

ONW4-05

A Strange Sacrifice

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

Version 1.0

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While the war against the Scarlet Sign rages in the west, something stirs in the Silvervale. Under the shadows of the Headlands strange tidings come to trouble the lands of the Geldrenns.

A two round Onnwal regional module for APLs 2-8.

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 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 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.

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	

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 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 Background

Adventure Summary

Introduction: The Mines of Eagenrast

The PCs arrive in Eagenrast Mine, speak to some of the locals and announce their intent to be hired as mercenaries.

Encounter 1: The Meeting with Justrenn

The PCS speak with Justrenn, a local administrator. He hires them to investigate his friend Kiellvorn who lives in Aeldrave, a village to the north, who has fallen out of contact inexplicably.

Encounter 2: The Journey to Aeldrave

On the journey north to Aeldrave, the PCs are attacked by wolves, which appear to be maddened and unnaturally aggressive.

Encounter 3: The Deserted Village

The PCs arrive at the deserted village of Aeldrave. The townsfolk do not appear to have been prepared for the departure and the group find a dead hochebi

(hobgoblin) body beneath each house in the village, Kiellvorn's house being the sole exception.

Encounter 4: The Hochebi Scouting Party

The PCs are attacked by hochebi skirmishers upon leaving the village, or during the course of their investigation (if they are sloppy enough). The PCs may discover that the hochebi were merely a scouting party for a much larger warband, and resolve to either investigate or flee and warn the nearby settlements.

Encounter 5: Scouting the Warband

The PCs travel out from Aeldrave and scout the hochebi warband, ascertaining its strength. A small group of hochebi drop off the main column and prepare a ritual. The PCs may try to destroy them, thereby disrupting their ritual.

Encounter 6: The Journey to Huistral

The PCs travel overland land to the nearest village of Huistral, a local garrison for the Duyrvann, vassals of Baron Geldrenn. They may narrowly avoid being attacked by a band of wild hillmen.

Encounter 7: Huistral

The PCs warn the village of Huistral of the impending danger, and are charged with the task of escorting the women and children to Duyrvann Keep.

Encounter 8: The Battle of Huistral

The group protects the refugees from Hochebi harriers, bringing them to the safety of Duyrvann Keep. While no hochebi attack, they do have to defend the peasants from an enraged bear.

Introduction

The adventure begins with the player characters presenting themselves in Eagenrast, a penal mine on the hills to the east of Silvervale, in the cantred of the same name. Earlier in the year, Scarlet Brotherhood prisoners from the nearby mine of Aegenlir rebelled and, marching north, attacked Eagenrast. Only the timely intervention of a war company saved the day. However, the garrison of Eagenrast has been severely depleted. To address this, Halshas Geldrenn, the Baron of Silvervale, has ordered the hiring of mercenaries, sell-swords and War Companies for a reasonable rate (1 sp a day).

Read aloud or paraphrase the following:

A keen north-east breeze blows in your faces, billowing out your dust-stained cloaks as you follow the rutted unpaved track towards the mining village of Eagenrast. Ahead, the sharp tors of the Headlands loom, like a forest of huge spearheads. At their feet huddles Eagenrast. Lying far from the fertile valley of the Silverstream at the foot of the hills, the ground here is broken and rocky. The trail winds over crags and down into steep valleys and the going is hard. It is with some relief that you gain the palisade that protects the mining town.

Two guards in the green and black of Silvervale eye you suspiciously as you approach. They look you up and down with a mix of disinterest and disdain. "State your business," demands one, a tall, ill-favoured fellow with a scar running from ear to nose.

If the PCs say they are here to be hired, the guards will spit and wave them past.

Eagenrast is not a pleasant town. Being a penal mine, the associated settlement is little more than a military waystation.

Read aloud or paraphrase the following:

Passing within the palisade, you find yourself at the end of what appears to be Eagenrast's main and only street, a dusty, rutted track. The place consists of a huddle of humble houses – mostly wood and thatch. Along with the palisade itself, many show signs of recent repair – the only visible signs of the attack on the mines in the spring of the year. The only substantial building is stone-built and slate-roofed. It stands in a widening in the track that might pass as the village square. A twisted and blackened hawthorn branch hangs from rusty chains over the door.

This is the Spitting Bough, Eagenrast's one and only inn. Despite appearances, it is actually well-furnished for a village inn and is scrupulously clean, though no thanks to the proprietor, Quinnihe. His rooms are furnished well and kept clean by his attractive young wife, Julieen.

Quinnihe has rooms and can accommodate the PCs that evening. If they ask about mercenary hiring, Quinnihe will inform the PCs that Justrenn, the baron's man, will be here the following morning. He's the one they need to speak to

If the PCs are interested in interacting with some of the locals, feel free to improvise some NPCs that

are staying in the inn. Feel free to quickly detail the rest of the evening in the bar, dominated by the boorish Yusirn and his spiteful comments directed at “nosy Soapy.” Role-playing notes are supplied below:

☛ **Quinnihe**, proprietor of the Spitting Bough

Appearance: Quinnihe is a thin, rakish, young man with crooked teeth. He dresses in fine clothing for a small village like Eagenrast.

Character: Quinnihe has something of a reputation with the locals of being a lazy, feckless man, and the fuller his bar, the more irritated and sour he gets. It is said by some that it is almost as if he does not want to make a living. He is sarcastic and prone to turning on weak people, berating them for trivial reasons. Quinnihe will make a (blatant and very unsubtle) pass at any pretty female PCs, in full sight of his wife.

☛ **Julieen**, Quinnihe’s wife

Appearance: A demure and attractive young woman Julieen has long dark hair, a pleasant smiling face, and a shapely figure

Character: Julieen is prone to girlish giggling. For reasons known only to herself, she worships her husband, laughing his crude jokes even when they are directed at her (as they often are). She appears oblivious to his blatant womanising and turns a blind eye to his outrageous pursuit of every young girl who passes through his establishment.

☛ **Yusirn**, local loudmouth

Appearance: Yusirn is a broad-shouldered, handsome and arrogant ox of a man. An extremely well-built and large man, he has very handsome face and is always well dressed. He never speaks in less than a shout and has a loud, booming voice

Character: Insufferably arrogant and obnoxious, Yusirn appears to take the very presence of Justrenn as a personal challenge. Yusirn considers himself very much a leader of men. His loud and sneering criticism of the “outsiders” is the closest thing to evening entertainment provided by the Spitting Bough.

Encounter 1: Meeting with Justrenn

Around the second bell after dawn the following morning, Justrenn strides into the inn, and approaches the PCs directly to the PCs.

☛ **Justrenn**, Sheriff of Eagenrast

Appearance: Justrenn is a stocky, well-muscled man, with the demeanor of a man of the military used to having his orders obeyed. His long blond hair is tied tightly with a rough leather thong.

Character: Forthright and honest, Justrenn lives by a code of honour and sticks to it. He seems either unconcerned or unaware at the open hostility displayed towards him by many of the locals. Hailing from the town of Silvervale, Justrenn is Baron Geldrenn’s sherrif and representative in Eagenrast, overseeing the mines. His position is somewhat curious as the penal mines are under the jurisdiction of the Duyrdann family, vassals of the Geldrenns. Justrenn is known as “Soapy” by the locals (when he isn’t listening) due to his excessive hygiene habits (he takes a warm bath every day).

Though he requires no more freeswords to guard the mine, Justrenn has a ‘personal project’ that he will hire the PCs for from his own purse. If they are interested, Justrenn asks that they meet him at the fourth bell in his house across the village square.

Assuming the PCs accept, read aloud or prophase the following:

As the fifth bell since dawn sounds, you make you way across the dusty square to Justrenn’s house. Knocking, the baron’s man admits you. The house is sparsely furnished, as befits a man who has spent most of his adult life on the road, carrying little above what he needs and a small measure of treasured possessions. A well-worn tome entitled “A Treatise on the Light of Mercy” lies on the single table that dominates the main room.

A successful DC 15 Knowledge (religion) check will recognise this as a religious text of the Church of Pelor, a relatively unpopular religion in Onnwal.

With only the cursory attempt at politeness, Justrenn gets down to business. He has a friend living in Aeldrave, a small village about nine miles to the north of Eagenrast in the foothills of the Headlands. This friend, Kiellvorn, has smithyed in Aeldrave for several years, but they have kept in regular contact since he left the service of the baron. Kiellvorn has been silent now for several weeks, and Justrenn is becoming concerned.

Aeldrave is quite remote, and with the Hochebi and hillmen in the region he believes that his friend and his townsfolk may be in danger. Justrenn asks the PCs to travel to Aeldrave and discover why his friend

has not been in touch. He is willing to pay 50 gp (in total), a relatively impressive sum for such a task and a large sum for relatively lowly sheriff.

Treasure:

All APLs: Coin: 4 gp

Should Justrenn be asked if it is possible that his friend simply has been too busy or has forgotten to be in touch, he will simply smile and tell them that it is unlikely, but would certainly be fortunate for the group.

Aeldrave is not marked on any maps, but Justrenn will locate it for them on a map of Silvervale (see Player's Handout 1). Justrenn can also provide directions, and any people who know the area can easily follow them. He will also warn the PCs that the terrain is not suitable for horses and that they are likely to go lame if the PCs attempt to ride.

Encounter 2: The Journey to Aeldrave

Read aloud or paraphrase the following:

Justrenn sees you to the gates of Eagenrast.

"The Dawnbringer watch over you", he calls out as you pass out through the gates and turn north under the steep slopes of the Headlands. The sun is high in the sky behind you, as you pick up a rough trail winding its way north.

The journey to Aeldrave can be made in a number of ways:

The longest way is certainly to follow the roads, and unless the group are extremely cautious, it is unlikely they will travel that way, for it takes them far out of their way. Should they choose to do so, feel free to invent a few quick role-playing encounters for them with various travellers on the road.

By far the quickest way to travel is to follow along the feet of the Headlands for several miles until they come to a small brook, waterfall and a pool covered with lilly-pads, overhung by willows and three ancient oaks, known to locals as the "Three Kings" for their size, age and magnificence. A DC 20 Knowledge (Splintered Sun) or DC 15 Bardic Knowledge check will reveal that local legend has it that the area is blessed of Beory and any child born at the bottom of the waterfall, carries the Oerth Mother's blessing and

love of nature. From here, the PCs can cut east and north into the hills and direct to Aeldrave.

DM's note: The hills of Headlands resemble the steep-sided limestone tors found in southern China.

Once the PCs get into the hills, things begin to change, and the ground becomes markedly more broken and difficult to travel. The use of mounts is not really practical from here on in, and any horses are likely to become lame. Should any players insist, be merciless when deciding on mounts becoming lame. They were warned after all...

After travelling in the hills for some time, read this to rangers, druids and other outdoor types:

As you travel, a feeling of disquiet grows in your heart. For a reason you cannot quite fathom, the lush hills seem to loom threateningly over you, like a great beast waiting to pounce. You feel as if the eyes of a hungry predator are fixed on you, searing into your soul.

As dusk falls, the howls of wolves echo through the hills. Any PC making a DC 20 Spot check will notice a large pack of dark shapes moving down the steep slopes of the hills towards them - a pack of wolves.

Read aloud or paraphrase the following:

The last orange light of the day has just slipped from the high peaks above plunging you into darkness. The howls of the wolves echo from the steep slopes, as though the Headlands themselves were baying for you blood. Sleek shapes surge out of the darkness. By the dim twilight, you catch the feral glint of wolfish eyes. With a wild snarl they are upon you.

APL 2 (EL 4)

☛ Wolves (6); hp 13; see *Monster Manual* p 283

APL 4 (EL 6)

☛ Wolves (9); hp 13; see *Monster Manual* p 283

APL 6 (EL 8)

☛ Wolves (12); hp 13; see *Monster Manual* p 283

APL 8 (EL 10)

☛ Dire Wolves (4); hp 45; see *Monster Manual* p 65

Tactics: The wolves are maddened by something in the hills and so attack with reckless abandon, with little or no disregard for the blades of their prey. A DC 10 Knowledge (nature) check will allow PCs to notice the highly unusual tactics and ferocity of the animals. Wolves do not generally attack a large band of people unless they are hungry, and these beasts seem well-fed. The PCs will notice the mean and hungry look in their ravenous eyes. The wolves are in a crazed frenzy and are resistant to *animal empathy*, *animal friendship* or any other druidic or ranger magic, skills or lore. The wolves will fight to the death.

Development: A quick investigation of the bodies and a DC 15 Knowledge (nature) check should reveal that the wolves are natural but seem infected or possessed by sparse traces of some kind of malevolent magic. If analysed using a *detect magic* spell, it is a mixture of both divine and sorcerous dweomers – the Chaos sphere and Abjuration school respectively. The auras are very faint however. For those curious DMs out there, the traces come from the wolves eating animals in the environment. This area is afflicted, and this has permeated into the fauna of the area, which has in turn sickened the wolves. The wolves are maddened by the affliction. Moreover, they are diseased, and their bite may infect the PCs.

☛ **Hill Fever:** Injury; DC 15 Fortitude; 1d3 days; 1d4 Wis.

Once the fight is over, the PCs should be able to proceed without any further disturbance to Aeldrave. Stress those PCs with high Charisma and/or Wisdom, a feeling of unease and that they are being watched and in peril, which grows with every step they take towards Aeldrave.

Assuming they leave in the morning and do not stop to camp at dusk, the PCs arrive in Aeldrave less than an hour after dusk. If they stop to camp for the night, have the PCs assign watches and make Spot checks. The night will pass uneventfully, but the howling of wolves and the feral snarls of other animals will echo through the hills the entire night.

Encounter 3: The Deserted Village

If they stopped to camp, adapt the read-aloud text below. As the PCs approach Aeldrave, read aloud or paraphrase the following:

It is not long after the full dark of night finally falls when you break out of the hills. Before you, the village of Aeldrave nestles in a shallow vale. By the silvery light of Luna, now rising above the sharp peaks of the hills, you can make out the shapes of the houses. Aeldrave consists of ten modest stone houses and one larger house in the centre of the town. One dwelling near the edge of the village has a tall chimneystack protruding from it – clearly a smithy. The village is in total darkness. No light flickers at the windows of the houses, nor does any comforting curl of wood-smoke rise above the roofs. A terrible heavy silence hangs over the village and the vale. As you walk down the slope, a dread chill seeps upwards though your limbs to touch your heart with fear.

Drawing near, the only sounds to be heard are a high eerie whistling and a long dry creaking that sounds at irregular intervals.

Kiellvorn's forge should be instantly recognisable from the edge of the village and it is likely that the PCs will head straight there. No one comes to greet them. Nor are there any villagers in sight, alive or dead. The village appears to be deserted.

In the forge, a DC 10 Search check of the forge will reveal that the ashes of the forge have not been cleaned away and, along with the state of the house, suggests that Kiellvorn was not prepared for his departure. His house is relatively well furnished and the scent of a strong perfume hangs thickly in the air. A DC 15 Search check will reveal a wooden casket under his bed that contains a chain-mail hauberk (chain shirt) and longsword. They are both well-oiled and maintained, showing no signs of rust. Any warriors in the group would know that they appear to have been treated on a monthly basis and are probably due another treatment soon.

Treasure:

All APLs: Loot: 9 gp

A search of the other houses (DC 10 Search checks) reveals a similar state of affairs (though the other villagers will not have weapons or armour anywhere) but they all contain the heavy scent of perfume. Opposite the smithy is the headman's house, a well-appointed dwelling with a few tapestries adorning in the main room. The scent of perfume is particularly strong in this house.

The village tavern has a sign with the word "Gaetran's" painted in rough blue paint. The sign

creaks eerily in the wind and along with the sound of the wind whistling through the slate roofs, Aeldrave is deathly silent. While investigating the common room of the inn, any PC making a DC 20 Spot check will notice that there is a slight discoloration in the floor. A quick dig will reveal a small wooden lid beneath which is a small hollow containing six burnt out candles and the body of a dead hochebi. If they check every other house in the area, the PCs will discover the exact same thing: the body of a hochebi buried with six burnt out candles in a shallow grave under the floor. The body in the headman's house is slightly smaller than the others and the corpse has the same strange symbol tattooed on either bicep (see Players Handout 2).

The bodies appear to have been hochebi warriors. They are in an advanced state of decay and the stench is disgusting, though the perfume served to cover the smell before the bodies were disinterred. A DC 15 heal Check will reveal the cause of death: all of the bodies have their throats slit with a small and sharp blade or knife.

Encounter 4: Hochebi Scouts

Once the PCs have finished investigating the village, they will probably be trying to decide what to do. No matter what they decide, they will first have to deal with the hochebi scouting party who have spotted them entering the village from the far side of the valley. The scouts are not planning to observe, retreat and report, instead intending to kill the humans with extreme prejudice.

APL 2 (EL 4)

👉 Hochebi archers (9); War1; hp 9; see Appendix 1

APL 4 (EL 6)

👉 Hochebi archers (9); Ftr1; hp 13; see Appendix 1

APL 6 (EL 8)

👉 Hochebi archers (9); Ftr2; hp 18; see Appendix 1

APL 8 (EL 10)

👉 Hochebi archers (9); Ftr3; hp xx; see Appendix 1

Tactics: The hochebi are lightly armoured and armed, equipped primarily for speed and mobility, and fight

as such. They are strong and cunning fighters and this fight should prove to be a decent test for the PCs.

How the hochebi attack is entirely dependant on the actions of the PCs and the method of their investigation. If the PCs leave sentries, the hochebi will try to get around them and attack through blindspots. If the party are unusually vigilant, they will wait for them to leave and ambush them. They know the area relatively well and can pick a good ambush spot. If the PCs are investigating Aeldrave in the hours of daylight, the hochebi will wait and ambush them as they leave the village.

Have the PCs roll opposed Spot/Move Silently checks against the hochebis' Hide and Move Silently checks. Remember that if the PCS arrived in the hours of darkness to take this into account. Any PC making the detecting the hochebi can act in the Surprise round.

The hochebi will open with bow fire, targeting obvious spell-casters and other soft targets. They fight extremely aggressively with insane passion and savagery rarely seen in members of their kind. They appear to fight for a reason above the joy of slaughter and they will not retreat and they will not surrender. Once they engage, however, one of the archers will sound a horn that will echo through the hills and be answered by other more distant horns. The hochebi will fight to the death, will make no attempt to flee back to the main group.

Treasure:

APL 2: Loot: 81 gp; Magic: 9 x *potion of cure light wounds* (9 x 4 gp)

APL 4: Loot: 81 gp; Coin 2 gp; Magic: 9 x *potion of cure light wounds* (9 x 4 gp)

APL 6: Loot: 306 gp; Coin 2 gp; Magic: 9 x *potion of cure moderate wounds* (9 x 25 gp)

APL 8: Loot: 27 gp; Coin 2 gp; Magic: 9 x *+1 longbow* (9 x 197 gp); 9 x *potion of cure serious wounds* (9 x 62 gp)

Development: Once the group have slain their assailants, there are a number of things to be considered. Firstly, The hochebi have curious red painting on their bodies. Anyone who can read Goblin will realise that the markings represent strength and vengeance.

Secondly, the PCs may figure out, especially from the clue given by the horns in the hills, that the hochebi were a scouting group at the vanguard of a much larger warband, which is very possibly heading their direction. Obviously a large hochebi warband is

likely to be a treat not only to Eagenrast, but the entire Silvervale.

At this point there are a number of things that the PCs could do, but it is most likely that they will wish to scout around and try to find the warband, so they will have some knowledge of what it is they are up against.

Encounter 5: Scouting the Warband

Unless the PCs are extremely cowardly, it is more than likely that they will wish to find out more about the warband. A DC 15 Survival check will allow PCs with the Track feat to follow the tracks of the scouting party back to the main warband with little difficulty. Remember that humans will have to use a light source to track and that this may give their position away.

Read aloud or paraphrase the following:

The scouts' tracks lead out of the Vale of Aeldrave and into the steep sided tors and tortuous ravines of the Headlands. The narrow, winding gorges are lush with vegetation and the going is slow. At least the brush will also conceal you from the keen eyes of the hochebi you hunt.

After a time, there is a clamour up ahead - faint at first, but growing. It is the sound of a great multitude moving in your direction. In the valley ahead, a long column of armed hochebi appears, snaking towards your position. At a rough estimate there is close to 15 scores of foes (300).

The Warband: The hochebi warband, the Hoch'okh, are a well-organised and efficient group, three hundred strong and augmented by a shaman and three priests of Maglubiyet. The warband is about two miles north and west of Aeldrave and is slowly and carefully making its way south. Like most humanoid bands, this warband is ruled by strength, and the leader of this group is a truly huge hochebi named Math'ar'rakh. He travels on foot with a massive great axe slung across his back, and is attended at all times by his three priests.

Math'ar'rakh is also accompanied by a black-skinned human with glowing green eyes. PCs who have played the Onnwal regional modules such as *ONW2-05 To Hunt a Traitor* or *ONW4-02 The Hills are Alive*, may recognize him as one of the Galai Iorn, fell Flan tribesmen of the deep Headlands.

Make it clear to the PCs that any attempt to strike at the column or its leader is suicidal, given the

overwhelming numbers of the hochebi. Any attack on the main column will draw the wrath of the hochebi down on the heads of the PCs (see Troubleshooting below).

If the PCs get closer than 200 ft. (in daylight) or 60 ft. (in darkness) to the column, have the PCs make opposed Hide checks vs the hochebi's Spot. The PCs can make a reasonable amount of noise without being noticed, thanks to the dim being made by the marching hochebi.

As the PCs look on, read aloud or paraphrase the following (adapt for PCs with or without low-light vision/darkvision):

As you look on, a hochebi adorned with skulls and a number of dried and shrunken heads calls a halt to the column. The skull-adorned hochebi then begins to mutter and dance, swinging a wicked-bladed axe about his head as he goes. With out warning he pulls a rabbit from a sack at his belt and lays open its entrails with the axe. Five more conies meet a similar fate before the axe-wielding hochebi finishes his chanting and dancing.

Once the ritual has ended, he rummages through the entrails of the rabbit and begins to speak to a huge hochebi who stands head and shoulders over the rest and carries an enormous greataxe casually on his shoulder. The huge hochebi, - clearly the leader - speaks with a short, dark-skinned human, with green glowing eyes. After a short discussion, the giant hochebi nods and the warband moves off towards Aeldrave and the Silvervale beyond, leaving the skull-adorned hochebi behind with a small guard.

A DC 15 Knowledge (religion) roll will identify the skull-adorned hochebi as a priest of Maglubiyet. The shaman will continue to chant and pray, while guarded by a loose circle of guards. The PCs may wish to take this opportunity to strike at one of the warband's shamens. If so, the PCs will need to sneak up on their targets. If the PCs get closer than 100 ft (in daylight) or 60 ft. (in darkness) to the hochebi, have the PCs make opposed Hide/Move Silently checks vs the hochebi's Spot/Listen. Those hochebi making the check will spot/hear the PCs and will be able to act in any surprise round.

APL 2 (EL 4)

- 👉 Hochebi footmen (4); War1; hp 9; see Appendix 1
- 👉 Hochebi archers (4); War1; hp 9; see Appendix 1
- 👉 Hochebi adept; Adp1; hp 7; see Appendix 1

APL 4 (EL 6)

- 👉 Hochebi footmen (4); Ftr1; hp 11; see Appendix 1
- 👉 Hochebi archers (4); Ftr1; hp 13; see Appendix 1
- 👉 Hochebi shaman; Clr1 - Muglubiyet; hp 9; see Appendix 1

APL 6 (EL 8)

- 👉 Hochebi footmen (4); Ftr2; hp 18; see Appendix 1
- 👉 Hochebi archers (4); Ftr2; hp 18; see Appendix 1
- 👉 Hochebi shaman; Clr2 - Muglubiyet; hp 15; see Appendix 1

APL 8 (EL 10)

- 👉 Hochebi footmen (5); Ftr3; hp 25; see Appendix 1
- 👉 Hochebi archers (5); Ftr3; hp 22; see Appendix 1
- 👉 Hochebi shaman; Clr3 - Muglubiyet; hp 21; see Appendix 1

Tactics: The hochebi will try to form a protective circle around their shaman, and fight their way towards the rest of the warband, sounding horns to alert them (though the main group will not be able to return in time to save them). Thus protected, the shaman will use his blessings to augment the skills of his guards and bring the wrath of his divine lord to bear on the PCs. The archers will try to stand behind the protection of their footmen and get arrows off at the PCs, targeting any obvious spell casters to disrupt their spells. The hochebi will fight to the death.

Treasure (per PC, assuming 6 PCs):

APL 2: Loot: 90 gp; Magic: 8 x *potion of cure light wounds* (8 x 4 gp).

APL 4: Loot: 134 gp; Coin 2 gp; Magic: 9 x *potion of cure light wounds* (9 x 4 gp), *potion of barkskin +2* (25 gp)

APL 6: Loot: 350 gp; Coin 2 gp; Magic: 9 x *potion of cure moderate wounds* (9 x 25 gp), *potion of barkskin +2* (25 gp); *necklace of fireballs type I* (137 gp)

APL 8: Loot: 140 gp; Coin 3 gp; Magic: 12 x *potion of cure serious wounds* (12 x 62 gp), *potion of barkskin +2* (25 gp), 5 x *+1 longbow* (5 x 197 gp); 5 x *+1 longsword* (5 x 192 gp); *necklace of fireballs type II* (225 gp)

Development: If the PCs take any prisoners they will initially refuse to speak (even if any of the PCs speak Goblin), though a DC 20 Intimidate check, may get the following information out of the prisoners (aside from the shaman, who will refuse to speak under any circumstances). *Speak with dead* will produce similar results.

- The warband is called the Hoch'okh and they are about 15 score strong. Their leader is Math'ar'rakh.
- They march on the lowlands to kill the defilers who dwell there and take their lands.
- The Red Brothers brought them here, but no longer follow them. Now they march for themselves.
- The Green Eyes give Math'ar'rakh advice, but Math'ar'rakh follows his own path. The Green Eyes will rule the hills and the Hoch'okh will rule the riverlands.

If the shaman's guard managed to alert the main column, a band of three score (60) hochebi will hurry back to the site, arriving 15 minutes after the end of the combat. Meanwhile, the main body of the warband will proceed to Aeldrave, and burn it to the ground, giving their destructive urges full reign in an orgy of violence and rage worthy of Maglubiyet the Mighty. The night will end with many of the hochebi warriors dancing on the ashes of Aeldrave as Luna peers down curiously from a starless sky.

If the PCs wish to strike out to warn the Silvervale, the nearest settlement is Huistral, five miles travel down the valley from Aeldrave to the south-west and directly in the hochebi's line of advance.

Troubleshooting: If the PCs are detected by the hochebi, Math'ar'rakh will dispatch a patrol to hunt them down. If the PCs stand and fight use the stats above. Discourage the PCs from making a direct attack on Math'ar'rakh and his advisors as it is suicidal. The hochebi will build a wall of bodies between the PCs and their leader. Use the stats above if the PCs are so foolish. Suggest that it would be more important for the PCs to warn the lowlands of the danger rather than engaging in foolhardy heroics.

Encounter 6: Huistral

Read aloud or paraphrase the following:

The following morning, the hochebi warband leaves the still smouldering ruins of Aeldrave behind it and presses on west and south along the rutted cart track that leads towards the village of Huistral and the heartlands of the Silvervale.

Huistral is a village on the edge of the vale proper populated by farmers but warded by a garrison of the Duyrvann, vassals of Baron Geldrenn. It is ruled by Lovianne, a vassal lord, who has a large fortified wood-built dwelling in the heart of the village. Aside from the ditch and palisade, it is the only thing approaching a fortification in the village.

While the garrison of Huistral is by no means a pushover, they will need as much notice as possible to prepare for this attack, and so the PCs should decide to move ahead of the warband and warn them. The warband moves much more slowly than the PCs however, so it should not be too difficult to make time in the five-mile journey (most of which is in difficult and broken brushland) and arrive well before the hochebi do.

Read aloud or paraphrase the following:

You hurry through the broken land that lies about the feet of the Headlands. You know you must reach Huistral and warn them of the peril bearing down on them, or they will be slaughtered to the last man woman and child. You pass the hochebi to the south, leaving their slow-moving column behind with your desperate pace.

After nearly two hours of near constant flight, you finally lay eyes on the village of Huistral. The village sits at the mouth of the Vale of Aeldrave, beside the small swift stream that spills out of that valley. As you approach you can see the herds of the village grazing contentedly on the rich green pasture swards that surround the settlement.

As you approach you hear a cry go up from the watchmen on the palisade that encircles the village. By the time you gain the gates, a dozen guards in the colours of the Duyrvann are gathered there, fully armed and eyeing you suspiciously.

Some twenty Duyrvann men at arms are stationed here, along with around thirty peasant militia drawn from the menfolk of the settlement. The local lord is

Lovainne Duyrvann, a small dark-haired man with a taste for fine wine and the arts. Burval is his ever-suffering assistant and right-hand man who has the unenviable task of both liaising with the rank-and-file and giving his opinion on his lord's latest theory on the period of the good year harvest of Farmer Wyrmal's orchard several miles to the west of Silvervale.

☛ Lord Lovainne Duyrvann, Lord of Huistral

Appearance: Lovainne is a small man with, dark of complexion and hair. He speaks in a very feminine voice, appearing very much the foppish dandy. He wears fine clothes bought from the best tailors and sartors of Irongate and proudly bears the hand and lightning bolt of Heironeous at all times

Character: Lovainne is a member of the House of Duyrvann, one of Baron Geldrenn's chief bannermen. He loves the sound of his own voice and is something of a fop. Nonetheless he has a very sharp mind and is an inventive and brilliant tactician, who is often underestimated because of his bearing. Lovainne sees the art of war as a game with which to test his mind, and he cares intensely about his performance. Extremely competitive, he hates losing men as it shows lack of tactical poise and elegance. Elegance is, after all, a quality to be striven for. Aside from that, Lovainne doesn't give the men under his command a second thought.

☛ Burval, Adjutant to Lovainne

Appearance: Bald, quite fat, and prone to breaking out in sweats, Burval has the look of a man under stress. He is fond of the colour blue, unsurprising given he pays homage to Tritherion

Character: Quietly efficient and loyal to his commander, Burval is open and friendly, though his years of administering have dimmed his spirit. Despite constant migraines and a nervous disposition, he manages to run Huival solidly, conveniently bypassing some of his lord's more inflammatory efficiency drives.

Arriving in the town, the PCs will be challenged by the sentinels, and, given their alarming tidings, are immediately taken to Burval. Burval will quickly listen to what they have to say and notify Lovainne. The commander becomes visibly excited by the news, promptly beginning to ask them all sorts of impossibly detailed and inane questions (such as the average number of grunts a hochebi warrior makes –

apparently a vital consideration in calculating the breathing rate of the hochebi when enraged and in turn derive an estimate of their average firing rate). If the PCs do not answer the questions to his satisfaction, Lovainne will become annoyed. Nonetheless, he seems completely undismayed by the inequality of the coming fight, despite the likely urgings of the PCs. In fact, the lord seems as eager as a small boy for the battle to begin. Once, Lovainne has finished questioning the PCs, he dismisses them, ordering them not to leave since they will probably be needed in a shortly. Burval will see that the PCs get food and drink. He will refuse to make any comment about his lord, except to roll his eyes heavenward and excuse himself.

Encounter 7: The Battle of Huistral

Read aloud or paraphrase the following:

You take food and drink from the clearly frightened people of Huistral. News of the hochebi warband has spread like wildfire through the settlement. Burval moves through the village, mustering the village's garrison and peasant levy with quiet efficiency that belies the beads of sweat that he mops from his bald pate with a blue kerchief.

You have hardly finished your vittles, when Burval approaches. "His lordship wishes to speak with you, sirs," he says with clear trepidation.

In short order you are brought once more before Lovainne, who is now girthed in a coat of well maintained mail.

"My friends, once again my thanks for the tidings you have brought, though they be grim. I have, however, a further favour to ask of you," he declares, picking up a well-crafted battleaxe and testing its weight and balance.

"Clearly with such a large company advancing upon us, our garrison will be able to do little except delay their progress. However, any such delay will be vital. I have ordered all the children and womenfolk to evacuate Huistral and make for the safety of Duyrvann Keep.

"Unfortunately though, someone needs to protect them since the Hochebi will almost certainly anticipate this move and strike to attack the weak when possible. It is the nature of these vicious beasts to exploit weakness wherever they can find it. The thing that sets a great general apart from a mediocre

one is the ability to understand the mindset of his foe..."

Lovainne looks distracted for a moment, as he loses his train of thought.

"Ah yes - I digress however! The smallfolk will need protection, however, every man I give to that task means one man taken from the rearguard. Therefore, I have a choice to put before you. I could use such stalwart fellows as you here to hold up these beasts and teach them the error of attacking the men of the Silvervale.

"However, you owe no oaths to me and I cannot in good conscience ask you to remain. If you balk before the thought of staying, might I ask that you escort the women and children to Duyrvann Keep, so that I might face this foe with all my strength?"

The choice is the PCs. If they choose to stay and fight go to A: Lovainne's Stand below. If the PCs choose to escort the women and children, go to B: The Flight from Huistral. If the PCs refuse to have any part in the battle, then go to the Conclusion, for there is nothing more for them to do in this adventure.

A: Lovainne's Stand

Read aloud or paraphrase the following:

The women and children of Huistral travel light, clutching to themselves only that few precious possessions they can gather in a few panicked moments and carry with them. They number about two score, ranging from babes in arms to a widow of sixty summers. With much weeping, they and their escort of peasant militia men depart the only home they have ever known, leaving their menfolk to buy with their lives the opportunity for them to escape. Once they have gone, the mood in the village is somber. Burval summons you to Lovainne's house. The Lord of Huistral is pouring over a charcoal map of the village as you enter (see Player's Handout 1).

"Our main objective, my friends" says Lovainne, "is to hold up these beasts for as long as possible. They are expecting to meet a village of terrified peasants, fearful and ripe for slaughter. Well, let us not disabuse them of that illusion just yet. We shall divide our strength in three. I shall remain here with the bulk the levy to play the part of the witless peasant. Being hochebi, they shall take care to encircle us before launching their attack. That will cost them time. It shall also turn their backs towards

you and Burval. You and he shall take up concealed positions in the bluffs to the north and south.

"We have strength enough to throw back their first attack. Their second assault will carry the palisade. They will pour into the town carelessly, expecting easy slaughter. We shall not give it to them. At my horn blast, you and Burval will descend on their rear, doing them as much damage as you can and sowing down and confusion in their ranks. Simultaneously, I shall lead the remainder of the garrison in a charge towards the gates to link up with Burval.

"Once we have cut our way out, our main force will withdraw rapidly before the hochebi can reform to crush us. We shall then make a fighting retreat towards Duyrvann Keep," concludes Lovainne with a triumphant grin. "Rather elegant, wouldn't you say?"

Lovianne will not brook dissent from the PCs, unless they make a truly convincing tactical point. If the PCs express doubts about splitting the garrison, Lovainne will wave them away, saying that the hochebi will not be expecting such tactical sophistication and therefore will not be able to react to isolate the various divisions of the garrison.

Allow the PCs to make what preparations they wish, and position themselves among the bluffs to the south of the town. The bluffs provide good cover and concealment and provide a +5 circumstance bonus to Hide checks.

Read aloud or paraphrase the following:

The bluffs provide a fine vantage point for the battle that ensues. You have only just settled into your positions when you spot the first hochebi scouts ranging down the valley towards Huistral. They exchange a few arrows with the garrison and withdraw towards the steadily advancing hochebi column, now spreading down the vale like an inkstain. Flames flare into life where outlying cottages and hayricks are set ablaze.

As the hochebi horde near Hustiral, the column begins to spread out, breaking into three groups. One halts north of the town, opposite the gates. Another marches around to the south-west to cut off the village from Duyrvann Keep, while the first forms up in ordered ranks directly below you.

Once the three bands are in position, the braying of a signal horn echoes across the vale. The hochebi fling themselves at the palisades. The first wave goes down under a hail of arrows and bolts, but the charge hardly falters. The hochebi swarm up the timbers,

only to be pressed back by the spear points of the desperate defenders. For what seems the longest time, the hochebi break upon the palisades, threatening at one point to breach the wall. However, eventually they are forced back, leaving their dead piled high in the ditch behind them.

The hochebi quickly regroup and reform their lines for the second attack. As they do, you can see the defenders suddenly abandon the palisades, feeling back towards Lovainne's holdfast. With another bray of the horn, the hochebi rush forward again, swarming over the undefended walls and into the village. As they do, a clear note rings out from the holdfast – your signal to attack.

Allow the PCs to deploy down the hill into the rear of the hochebi as they wish. Below them, about 120 dt. Away, is a band of about 40 hochebi. All are intent on the attack in front of them. Unless they shout battle cries to attract the hochebi's attention, have the PCs roll hide checks vs the hochebi's spot (apply a –10 circumstance penalty to the hochebi as they are distracted by the battle) to see if the hochebi notice the PCs' onset. Only hochebi that make the check may act in the ensuing surprise round.

APL 2 (EL 4)

☛ Hochebi footmen (9); War1; hp 9; see Appendix 1

APL 4 (EL 6)

☛ Hochebi footmen (9); Ftr1; hp 11; see Appendix 1

APL 6 (EL 8)

☛ Hochebi footmen (9); Ftr2; hp 18; see Appendix 1

APL 8 (EL 10)

☛ Hochebi footmen (12); Ftr3; hp 25; see Appendix 1

Tactics: Those hochebi able to act in the surprise round will set to receive the PCs charge (if the PCS are charging). The others will be thrown in to confusion and disarray. They will quickly (after the first round of regular combat) try to form ordered ranks and counterattack, however. The hochebi will fight with almost frenzied ferocity.

If the PCs do not charge, but instead stand off and rain arrows and spells on the hochebi, the creatures will send the force listed above up the slopes to engage them. Of the group of hochebi in this part of the battlefield, the PCs will only face the numbers

listed above. Once these are slain, the rest will break in panic and retreat in disorder towards the north.

Treasure: The PCs will not have time to loot the corpses of the dead.

Development: Assuming the PCs break the southern wing of the encirclement, read aloud or paraphrase the following:

Over the din of battle, you can hear the braying of the hochebi horns competing with the clear, clarion notes of Lovainne's. Though it is difficult to see from your positions, a fierce melee seems to be raging at the gates of the town.

As you watch, one of the shamen you saw earlier begins to rally the confused hochebi contingent blocking your line of escape towards Duwrvann, shouting guttural commands to the warriors, and whipping them into a wedge formation.

PCs with the Leadership feat, levels in the Warmaster prestige class or making a DC 10 Knowledge (history) or a DC 15 Intelligence check should be able to realize that the shaman is forming up a force to charge Lovainne and Burval's companies. Such a charge would have a devastating effect and would turn the tide firmly in the hochebi's favour.

If the PCs do not act to disrupt the wedge before it can charge (within 2 minutes real time of the end of the last boxed text above and 10 rounds in game time – which allows a breathing space for the PCs to heal their wounds), then the hochebi charge and the defenders of Husitral are doomed.

The wedge is about 120 ft. away. If the PCs do attack, unless they shout battle cries to attract the hochebi's attention, have the PCs roll hide checks vs the hochebi's spot (apply a –10 circumstance penalty to the hochebi as they are distracted by the battle) to see if the hochebi notice the PCs' onset. Only hochebi that make the check may act in the ensuing surprise round.

APL 2 (EL 4)

☛ Hochebi footmen (8); War1; hp 9; see Appendix 1

☛ Hochebi adept; Adp1; hp 7; see Appendix 1

APL 4 (EL 6)

☛ Hochebi footmen (8); Ftr1; hp 11; see Appendix 1

☛ Hochebi shaman; Clr1 - Muglubiyet; hp 9; see Appendix 1

APL 6 (EL 8)

☛ Hochebi footmen (8); Ftr2; hp 18; see Appendix 1

☛ Hochebi shaman (1); Clr2 - Muglubiyet; hp 15; see Appendix 1

APL 8 (EL 10)

☛ Hochebi footmen (11); Ftr3; hp 25; see Appendix 1

☛ Hochebi shaman; Clr3 - Muglubiyet; hp 21; see Appendix 1

Tactics: The hochebi are packed into a tight wedge and therefore supremely vulnerable to area effect spells. Unless the hochebi spot the PC's flanking attack, they will be in utter disarray initially, though the shaman will quickly try to restore order, bolstering the warriors with his blessings and using his spells to disrupt the PC's attack. If they can, the shaman will order the warriors to try to envelop the PCs, making use of their advantage in numbers. The hochebi will fight with almost frenzied ferocity.

Development: If the PCs slay all of the hochebi listed above, the counterattack against Lovainne. Lovainne and his militiamen will cut their way through the shattered hochebi encirclement and begin to retreat rapidly southwest towards Duwrvann Keep.

Read aloud or paraphrase the following:

The hochebi reel from the shock of the surprise attacks, their ordered ranks disintegrating. Across the field, you see a spear wedge of militia burst through the encirclement. At their head is Lovainne, his gleaming mail immaculate despite the slaughter around him. As you watch, he blows two short blasts, followed by a longer one – the signal to withdraw. The men of Husitral need no encouragement and begin falling back rapidly down the valley towards Duwrvann Keep.

Behind them though, you see the hochebi reforming their companies. With a braying, discordant note, a line of hochebi charge towards the retreating militia.

PCs with the Leadership feat, levels in the Warmaster prestige class or making a DC 10 Knowledge (history) or a DC 15 Intelligence check should be able to realize that a rearguard action is required to give the militia time to make their escape. Otherwise they will be cut down by the pursuing hochebi. If the PCs do not act quickly (within 2 minutes real time and 10 rounds in game time to allow for healing), then this is exactly

what will happen. The PCs need to interpose themselves to break the hochebi charge.

APL 2 (EL 4)

🐾 Hochebi footmen (9); War1; hp 9; see Appendix 1

APL 4 (EL 6)

🐾 Hochebi footmen (9); Ftr1; hp 11; see Appendix 1

APL 6 (EL 8)

🐾 Hochebi footmen (9); Ftr2; hp 18; see Appendix 1

APL 8 (EL 10)

🐾 Hochebi footmen (12); Ftr3; hp 25; see Appendix 1

Tactics: The hochebi will form up in a wedge to charge the militia or the PCs, whichever is standing in their path. Remember to give the hochebi their charge modifiers, if they manage to complete the charge. The hochebi will fight with almost frenzied ferocity. Assuming the PCs manage to deal with the hochebi listed above, their charge will falter and the hochebi will break and retreat, giving Lovianne and the militia ample time to escape. AS

Development: Assuming the PCs manage to fight a successful rearguard action, Lovianne and his men will make good their escape. As the PCs themselves withdraw, they will initially be pursued by the hochebi. Let the PCs imagine they are about to be run down, when a braying warhorn sounds recalling the pursuing hochebi to the blazing ruins of Huistral. With the PCs will straggle into Duryvann Keep sometime later. Go to Conclusion.

Troubleshooting: It is possible that the PCs might be unable to fight three hard combats in a row. If so, remind them that they can retreat from the field and fall back to Duryvann Keep, if they feel they have no stomach for the battle. In this case, the men of Huistral will suffer heavy losses. Go to Conclusion.

B: The Flight from Huistral

Read aloud or paraphrase the following:

The women and children of Huistral travel light, clutching to themselves only that few precious possessions they can gather in a few panicked moments and carry with them. They number about two score, ranging from babes in arms to a widow of sixty summers. With much weeping, your charges

depart the only home they have ever known, leaving their menfolk to buy with their lives the opportunity for them to escape. You are glad when you pass out of earshot of the village. Ahead the rutted road follows the stream south and west into the Vale proper, towards Duryvann Keep and safety.

Have the PCs describe their deployment. They have 40 women and children to protect. All are on foot except those too old and infirm to walk, who are mounted on a trio of draught horses.

Though the PCs may be fearful of attack by hochebi, the first attack will come from a frenzied attack by bears, similarly crazed and diseased as the wolves earlier.

Read aloud or paraphrase the following:

Behind you, columns of smoke begin to rise from what you know must be Huistral. For better or worse, Lovianne and the men of the village selling their lives to buy you hope.

A chorus of screams, snaps your attention around to the front of your band. With a fearsome roar, a huge bear breaks from a thicket by the road and barrels directly towards the screaming women and children.

APL 2 (EL 4)

🐾 Black bear (2); hp 19; see *Monster Manual*, p 269

APL 4 (EL 6)

🐾 Brown bear (2); hp 51; see *Monster Manual*, p 269

APL 6 (EL 8)

🐾 Dire bear (1); hp 105; see *Monster Manual*, p 63

APL 8 (EL 10)

🐾 Dire bear (2); hp 105; see *Monster Manual*, p 63

Tactics: The bear is attacking the refugees in the middle of the column. If one of the PCs is guarding the right flank in this area of the column, it will attack him instead. Like the wolves, the bear(s) attack(s) with mindless savagery, with little or no thought to tactics or subtlety, rending apart anything unfortunate to get within reach. Similarly, their bite carries disease and the bears are immune to druidic powers or arts. They will fight to the bitter end. The

bear carries the same faint auras of divine and sorcerous magics that the wolves did.

☛ **Hill Fever:** Injury; DC 15 Fortitude; 1d3 days; 1d4 Wis.

The PCs' troubles are not over yet. A patrol of hochebi scouts has been sent ahead to ensure not relief will come to Huistral and that no word of the attack on the village reaches the Silvervale. Give the PCs sufficient time to bind and heal, before unleashing the scouts upon them.

Read aloud or paraphrase the following:

You have scarcely had time to catch your breath, when you hear the unmistakable whisper of feathered shafts in the air. A middle-aged woman near the back of the column pitches forward with a scream, a black feathered shaft in her back. A braying horn blast shivers the air. Hochebi warriors are advancing rapidly through the scrub and bushes behind you, pausing only to loose arrows into the ragged knot of refugees.

APL 2 (EL 4)

- ☛ Hochebi footmen (3); War1; hp 9; see Appendix 1
- ☛ Hochebi archers (6); War1; hp 9; see Appendix 1

APL 4 (EL 6)

- ☛ Hochebi footmen (3); Ftr1; hp 11; see Appendix 1
- ☛ Hochebi archers (6); Ftr1; hp 11; see Appendix 1

APL 6 (EL 8)

- ☛ Hochebi footmen (3); Ftr2; hp 18; see Appendix 1
- ☛ Hochebi archers (6); Ftr2; hp 18; see Appendix 1

APL 8 (EL 10)

- ☛ Hochebi footmen (6); Ftr3; hp 25; see Appendix 1
- ☛ Hochebi archers (6); Ftr3; hp 22; see Appendix 1

Tactics: The hochebi will begin the encounter at a range of 500 ft. The archers will try to concentrate their fire on the PCs, while the footmen move to engage and hold them up. The archers will attempt to eliminate any obvious spellcasters. In general, the goblinoids will fight in a coordinated fashion, support each other and moving to flank the PCs where possible. If more than three quarters of their numbers are killed or incapacitated, and more than half of the PCs remain standing, the hochebi will attempt to break off in an orderly fashion, with

archers supporting those disengaging from melee where possible.

Treasure: The PCs will have no time to worry about looting the bodies of the dead.

Development: The scouts' horn blast will attract another ranging hochebi band, this one led by one of the shamen. The hochebi will advance without any concern for concealment, thus the PCs will catch sight of them at a range of some 1,000 ft.

APL 2 (EL 4)

- ☛ Hochebi footmen (8); War1; hp 8; see Appendix 1
- ☛ Hochebi adept; Adp1; hp 7; see Appendix 1

APL 4 (EL 6)

- ☛ Hochebi footmen (8); Ftr1; hp 13; see Appendix 1
- ☛ Hochebi shaman; Clr1 - Muglubiyet; hp 9; see Appendix 1

APL 6 (EL 8)

- ☛ Hochebi footmen (8); Ftr2; hp 18; see Appendix 1
- ☛ Hochebi shaman (1); Clr2 - Muglubiyet; hp 15; see Appendix 1

APL 8 (EL 10)

- ☛ Hochebi footmen (10); Ftr3; hp 25; see Appendix 1
- ☛ Hochebi shaman; Clr3 - Muglubiyet; hp 21; see Appendix 1

Tactics: The hochebi will advance in a long thin, staggered line, keeping at least 10 ft. between them, with the shaman 10 ft behind the middle most warrior. The warriors will attempt to envelop the PCs, wrapping around to take them in the flank and rear. The shaman will bolster the warriors with his blessings and using his spells to disrupt the PC's defence. The hochebi will fight with almost frenzied ferocity and will fight to the death.

Development: If the PCs win out, they will be able to continue their journey unmolested. Go to the Conclusion.

Troubleshooting: If the PCs are not capable of withstanding three combats in close succession, feel free to remind them that they can flee at anytime. The hochebi will not pursue them closely, while there are women and children to butcher. Go to the Conclusion

Conclusion

A: If Lovainne and the PCs successfully held up the hochebi at Huistral.

Read aloud or paraphrase the following:

Led by Lord Lovainne, the surviving men of Huistral flee south and west, keeping ahead of the pursuing scouting bands of hochebi. Your rearguards report that the main body of the hochebi appears to have halted at the village, which they have put to the flame.

Early on the morning following the battle, a score of light cavalry bearing the crossed silver arrows blazon of the Dyrvann rides up and escorts you the remainder of the way to Dyrvann Keep.

Hurgennd Dyrvann, Lord of the Keep himself comes to greet his cousin and thank you for your services.

There is little comfort though, for the families of the twenty men of Huistral whose ashes now mingle with those of their homes; or for Burval's widow who looks north in vain for her husband's return.

For rewards see the end of section B below.

B: If the PCs successfully fought off the hochebi attacks on the women and children.

Read aloud or paraphrase the following:

The spires of Dyrvann Keep are greeted with cries of joy by the women of Huistral, a joy matched only by the relief in your hearts. A small company of horsemen ride out from the Keep to escort you and your charges the last mile or so to safety. Hurgennd Dyrvann, Lord of the Keep himself comes to thank you for your services, but only have he has dispatched a force of cavalry north to learn the fate of Lord Lovainne and the Huistral garrison.

It is to almost universal surprise that Lovainne and a score of the men of Huistral straggle wearily into the Keep the following morning, bloodied and battered. Lovainne's achievement at holding the hochebi long enough for the womenfolk to escape and still being home nigh half the garrison, is discussed in awed tones among the professional soldiers of the Keep (and recounted unnumbered times by Lord Lovainne himself).

There is little comfort though, for the families of the twenty men of Huistral whose ashes now mingle with those of their homes; or for Burval's widow who looks north in vain for her husband's return.

Treasure: For their valiant part in the Battle of Huistral, be it in the holding action in the village itself, or protecting the women and children, the PCs will earn the following rewards:

APL 2: Coin 200 gp;

APL 4: Coin 400 gp;

APL 6: Coin 600 gp;

APL 8: Coin 800 gp;

• **Favour of the House of Dyrvann:** For your part in the Battle of Huistral, the noble House of Dyrvann owes you a debt of gratitude. This may take the form of either (a): Free Adventurer's Standard Upkeep for any Onnwal Regional module for two years (i.e. 595 and 596 CY) or (b) One-time access to any one of the following items:

- ❖ *light fortification upgrade to any masterwork or magical armour*
- ❖ *defending upgrade to any masterwork or magical weapon*
- ❖ *wand of magic missile (3rd)*
- ❖ *amulet of natural armour +1*

Score through this favour once it is used.

C: If the PCs refused to help the villagers of Huistral or fled during the battle

In this case, either the refugees or Lovainne's men or both (depending on the PCs choices) are butchered by the hochebi. Unfortunately for the PCs, Lord Lovainne survives the battle to bring the tale of their infamy to the wider world.

Read aloud or paraphrase the following:

It is to almost universal surprise that Lovainne and a score of the men of Huistral straggle wearily into Dyrvann Keep, bloodied and battered. The women folk of the village are less lucky, having been ambushed on the road and either butchered or carried off by the hochebi. The story of your desertion spreads quickly and it is clear from the disgust and hatred in the hard eyes of the Dyrvann men that your presence is no longer welcome in their lands.

☛ **Disfavour of the House of Duyrvann:** For deserting your post in the Battle of Huistral, you have earned the enmity of the noble House of Duyrvann. All costs for goods and services in Onnwal regional modules are doubled until the PCs somehow make amends for their cowardice or 52 TU's have passed, whichever ever comes first. There may also be additional roleplaying consequences.

The End

Campaign Consequences

Did the women and children make it back to Duyrvann keep safely?

Did the PCs find the hochebi bodies under the houses?

Did any of the PCs die in this module?

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 2: The Journey to Aeldrave

Defeat the wolves

APL 2:	120 XP
APL 4:	180 XP
APL 6:	240 XP
APL 8:	300 XP

Encounter 4: Hochebi Scouts

Defeat the scouts

APL 2:	120 XP
APL 4:	180 XP
APL 6:	240 XP
APL 8:	300 XP

Encounter 5: Scouting the Warband

Defeat the hochebi

APL 2:	120 XP
APL 4:	180 XP
APL 6:	240 XP
APL 8:	300 XP

Encounter 7: The Battle of Huistral

Defeat the first wave of hochebi/bears

APL 2:	120 XP
APL 4:	180 XP
APL 6:	240 XP
APL 8:	300 XP

Defeat the hochebi wedge/scouts

APL 2:	120 XP
APL 4:	180 XP
APL 6:	240 XP
APL 8:	300 XP

Defeat the hochebi shaman and guards

APL 2:	120 XP
APL 4:	180 XP
APL 6:	240 XP
APL 8:	300 XP

Discretionary Role-playing Award

APL2	180 XP
APL4	270 XP
APL6	360 XP
APL8	450 XP

Total Possible Experience:

APL2	900 XP
APL4	1350 XP
APL6	1800 XP
APL8	2250 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 1: Meeting with Justrenn

All APLs: Coin: 4 gp

Encounter 3: The Deserted Village

All APLs: Loot: 9 gp

Encounter 4: Hochebi Scouts

APL 2: Loot: 81 gp; Magic: 9 x *potion of cure light wounds* (9 x 4 gp)

APL 4: Loot: 81 gp; Coin 2 gp; Magic: 9 x *potion of cure light wounds* (9 x 4 gp)

APL 6: Loot: 306 gp; Coin 2 gp; Magic: 9 x *potion of cure moderate wounds* (9 x 25 gp)

APL 8: Loot: 27 gp; Coin 2 gp; Magic: 9 x *+1 longbow* (9 x 197 gp); 9 x *potion of cure serious wounds* (9 x 62 gp)

Encounter 5: Scouting the Warband

APL 2: Loot: 90 gp; Magic: 8 x *potion of cure light wounds* (8 x 4 gp).

APL 4: Loot: 134 gp; Coin 2 gp; Magic: 9 x *potion of cure light wounds* (9 x 4 gp), *potion of barkskin +2* (25 gp)

APL 6: Loot: 350 gp; Coin 2 gp; Magic: 9 x *potion of cure moderate wounds* (9 x 25 gp), *potion of barkskin +2* (25 gp); *necklace of fireballs type I* (137 gp)

APL 8: Loot: 140 gp; Coin 3 gp; Magic: 12 x *potion of cure serious wounds* (12 x 62 gp), *potion of barkskin +2* (25 gp), 5 x *+1 longbow* (5 x 197 gp); 5 x *+1 longsword* (5 x 192 gp); *necklace of fireballs type II* (225 gp)

Conclusion

APL 2: Coin 400 gp;

APL 4: Coin 600 gp;

APL 6: Coin 800 gp;

APL 8: Coin 1000 gp;

Total Possible Treasure

APL 2: Loot: 180 gp; Coin: 204 gp; Magic: 68 gp - Total: 652 gp

APL 4: Loot: 224 gp; Coin: 608 gp; Magic: 97 gp - Total: 929 gp

APL 6: Loot: 665 gp; Coin: 808 gp; Magic: 612 gp - Total: 2085 gp

Cap: 1800 gp

APL 8: Loot: 176 gp; Coin: 1008 gp; Magic: 5270 gp - Total: 6454 gp

Cap: 2600 gp

Items for the Adventure Record

☛ **Favour of the House of Duyrvann:** For your part in the Battle of Huistral, the noble House of Duyrvann owes you a debt of gratitude. This may take the form of either (a): Free Adventurer's Standard Upkeep for any Onnwal Regional module for two years (i.e. 595 and 596 CY) or (b) One-time access to any one of the following items:

❖ *light fortification upgrade to any masterwork or magical armour*

❖ *defending upgrade to any masterwork or magical weapon*

❖ *wand of magic missile (3rd)*

❖ *amulet of natural armour +1*

Score through this favour once it is used.

☛ **Disfavour of the House of Duyrvann:** For deserting your post in the Battle of Huistral, you have earned the enmity of the noble House of Duyrvann. All costs for goods and services in Onnwal regional modules are doubled until the PCs somehow make amends for their cowardice or 52 TU's have passed, which ever comes first. There may also be additional roleplaying consequences.

Item Access

APL 6

necklace of fireballs type I (Adventure, CL 10th, DMG)

APL 8

necklace of fireballs type II (Adventure, CL 10th, DMG)

Appendix 1: APL 2

Encounter 4: Hochebi Scouts

Hochebi Archers: CR ½; Medium humanoid (6 ft. tall); HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +1; Atk +1 melee (1d6/19-20, short sword); +3 ranged (1d8/x3, longbow); Full Atk +1 melee (1d6/19-20, short sword); +3 ranged (1d8/x3, longbow); AL LE; SV Fort +3, Ref +2, Will +0. Str 11, Dex 14, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Alertness.

Possessions: Short sword, longbow, 20 arrows, studded leather armour, *potion of cure light wounds*.

Encounter 5: Scouting the Warband

Hochebi Footmen: CR ½; Medium humanoid (6 ft. tall); HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +1; Grp +3; Atks +4 melee (1d8+2/19-20, longsword); AL LE; SV Fort +3, Ref +1, Will +0. Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Weapon Focus (longsword).

Possessions: Chainmail, large steel shield, longsword, 2 gp each, *potion of cure light wounds*.

Hochebi Archers: CR ½; Medium humanoid (6 ft. tall); HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +1; Atk +1 melee (1d6/19-20, short sword); +3 ranged (1d8/x3, longbow); Full Atk +1 melee (1d6/19-20, short sword); +3 ranged (1d8/x3, longbow); AL LE; SV Fort +3, Ref +2, Will +0. Str 11, Dex 14, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Alertness.

Possessions: Short sword, longbow, studded leather armour, *potion of cure light wounds*.

Hochebi Adept, Adp1; CR ½; Medium Humanoid; HD 1d6+1; hp 7; Init +2; Spd 30ft; AC 12, flat-footed 10, touch 12; Base Atk +0; Grp +0; Atk +2 ranged (1d8/19-20, light crossbow); +0 melee (1d4/19-20, dagger); Full Atk +2 ranged (1d8/19-20, light crossbow); +0 melee (1d4/19-20, dagger); SQ: Darkvision; AL LE; SV Fort +1, Ref +2, Will +5; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 14.

Skills and Feats: Concentration +5, Heal +7, Move Silently +6, Spellcraft +5; Combat Casting.

Spells Prepared (3/2; base DC = 11 + spell level) 0 - *cure minor wounds, guidance, light*, 1st - *cure light wounds, sleep*.

Possessions: Dagger, light crossbow, 20 quarrels.

Encounter 7: The Battle of Huistral

Hochebi Footmen: CR ½; Medium humanoid (6 ft. tall); HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +1; Grp +3; Atks +4 melee (1d8+2/19-20, longsword); AL LE; SV Fort +3, Ref +1, Will +0. Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Weapon Focus (longsword).

Possessions: Chainmail, large steel shield, longsword, 2 gp each, *potion of cure light wounds*.

Hochebi Archers: CR ½; Medium humanoid (6 ft. tall); HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +1; Atk +1 melee (1d6/19-20, short sword); +3 ranged (1d8/x3, longbow); Full Atk +1 melee (1d6/19-20, short sword); +3 ranged (1d8/x3, longbow); AL LE; SV Fort +3, Ref +2, Will +0. Str 11, Dex 14, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Alertness.

Possessions: Short sword, longbow, studded leather armour, *potion of cure light wounds*.

Hochebi Adept, Adp1; CR ½; Medium Humanoid; HD 1d6+1; hp 7; Init +2; Spd 30ft; AC 12, flat-footed 10, touch 12; Base Atk +0; Grp +0; Atk +2 ranged (1d8/19-20, light crossbow); +0 melee (1d4/19-20, dagger); Full Atk +2 ranged (1d8/19-20, light crossbow); +0 melee (1d4/19-20, dagger); SQ: Darkvision; AL LE; SV Fort +1, Ref +2, Will +5; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 14.

Skills and Feats: Concentration +5, Heal +7, Move Silently +6, Spellcraft +5; Combat Casting.

Spells Prepared (3/2; base DC = 11 + spell level) 0 - *cure minor wounds, guidance, light*, 1st - *cure light wounds, sleep*.

Possessions: Dagger, light crossbow, 20 quarrels.

APL 4

Encounter 4: Hochebi Scouts

Hochebi Archer, Ftr1: CR 1; Medium humanoid; HD 1d10+1; hp 11; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +1; Atk +2 melee (1d8/19-20, longsword) or +4 ranged (1d8/x3, longbow); Full Atk +2 melee (1d8/19-20, longsword) or +4 ranged (1d8/x3, longbow); AL LE; SV Fort +6, Ref +2, Will +0. Str 11, Dex 14, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +4, Move Silently +4, Spot +4; Alertness, Point Blank Shot.

Possessions: Studded leather armour, longsword, longbow, 20 arrows, 2 gp, *potion of cure moderate wounds*.

Encounter 5: Scouting the Warband

Hochebi Footmen, Ftr1: CR 1, Medium humanoid (6 ft. tall); HD 1d10+1; hp 11; Init +5; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +1; Grp +4; Atks +5 melee (1d8+2/19-20, longsword); Full Aks +5 melee (1d8+2/19-20, longsword); AL LE; SV Fort +5, Ref +1, Will +0. Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +2, Move Silently +3, Spot +2; Improved Initiative, Weapon Focus (longsword).

Possessions: Banded mail, heavy steel shield, longsword, 2gp, *potion of cure moderate wounds*.

Hochebi Archer, Ftr1: CR 1; Medium humanoid; HD 1d10+1; hp 11; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +1; Atk +2 melee (1d8/19-20, longsword) or +4 ranged (1d8/x3, longbow); Full Atk +2 melee (1d8/19-20, longsword) or +4 ranged (1d8/x3, longbow); AL LE; SV Fort +6, Ref +2, Will +0. Str 11, Dex 14, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +2, Move Silently +4, Spot +2; Precise Shot, Point Blank Shot.

Possessions: Studded leather armour, longsword, longbow, 20 arrows, 2 gp, *potion of cure moderate wounds*.

Lagurek, hochebi Clr1 - Maglubiyet; medium humanoid; HD 1d8+1; hp 9; Init +2; Spd 30ft; AC 17, flat-footed 15, touch 12; Base Atk +0; Grp +4; Atk +4 melee (1d6+4, light mace); +2 ranged (1d8/19-20, light crossbow); SQ: Darkvision; AL LE; SV Fort +3, Ref +2, Will +5; Str 18, Dex 14, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +5, Heal +7, Move Silently +6; Combat Casting.

Spells Prepared (3/2; base DC = 11 + spell level): 0 - *inflict minor wounds, resistance, virtue*, 1st - *bless, cure light wounds, protection from good*.*

*denotes domain spell; *Domains:* Evil (Evil spells cast and +1 Lvl); Destruction (use smite power 1/day).

Possessions: Light mace, light crossbow, chain mail, 20 bolts, *potion of cure moderate wounds*.

Encounter 7: The Battle of Huistral

Hochebi Footmen, Ftr1: CR 1, Medium humanoid (6 ft. tall); HD 1d10+1; hp 11; Init +5; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +1; Grp +4; Atks +5 melee (1d8+2/19-20, longsword); Full Aks +5 melee (1d8+2/19-20, longsword); AL LE; SV Fort +5, Ref +1, Will +0. Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +2, Move Silently +3, Spot +2; Improved Initiative, Weapon Focus (longsword).

Possessions: Banded mail, heavy steel shield, longsword, 2gp, *potion of cure moderate wounds*.

Hochebi Archer, Ftr1: CR 1; Medium humanoid; HD 1d10+1; hp 11; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +1; Atk +2 melee (1d8/19-20, longsword) or +4 ranged (1d8/x3, longbow); Full Atk +2 melee (1d8/19-20, longsword) or +4 ranged (1d8/x3, longbow); AL LE; SV Fort +6, Ref +2, Will +0. Str 11, Dex 14, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +4, Move Silently +4, Spot +4; Alertness, Point Blank Shot.

Possessions: Studded leather armour, longsword, longbow, 20 arrows, 2 gp, *potion of cure moderate wounds*.

Tulrek, hochebi Clr1 - Maglubiyet; medium humanoid; HD 1d8+1; hp 9; Init +2; Spd 30ft; AC 17, flat-footed 15, touch 12; Base Atk +0; Grp +4; Atk +4 melee (1d6+4, light mace); +2 ranged (1d8/19-20, light crossbow); SQ: Darkvision; AL LE; SV Fort +3, Ref +2, Will +5; Str 18, Dex 14, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +5, Heal +7, Move Silently +6; Combat Casting.

Spells Prepared (3/2; base DC = 11 + spell level): 0 - *inflict minor wounds, resistance, virtue*, 1st - *bless, cure light wounds, protection from good*.*

*denotes domain spell; *Domains:* Evil (Evil spells cast and +1 Lvl); Destruction (use smite power 1/day).

Possessions: Light mace, light crossbow, chain mail, 20 bolts, *potion of cure moderate wounds*.

APL 6

Encounter 4: Hochebi Scouts

Hochebi Archer, Ftr2: CR 2; Medium humanoid; HD 2d10+2; hp 18; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +2; Atks +3 melee (1d8/19-20, longsword) or +6 ranged (1d8/x3, mw longbow); Full Atk +3 melee (1d8/19-20, longsword) or +6 ranged (1d8/x3, mw longbow) or +4/+4 ranged (1d8/x3, longbow); AL LE; SV Fort +6, Ref +2, Will +0. Str 11, Dex 14, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +4, Move Silently +4, Spot +4; Alertness, Point Blank Shot, Rapid Shot.

Possessions: Studded leather, longsword, masterwork longbow, 20 arrows, 2 gp, *potion of cure moderate wounds*.

Encounter 5: Scouting the Warband

Hochebi Footmen, Ftr2: CR 2, Medium humanoid; HD 2d10+2; hp 18; Init +5; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +2; Grp +4; Atk +6 melee (1d8+2/19-20, mw longsword); Full Atk +6 melee (1d8+2/19-20, mw longsword); AL LE; SV Fort +6, Ref +1, Will +0; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +2, Move Silently +4, Spot +2; Dodge, Improved Initiative, Weapon Focus (longsword)

Possessions: Banded mail, large steel shield, masterwork longsword, 2 gp, *potion of cure moderate wounds*.

Hochebi Archer, Ftr2: CR 2; Medium humanoid; HD 2d10+2; hp 18; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +2; Atks +3 melee (1d8/19-20, longsword) or +6 ranged (1d8/x3, mw longbow); Full Atk +3 melee (1d8/19-20, longsword) or +6 ranged (1d8/x3, mw longbow) or +4/+4 ranged (1d8/x3, longbow); AL LE; SV Fort +6, Ref +2, Will +0. Str 11, Dex 14, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +4, Move Silently +4, Spot +4; Alertness, Point Blank Shot, Rapid Shot.

Possessions: Studded leather, longsword, masterwork longbow, 20 arrows, 2 gp, *potion of cure moderate wounds*.

Lagurek, hochebi Clr2 - Maglubiyet; medium humanoid; HD 2d8+2; hp 15; Init +2; Spd 30 ft.; AC 17, flat-footed 15, touch 12; Base Atk +1; Grp +5; Atk +5

melee (1d6+4, light mace); +3 ranged (1d8/19-20, light crossbow); SQ: Darkvision; AL LE; SV Fort +4, Ref +2, Will +6; Str 18, Dex 14, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +6, Heal +8, Move Silently +7; Combat Casting.

Spells Prepared (4/3+1; base DC = 11 + spell level): 0 – *guidance, resistance, virtue*, 1st - *bless, cure light wounds, protection from good*shield of faith*.

*denotes domain spell; *Domains:* Evil (Evil spells cast and +1 Lvl); Destruction (use smite power 1/day).

Possessions: Light mace, light crossbow, chain mail, 20 bolts, *potion of cure moderate wounds*, *necklace of fireballs, type I*.

Encounter 7: The Battle of Huistral

Hochebi Footmen, Ftr2: CR 2, Medium humanoid; HD 2d10+2; hp 18; Init +5; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +2; Grp +4; Atk +6 melee (1d8+2/19-20, mw longsword); Full Atk +6 melee (1d8+2/19-20, mw longsword); AL LE; SV Fort +6, Ref +1, Will +0; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +2, Move Silently +4, Spot +2; Dodge, Improved Initiative, Weapon Focus (longsword)

Possessions: Banded mail, large steel shield, masterwork longsword, 2 gp, *potion of cure moderate wounds*.

Hochebi Archer, Ftr2: CR 2; Medium humanoid; HD 2d10+2; hp 18; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +2; Atks +3 melee (1d8/19-20, longsword) or +6 ranged (1d8/x3, mw longbow); Full Atk +3 melee (1d8/19-20, longsword) or +6 ranged (1d8/x3, mw longbow) or +4/+4 ranged (1d8/x3, longbow); AL LE; SV Fort +6, Ref +2, Will +0. Str 11, Dex 14, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +4, Move Silently +4, Spot +4; Alertness, Point Blank Shot, Rapid Shot.

Possessions: Studded leather, longsword, masterwork longbow, 20 arrows, 2 gp, *potion of cure moderate wounds*.

Tulrek, hochebi Clr2 - Maglubiyet; medium humanoid; HD 2d8+2; hp 15; Init +2; Spd 30 ft.; AC 17, flat-footed 15, touch 12; Base Atk +1; Grp +5; Atk +5 melee (1d6+4, light mace); +3 ranged (1d8/19-20, light crossbow); SQ: Darkvision; AL LE; SV Fort +4, Ref +2, Will +6; Str 18, Dex 14, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +6, Heal +8, Move Silently +7; Combat Casting.

Spells Prepared (4/3+1; base DC = 11 + spell level):
0 – *guidance, resistance, virtue*, 1st - *bles*, *cure light wounds, protection from good** *shield of faith*.

* denotes domain spell; *Domains*: Evil (Evil spells cast and +1 Lvl); Destruction (use smite power 1/day).

Possessions. Light mace, light crossbow, chain mail, 20 bolts, *poti*on of *cure moderate wounds*.

APL 8

Encounter 4: Hochebi Scouts

Hochebi Archer, Ftr3: CR 3; Medium humanoid; HD 3d10+3; hp 22; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +3; Grp +3; Atk +4 melee (1d8/19-20, longsword) or +8 ranged (1d8+1/x3, *+1 longbow*); Full Atk +4 melee (1d8/19-20, longsword) or +8 ranged (1d8+1/x3, *+1 longbow*) or +4/+4 ranged (1d8+1/x3, *+1 longbow*); AL LE; SV Fort +6, Ref +3, Will +1. Str 11, Dex 16, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Jump +2, Listen +4, Move Silently +4, Spot +4; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

Possessions: Studded leather, longsword, *+1 longbow*, 20 arrows, 2 gp, *potion of cure serious wounds*.

Encounter 5: Scouting the Warband

Hochebi Footmen, Ftr3: CR 3, Medium humanoid; HD 3d10+6; hp 25; Init +5; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +3; Grp +5; Atk +7 melee (1d8+3/19-20, *+1 longsword*) Full Atk +7 melee (1d8+3/19-20, *+1 longsword*); AL LE; SV Fort +6, Ref +2, Will +1. Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +3, Listen +2, Move Silently +4, Spot +2; Dodge, Mobility, Improved Initiative, Weapon Focus (longsword)

Possessions: Banded mail, large steel shield, *+1 longsword*, 2gp, *potion of cure serious wounds*.

Hochebi Archer, Ftr3: CR 3; Medium humanoid; HD 3d10+3; hp 22; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +3; Grp +3; Atk +4 melee (1d8/19-20, longsword) or +8 ranged (1d8+1/x3, *+1 longbow*); Full Atk +4 melee (1d8/19-20, longsword) or +8 ranged (1d8+1/x3, *+1 longbow*) or +4/+4 ranged (1d8+1/x3, *+1 longbow*); AL LE; SV Fort +6, Ref +3, Will +1. Str 11, Dex 16, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Jump +2, Listen +4, Move Silently +4, Spot +4; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

Possessions: Studded leather, longsword, *+1 longbow*, 20 arrows, 2 gp, *potion of cure serious wounds*.

Lagurek, hochebi Clr3 - Maglubiyet; Medium Humanoid; HD 3d8+3; hp 21; Init +7; Spd 30 ft; AC 18, flat-footed 15, touch 13; Base Atk +2; Grp +8; Atk +8 melee (1d6+4, light mace) or +6 ranged (1d6+4, throwing axe) or +6 ranged (1d8, light crossbow); SQ: Darkvision; AL LE; SV Fort +4, Ref +4, Will +6; Str 18, Dex 16, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +7, Heal +9, Move Silently +7; Combat Casting, Improved Initiative.

Spells Prepared (Clr 4/3/2; base DC = 13 + spell level): 0 - *cure minor wounds, guidance, resistance, virtue*, 1st - *cure light wounds, protection from good*, magic weapon, shield of faith*; 2nd - *bull's strength, desecrate*, silence*.

* denotes domain spell; *Domains:* Evil (Evil spells cast and +1 Lvl); Destruction (use smite power 1/day).

Possessions: Light crossbow, throwing axe x 2, light mace, holy symbol, chainmail, *potion of cure serious wounds*, *necklace of fireballs, type II*

Encounter 7: The Battle of Huistral

Hochebi Footmen, Ftr3: CR 3, Medium humanoid; HD 3d10+6; hp 25; Init +5; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +3; Grp +5; Atk +7 melee (1d8+3/19-20, *+1 longsword*) Full Atk +7 melee (1d8+3/19-20, *+1 longsword*); AL LE; SV Fort +6, Ref +2, Will +1. Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +3, Listen +2, Move Silently +4, Spot +2; Dodge, Mobility, Improved Initiative, Weapon Focus (longsword)

Possessions: Banded mail, large steel shield, *+1 longsword*, 2gp, *potion of cure serious wounds*.

Hochebi Archer, Ftr3: CR 3; Medium humanoid; HD 3d10+3; hp 22; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +3; Grp +3; Atk +4 melee (1d8/19-20, longsword) or +8 ranged (1d8+1/x3, *+1 longbow*); Full Atk +4 melee (1d8/19-20, longsword) or +8 ranged (1d8+1/x3, *+1 longbow*) or +4/+4 ranged (1d8+1/x3, *+1 longbow*); AL LE; SV Fort +6, Ref +3, Will +1. Str 11, Dex 16, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Jump +2, Listen +4, Move Silently +4, Spot +4; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

Possessions: Studded leather, longsword, +1 longbow, 20 arrows, 2 gp, *potion of cure serious wounds*.

Tulrek, hochebi Clr3 - Maglubiyet; Medium Humanoid; HD 3d8+3; hp 21; Init +7; Spd 30 ft; AC 18, flat-footed 15, touch 13; Base Atk +2; Grp +8; Atk +8 melee (1d6+4, light mace) or +6 ranged (1d6+4, throwing axe) or +6 ranged (1d8, light crossbow); SQ: Darkvision; AL LE; SV Fort +4, Ref +4, Will +6; Str 18, Dex 16, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +7, Heal +9, Move Silently +7; Combat Casting, Improved Initiative.

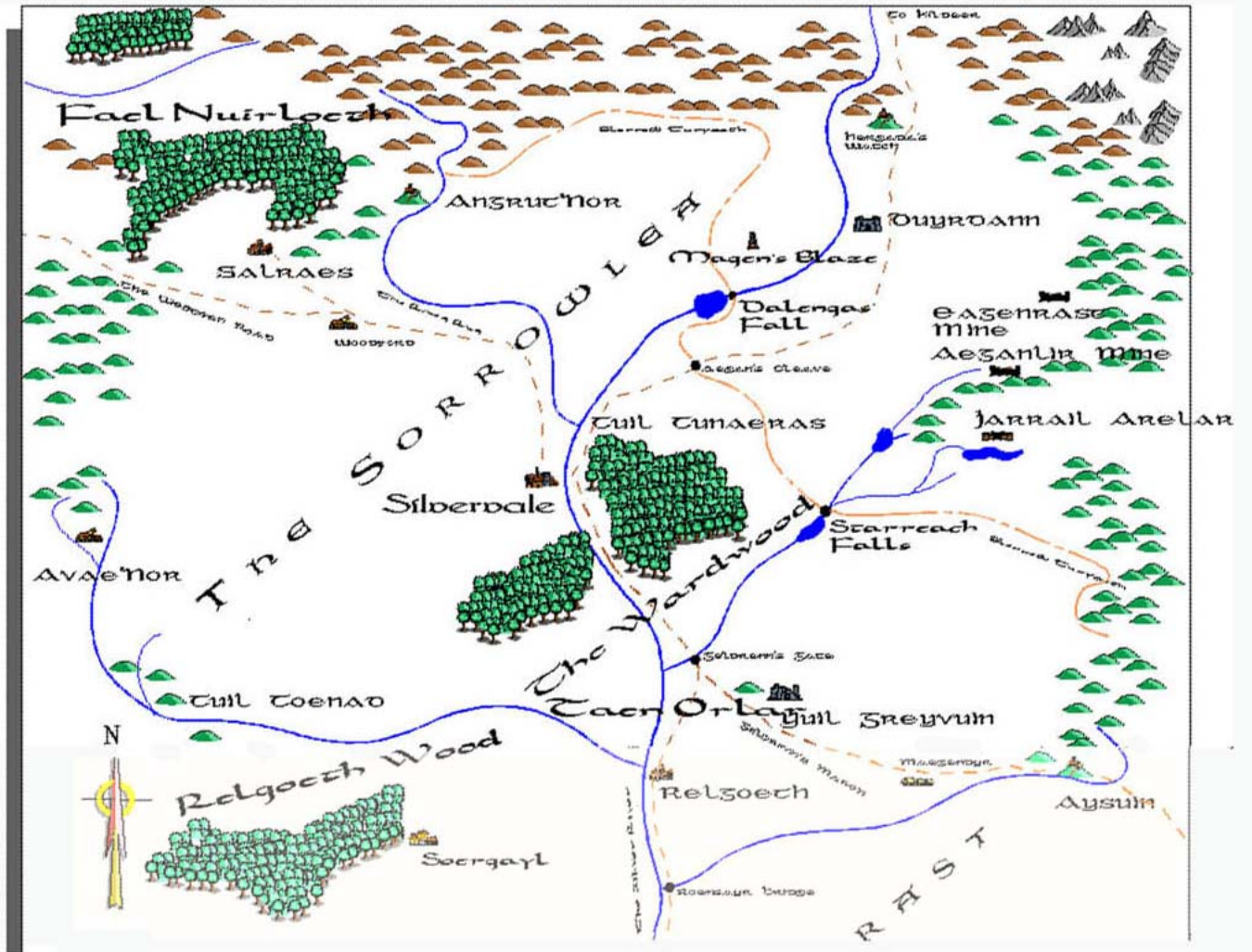
Spells Prepared (Clr 4/3/2; base DC = 13 + spell level): 0 - *cure minor wounds*, *guidance*, *resistance*, *virtue*, 1st - *cure light wounds*, *protection from good**, *magic weapon*, *shield of faith*; 2nd - *bull's strength*, *desecrate**, *silence*.

* denotes domain spell; *Domains:* Evil (Evil spells cast and +1 Lvl); Destruction (use smite power 1/day).

Possessions: Light crossbow, throwing axe x 2, light mace, holy symbol, chainmail *potion of cure serious wounds*.

Appendix 2 Maps

Players Handout 1: The Silvervale



(Map by Des Barry)

Player's Handout 2: The Duyrvann Lands



(Map by Des Barry, Michael Cooney and Paul Looby)