +9; Str 16, Dex 13, Con 14, Int 9, Wis 14, Cha 10.

Skills and Feats: Climb +6, Concentration +5, Jump +6, Swim +3; Cleave, Iron Will, Power Attack, Weapon Focus (shortspear).

Spells Prepared: (5/4+1/3+1): 0 – cure minor wounds, guidance, light, resistance, virtue; 1st – command, doom, magic weapon*, obscuring mist, shield of faith; 2nd – bull's strength, hold person, sound burst, spiritual weapon*.

*Domain spell. *Domains:* Strength (Can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to his level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day); War (Free martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Possessions: +1 breastplate, masterwork shortspear

➤ **Ogres (3):** Male ogre Bbn2; CR 4; Large giant; HD 4d8+2d12+12; hp 56 each; Init –1 (Dex); Spd 40 ft.; AC 16 (touch 8, flat-footed 16); Atk +10 melee (2d6+7, huge greatclub); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +9, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +6, Listen +2, Spot +2; Large and in Charge*, Weapon Focus (greatclub).

***Large and in Charge [General] (Sword and Fist):** You can prevent opponents from closing inside your reach.

Prerequisites: Reach (Large size or larger), Str 17+.

Benefit: When you make a successful attack of opportunity against an opponent who is moving inside your threatened area, you can force the opponent back to the square he was in before he provoked the attack. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the square he just left.

APL 8 (EL 9)

➤ **Captain Scar:** Male orc Brb4/Clr5 (Gruumsh); CR 9; Medium-size humanoid; HD 4d12+5d8+18; hp 76; Init +2 (Dex); Spd 40 ft.; AC 18 (touch 12, flat-footed 16); Atk +12/+7 melee (1d8+5/x3, shortspear); SA Rage, spells; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC), rebuke

undead; AL NE; SV Fort +10, Ref +3, Will +9; Str 16, Dex 14, Con 14, Int 9, Wis 14, Cha 10.

Skills and Feats: Climb +7, Concentration +6, Jump +7, Swim +4; Cleave, Combat Casting, Iron Will, Power Attack, Weapon Focus (shortspear).

Spells Prepared: (5/4+1/3+1/2+1): 0 – cure minor wounds, guidance, light, resistance, virtue; 1st – command, doom, magic weapon*, obscuring mist, shield of faith; 2nd – bull's strength, hold person, sound burst, spiritual weapon*; 3rd – dispel magic, magic vestment*, protection from elements.

*Domain spell. **Domains:** Strength (Can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to his level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day); War (Free martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Possessions: +1 breastplate, +1 shortspear

👉 **Ogres (3):** Male ogre Bbn3; CR 5; Large giant; HD 4d8+3d12+14; hp 65 each; Init -1 (Dex); Spd 40 ft.; AC 16 (touch 8, flat-footed 16); Atk +11 melee (2d6+7, huge greatclub); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +9, Ref +1, Will +2; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +8, Listen +2, Spot +2; Large and in Charge*, Power Attack, Weapon Focus (greatclub).

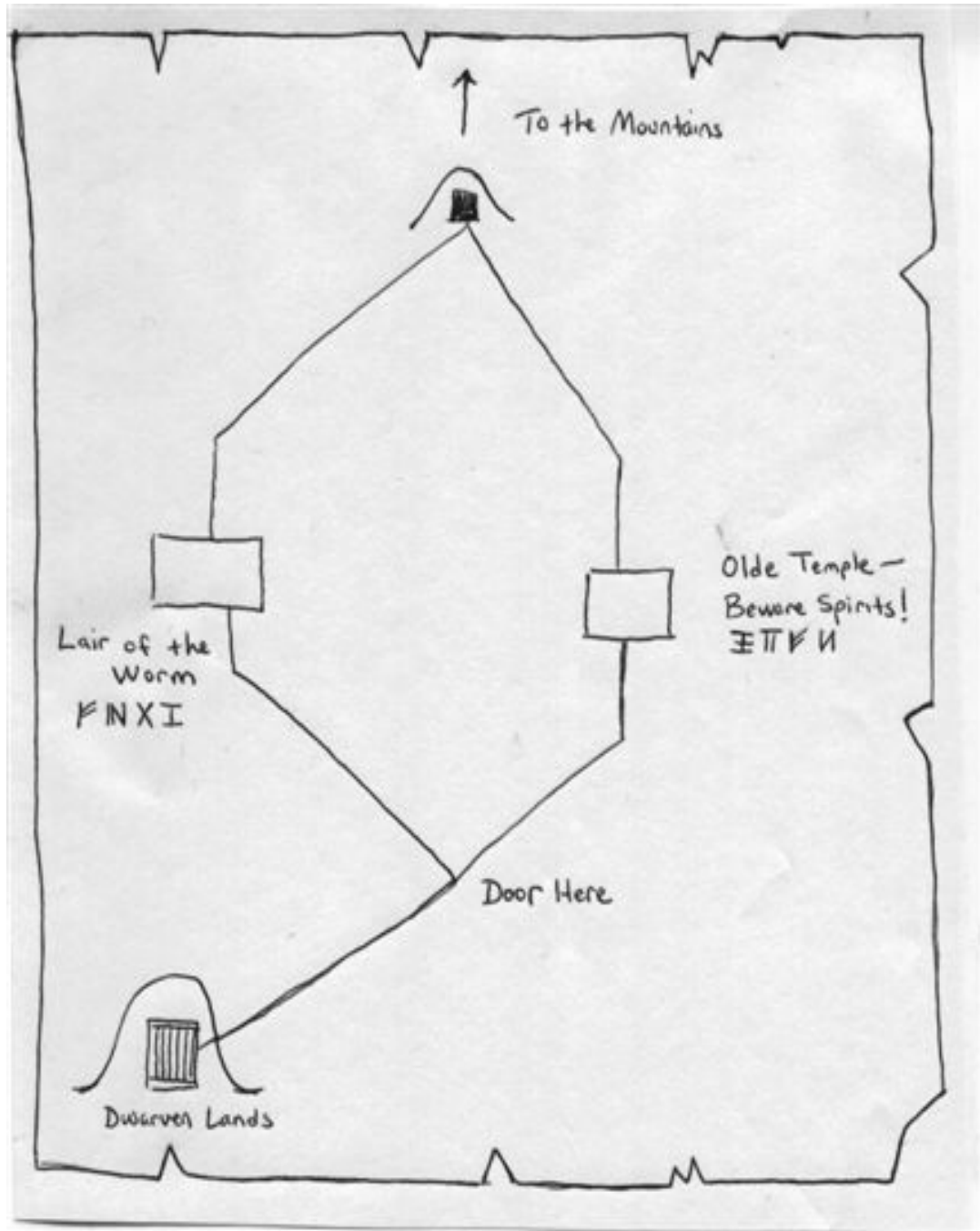
***Large and in Charge [General] (Sword and Fist):**

You can prevent opponents from closing inside your reach.

Prerequisites: Reach (Large size or larger), Str 17+.

Benefit: When you make a successful attack of opportunity against an opponent who is moving inside your threatened area, you can force the opponent back to the square he was in before he provoked the attack. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the square he just left.

PLAYER HANDOUT 1: THE TUNNELS



PLAYER'S HANDOUT 2: BURATH'S LETTER

19 Coldeven, CY 592

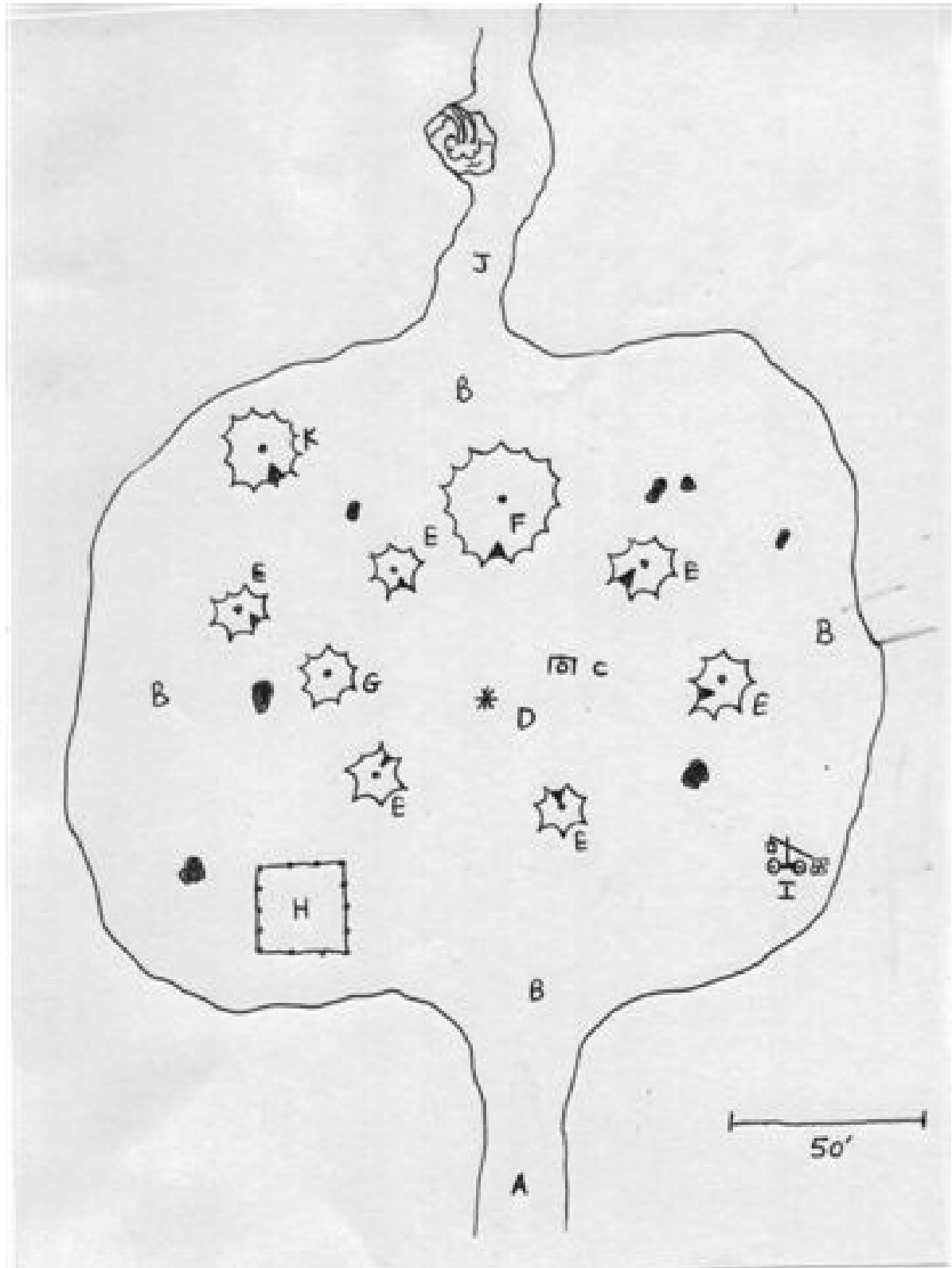
Captain Scar,

I have excellent news. My plans are proceeding as expected, and the attack should take place within 30 days. My efforts have brought another twelve of my brethren, plus their retinue of ogres and orcs, into the fold. With your forces as well, we should have little trouble overwhelming those bearded spawns once and for all. The treasure within their walls will be ours for the taking.

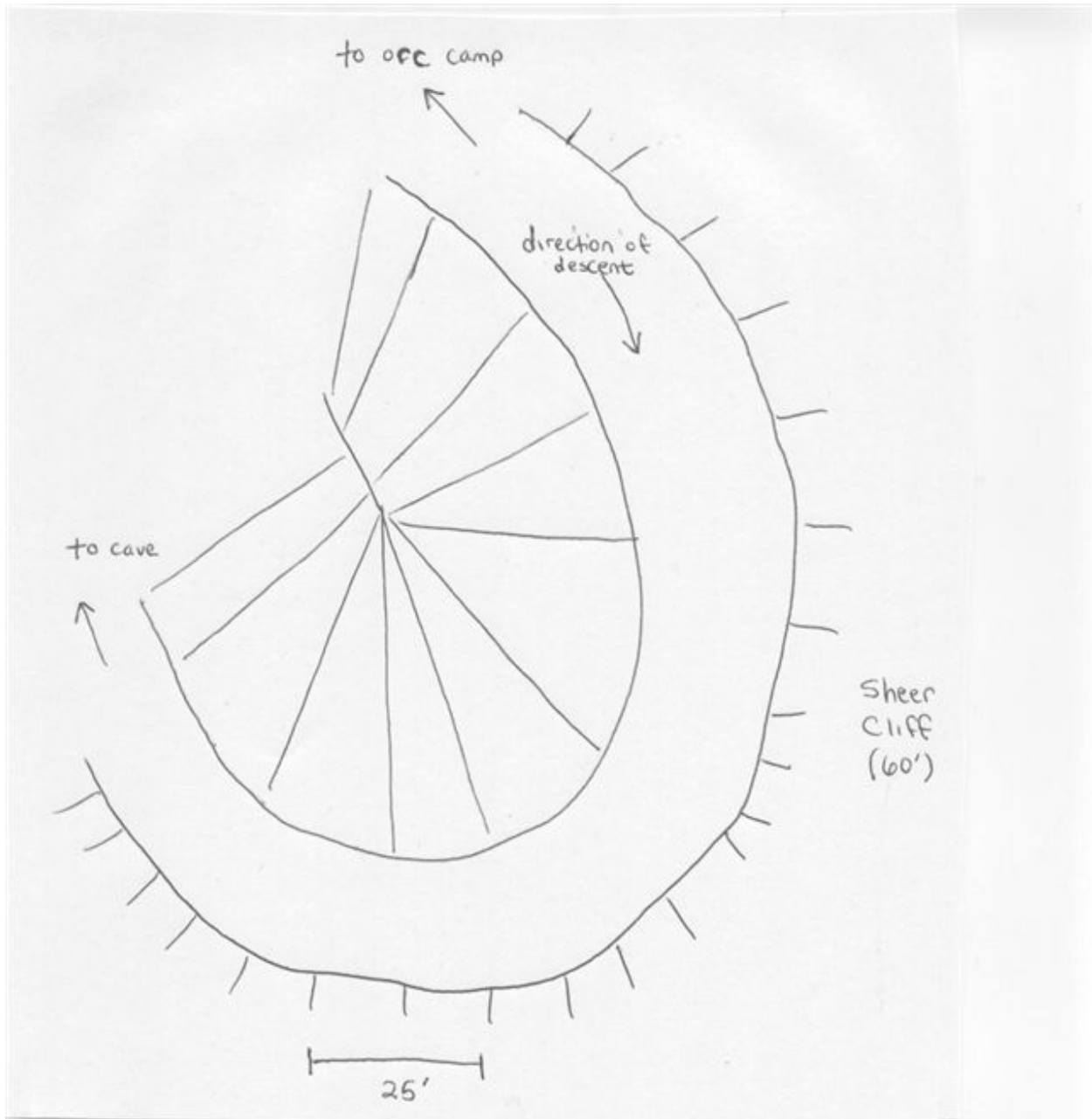
Your orcs should patrol the pass until I return, which should be a fortnight after you receive this letter. Have the siege engine constructed by then, or I may add your ears to my collection.

Burath

DM AID 1: THE ORC CAMP



DM AID 2: THE HAIRPIN TURN



DM AID 3: KEEPING TRACK OF THE ORCS

Orc Squad	Starting Location	# Slain
E1	Sleeping (Area E1)	1 2 3 4 5
E2	Common Area (Area D)	1 2 3 4 5
E3	Patrolling	1 2 3 4 5
E4	Common Area (Area D)	1 2 3 4 5
E5	Sleeping (Area E5)	1 2 3 4 5
E6	Patrolling	1 2 3 4 5

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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