

FUR4-02

# Death of a Knight

A One-Round D&D LIVING GREYHAWK<sup>®</sup>  
Furyondy Regional Adventure

Version 1

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It all starts when a bad thunderstorm traps you and your companions in a nearby inn out in the middle of nowhere. After you leave the Inn, you find out that more things are happening locally than was originally thought. Now, can you find out the cause of the problems here in this pleasant little countryside, or will you also disappear? An adventure designed for characters level 1-13 (APL 2 to 12).

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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 four-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.

### 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 three 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.

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, 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 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.

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	

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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

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 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 1<sup>st</sup>-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1<sup>st</sup>-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. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). 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 Furyondy. Characters native to Furyondy pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

## Adventure Background

Rumors of a “Black Knight” began to circulate around Furyondy at the beginning of CY592 during FUR2-01 Common Defense. At that time, the black knight was still gaining power and recruiting a following. He watched over the creation of the shield in Chendl and arranged for some adjustments to the components used, such that the end result (as seen in FUR3-06 Eclipse) was not what the Council of Four expected. PCs had their first glimpse of the knight in FUR3-06 Eclipse but had no opportunity to interact with him.

As time progressed, the black knight began to challenge knights, paladins and others who would not join his cause. The slaughter began. At this point, the knight is weakening the country for his own purposes and is doing so by targeting its strength – the knights and their supporters. Prior to the beginning of the current module, the black knight met up with Sir Hartere Le Boeuf. Players may remember Sir Hartere as he appears in FUR1-06 Bring on the Knight and FUR2-01 Common Defense. Sir Hartere wears signature black armor as well, and has been referred to as the Black Knight himself. Another is now laying claim to that title. The Black Knight challenged Sir Hartere when he refused to give up his quest and support his political movement. Sir Hartere was subsequently slain and his head mounted in town as a warning to the commoners not to challenge the Black Knight.

The town where this occurs has been experiencing other difficulties as well. Lately many travelers have been slain by some humanoids who moved into the area. The villagers were initially unaware and unconcerned but a few days before the PCs arrive one of their own is taken. Angela is a seven year old little girl who has found out that she can cast a couple of sorcerer spells. She has been out practicing the past few weeks even though she knows that there is trouble in the area. Like most young children, she does not realize the danger. Everyone is her friend. She wasn't really taken away. She was coaxed away by a barghest that played 'tag' with her. This is the point when the PCs will join the story. They stumble into town following a storm and discover the remains of Sir Hartere. They will also learn that he was preparing to find Angela, and will be asked to take up his quest.

## Adventure Summary

FUR4-02 Black Knight is a low to high level module set in the kingdom of Furyondy. Primarily the action occurs in the Barony of Littleberg. For purposes of NPC spell casters, PCs are within easy travel of the city of Littleberg (caster level seventh and below; see the Furyondy Meta Campaign Handbook for specific deities). If they desire

higher-level spells, each individual journeying to Chendl for spells will need to pay an additional TU.

**Encounter One:** PC's are traveling together in the same direction after a local thunderstorm drove them into a local inn for the evening. They come across a slaughtered horse and owner of said horse (Sir Hartere Le Boeuf). Searching the area, they find some dead Bugbears that have been drug into the forest and stripped of their belongings.

**Encounter Two:** When the PC's continue on, roughly an hour later they come across a small village not listed on any map. If the PC's tell the village about Sir Hartere, or if the villagers see the body, they will inform the PC's that he was on a mission to find a local girl who has gone missing, but he was slain by a Black Armored man.

**Encounter Three:** If the PC's go searching for the girl (picking up the quest that Sir Hartere started), they will come across a hunting party of whatever stole the young girl. Combat will ensue.

**Encounter Four:** The PC's can either use a captured enemy to take them back to the lair (possibly gives them a map of the encampment) or track them back to their lair. The lair is some caves in the forest under a mound of dirt. If the PC's have captured one of them, they may have a distinct advantage upon the siege of the mound.

**Encounter Five:** The PC's storm the mound. Once the siege starts, the PC's will have a specified time limit (number of rounds) to find the girl and rescue her or the creatures will kill her and then they will withdraw and collapse the entrance archway.

## Introduction

This module takes place in the spring. It has been storming (thunder, lightning, & sleet) for the last several days. Even if the PC's can cast spells like control weather, the weather only changes for a very limited time. It will change back to the stormy weather later. The reason why is beyond the scope of this module. PCs who refuse to go into the inn or seek some sort of shelter can be encouraged to do so by successively closer lightning strikes. These lightning bolts are for effect only and deal no actual damage.

*It has been raining for the last five days. You've all been resting in a local inn called The Hopeless Cause. You are the only people within the Inn as no newcomers have arrived since the storms drove you here.*

Give the PC's a chance to introduce themselves to each other and adjust spell selection as necessary.

At present, due to the poor weather, the only individuals in the inn are the PCs and the inn staff. There are two cooks, who remain in back, as well as a stableboy, Wyndel.

- The owner of the inn, **Argon Le'Rouge** (hm Rog1/Brd4), is a former Shield Lands merchant who moved to Furyondy during the war. Argon is known for his scathing wit and tends not to perform without a large audience.
- **Serina** and **Ryneda** (hf Com1) are the serving girls. Both are a bit bored as there have been fewer travelers through lately. Serina is the elder of the two, who are sisters. She can put on airs at times and tends to be bossy towards her sibling. Ryneda is friendlier and more down to earth than her sister. She is more likely to take the time and chat with the adventurers.

*While waiting for the weather to subside, you have all decided to continue on together towards the north. After all, safety in numbers is always a good thing, especially with the rumors you have heard about this area.*

The PC's will likely want to know what rumors they have heard about this area. Give them a Gather Information check. Information will be as follows based upon the DC they make.

- DC 15: Travelers have been disappearing on occasion in the area, and no one knows why.
- DC 20: There have been signs of bugbears in the area. No one has seen any of them though.
- DC 25: Prominent people have been found slain. Who killed them is a complete mystery. The first was an elf druid named Randall, and the second is a human ranger who went by the name of Fuad.
- DC 30: Someone is killing local heroes one by one. Multiple Paladins and Knights have been found slain. Weapon used is a battleaxe.

Give the PC's a chance to exchange this knowledge with each other before moving on to the next morning, and the actual start of the adventure.

## Encounter One

The PC's find Sir Hartere Le Boeuf and his mount, both of whom are dead, having been slain by the Black Knight (who took his head as proof). While looking about the area, they are ambushed by some Bugbears. The bugbears are in the area checking on why their goblinoids have not returned yet from their scouting mission. Afterwards, the

PC's can search and found out a bit about how Sir Hartere died.

*Morning dawns with a bright and cloudless sky. There is no sign of the storm from the previous days. However, there is a thick fog that seems to have settled in the forest. Lucky for you the road is mostly clear.*

*Roughly two hours later, you come across a rotting corpse. The body has yet to begin to decompose, but is already covered in flies. Moving closer, you realize that the head is missing from the corpse. As you approach, you notice other bodies around the copse, scattered as if they had fallen in battle.*

Allow the PC's to look around at this point. The bodies of the bugbears are lying just off the road near a forested area (note the orcs' encampment is located farther into the wooded area). The opponents are laying as though fallen in battle and should be described this way to the PCs. This should be presented as necessary to assist in the Search, rather than the precursor to a combat, since this is an ambush. Either the Bugbears had a scout on the road the PC's were heading up, or they heard the PC's. Being scavengers, they figured they could get the drop on the PC's while the PCs were busy investigating the bodies. The Bugbear's are covered in blood from messing with the dead knight. Give the PCs a Spot check (DC20) to notice that the bugbears are still alive before they get too close.

### APL 2 (EL 4)

☛ Bugbears (2), hp 16, see *Monster Manual*.

### APL 4 (EL 6)

☛ Bugbear Leader, hp 27, see Appendix.

☛ Bugbear Warriors (2), hp 23, see Appendix.

### APL 6 (EL 8)

☛ Bugbear Leader, hp 33, see Appendix.

☛ Bugbear Warriors (3), hp 28, see Appendix.

### APL 8 (EL 10)

☛ Bugbear Leader, hp 33, see Appendix.

☛ Bugbear Warriors (7), hp 28, see Appendix.

### APL 10 (EL 12)

☛ Bugbear Leader, hp 65, see Appendix.

☛ Bugbear Warriors (3), hp 59, see Appendix.

### APL 12 (EL 14)

☛ Bugbear Leader, hp 65, see Appendix.

🐉 **Bugbear Warriors** (7), hp 59, see Appendix.

**Tactics:** The Bugbears are lying in wait for the PC's. They will either wait until one of the PC's step between two of them (thus providing flanking bonuses) or when one of them is turned over. During the surprise round, they will not stand, choosing rather to catch the PC's off-guard and attacking from prone. After that, they stand up, and try to take one PC at a time.

At higher APLs, the Bugbear's will use their rogue abilities to constantly flank to get sneak attack.

**Development:** Following the battle, it will be possible for the PCs to find out quite a lot about what is going on in the area. PCs who succeed at a Knowledge – Nobility and Royalty check (DC 20) recognize the crest worn by the figure as belonging to the de Boeuf family.

Search:

- DC 15: Notice the remains of other goblinoids in the woods.
- DC 20: The battle happened in the woods. There are broken branches and all the goblinoid bodies are in the woods. Blood is scattered about the woods.

Heal:

- DC 20: The man was killed by a battleaxe.
- DC 25: He was slain by a single stroke of the blade.
- DC 20: The goblinoids were slain by a large sword, likely a bastard sword, such as that wielded by one of the bugbears.

Survival (with Track only):

- DC 15: The body was not dragged out into the trail. He was slain on the trail.
- DC 20: He was surprised. He appears to have not even put up a fight. (His sword is wielded by one of the Bugbears).
- DC 30: It was a single medium-sized humanoid that killed him. He rode away on a Heavy Warhorse that was heavily loaded down.

If the PC's wish to Track the Bugbears and the goblinoids back to their lair, the DC is 35. Skip to Encounter Three, as they encounter the 'trap' area on the way to the lair.

## Encounter Two: Hamlet

When the PC's continue on, roughly an hour later they come across a small hamlet. If the PC's tell the village about Sir Hartere, or if the villagers see the body, they will inform the PC's that he was on a mission to find a local girl who has gone missing, but was slain by a Black Armored man.

*After another hour on the road, you come to a tiny hamlet. It is a very small place. Most of the homes seem quite new. It also appears completely deserted. In the center of town stands a pike. Upon the pike is a head. The head is that of a young man who was likely quite attractive when alive, but now has an expression of shock on his face. Dark black hair moves in the wind and his brown eyes are wide open.*

The town is not deserted. But when the villagers heard the approaching PC's, they vanished into the woods or into their thatch homes. They are afraid that the Black Knight has returned again. The head on the pike is that of Sir Hartere Le Boeuf. PCs who have played *FUR1-08 Bring on the Knight* or *FUR2-01 Common Defense* may recognize him (Intelligence check DC 10) or PCs may make a successful Knowledge – Nobility and Royalty (DC 25) to recognize his features. Give PCs a +5 circumstance bonus if they recognized his coat of arms earlier.

Give the PC's a Spot check (DC 10+APL) to notice one or more of the villagers peaking out of their homes to get a look at who is here. If the PC's appear peaceful (e.g. approach open handed, wear any Holy symbols the villagers may recognize as being a goodly god, make a Diplomacy check (DC 10), or if they do anything else you deem reasonable), then the villagers will eventually come out of hiding.

**Creatures:** There are several individuals the PCs may approach. Some of the more notable village NPCs are outlined below.

🐉 **Fhorgeir:** Male Human Adp5, 5'8".

Fhorgeir is the village's current religious leader. He runs his own farm, but he also holds service for Rao every week. He was just the head priest's assistant up until three weeks ago when the priest's body was found torn apart just outside of town. He is a kindly man who offers help to anyone in need with no thought to the cost to himself. He will offer healing to anyone who appears to need it. Fhorgeir is also the unofficial village leader.

🐉 **Helgi:** Male Human War1/Com3, 6'4".

Helgi is Angela's father. He has been in several border skirmishes and has scars all over his body, including his face. His left eye has been sliced, and does not look in the same direction as his other eye. He speaks with a really gruff voice, one that is more akin to dwarves. He is a man of little words. He rarely smiles, saving them almost solely for his daughter. He will offer to accompany the PC's if they say they are going to try and rescue Angela.

🐉 **Ismail:** Male Human Com5, 5'9"

Ismail is the proprietor of the local inn. In reality, he rents rooms out of his own home. It is a one-story affair, with a large living room that he uses as a common room as well as a town meeting area when needed, and the church on Sunday. He is also the town blacksmith, though his smithy gets little use.

**☞ Zumurrud:** Female Human Exp3, 5'6"

Zumurrud is Angela's mother. She is a very kind woman with a ready smile for everyone she meets. She is often found humming to herself. She is a seamstress. She often will go into vapors if anyone even mentions anything bad happening to anyone in front of her. She feels her daughter being gone is her fault because she should've been paying closer attention to her daughter.

As a guide, below are some questions the PC's may have and the likely responses from the villagers:

**Where are we?** This is our new home. We call it Pilus.

**How long have you lived here?** Since shortly before the spring thaw.

**Why were you all hiding?** The Black Knight was recently through here. He took anything of value from us. He has also slain Sir Hartere, a kindly man of virtue. He showed us Sir Hartere's head to prove it.

**Who is the Black Knight?** We do not know. He never gave us a name. He was wearing an armor that was pitch black with a billowing cloak. We could not even see his face, as he wore a full-face helm. He also rode a steed of sheerest black and carried an axe of some kind.

**Was there nothing distinctive about him?** Well, I think I saw a spot of red over his chest – some kind of coat of arms, maybe? You know, like the nobles wear.

**Have you ever seen the Black Knight before?** No, this is the first we've seen him. We heard rumors from neighboring villages of seeing him ride through there but this is the first we had seen of him.

**What was Sir Hartere doing here?** He was following up on some recent disappearances in the area. He promised to find one of the Helgi's young daughters, Angela.

**What disappearances?** Many people have been disappearing in the surrounding area for the past month. Some rangers & druids have disappeared. Most people thought that they just became secluded or some such. We were unaffected up until a month ago.

**What happened to your daughter? (Angela)** She was taken two days ago when she was outside playing in the forest. Can you find her? She has only seen six summers.

**Who took her?** We are not certain but we think it may be some kind of orcs or goblins or bugbears. At least, that's what Sir Hartere said when he was heading out after them.

**Development:** The villagers will do all they can to enlist the PCs aid in finding the missing child. PCs may choose not to do so, in which case they will run across the barghest in encounter three by accident, and that will conclude the module for them.

## Encounter Three:

If the PC's go searching for the girl (picking up the quest that Sir Hartere started), they will come across a hunting party of Barghest's. If they decline the townsfolk's request, they will run across the creature(s) by chance. Either way, combat will ensue.

The following text assumes they are searching around the area of the farmhouse for clues to Angela's disappearance. If the PC's came here directly from Encounter One, skip past this boxed text.

**Searching around the trees near Angela's home for traces of Angela, you see some faint traces that lead into the forest. It seems that there was no struggle here.**

The PCs should be able to follow the tracks into the forest (Survival DC 10). If any of the PC's can Track, a Survival check (DC 30) will provide them with the following additional information: It appears that Angela's tracks are following a four-legged creature into a small glade. Here, some bugbears attacked Angela, made sure they were not being followed, bound the girl, and altered course. They also took time to cover their trail from that point on, so it would be harder to track them.

If any of the PC's can Track, another Survival check (DC 30) will allow them to notice that there has been recent travel over the same set of tracks. If this is noticed and shared with the party, give them a Spot check with a +5 circumstance bonus to notice the ambush, as they are aware that their may still be people here.

**You have been traveling for about an hour when you come across a small clearing in the woods. It seems to be a circular clearing, with a 20' circumference.**

Give the PC's a Spot check, opposed by the barghest's Hide to notice the creatures hiding up in the trees.

Assume the barghests take 10 on their check. They are lookouts and guards. Remember to modify the PC's Spot check by +5 if they made the second Survival check (DC 30) above.

Once the PC's enter the clearing, read or paraphrase the following.

*As you enter the glade where the creatures stopped, you notice some signs that show that this place is frequently used as a meeting point. Hearing a sound, you instinctively look up and see....*

The creatures wait until they see someone entering the clearing. They will attack anyone NOT wearing obvious armor first as that is what they were instructed to do. Any PC who does not notice them is surprised, and cannot act during the surprise round.

#### APL 2 (EL 4)

➤ Barghest, hp 33, see Monster Manual.

#### APL 4 (EL 6)

➤ Barghest (2), hp 33, see Monster Manual.

#### APL 6 (EL 8)

➤ Elite Greater Barghest, hp 76, see Appendix.

➤ Barghest (2), hp 33, see Monster Manual.

#### APL 8 (EL 11)

➤ Elite Greater Barghest, Advanced, hp 221, see Appendix.

➤ Barghest (4), hp 33, see Monster Manual.

#### APL 10 (EL 12)

➤ Elite Greater Barghest, Advanced, hp 221, see Appendix.

➤ Elite Greater Barghest (2), hp 76, see Appendix.

➤ Barghest (4), hp 33, see Monster Manual.

#### APL 12 (EL 14)

➤ Elite Greater Barghest, Advanced (2), hp 221, see Appendix.

➤ Elite Greater Barghest (4), hp 76, see Appendix.

➤ Barghest (4), hp 33, see Monster Manual.

**Treasure:** The lead barghest is wearing a circlet of persuasion.

## Encounter Four:

The PC's can either use a captured enemy to take them back to the lair or track them back to their lair (Survival DC 10 or Search DC 13 to find the trail). Remember that

PCs are allowed to take 10 on this check so there is no reason they cannot eventually find the trail.

PCs who capture one of the enemies and succeed at an Intimidate DC 25 or Diplomacy DC 30 and agree to free the enemy can obtain a map from them. PCs who attempt Intimidate first will not be able to succeed at Diplomacy. PCs who attempt Diplomacy first have a -5 penalty on their check, as they are seen as weak. PCs may assist each other on this check but receive only one check for the group. Note the enemy will draw this map - it is not currently on their body. The lair is some caves in the forest under a mound of dirt. If the PC's have advance information, they may have a distinct advantage upon the siege of the mound.

*After traveling for three hours, the forest begins to thin. The forest here is very quiet. Pausing for just a moment, each of you notice just how quiet this part of the forest really is. There is not even the movement of birds or squirrels here. It is as if something has wiped out all animal life in this part of the woods.*

Pause for a moment here to see if the PC's do anything. Let them do anything they desire at this point, including casting any prep spells. The forest is so quiet because the barghests, bugbears, and their minions patrol and hunt this area quite heavily. PCs who obtained a map from the creatures through Intimidation or Diplomacy should recognize that this is near the area of the mound.

## Encounter Five:

The PC's storm the mound. Once the siege starts, the PC's will have fifteen rounds to find the girl and rescue her or the creatures will kill her and attempt to withdraw and collapse the entrance. If they are unable to withdraw, guards at one of the entrance archways will collapse it and leave their 'comrades' to die at the hands of the PC's. They have several archways rigged to collapse in case of problems like the ones the PC's bring.

The orcs and barghests have guards set up around the entranceway to spot anyone or anything coming near the cave mouth. However, they are not being very observant, as they have not had any problems in several weeks now. Allow the guards a Spot check (opposed by the PC's Hide), with a -5 circumstance penalty for not paying attention. Note that if the PCs approach noisily and openly, making no attempt at all to Hide, the guards are given a Listen and Spot check (DC 15) to notice the PCs. Also note that if the PC's wait until after sunup the next morning, the guards will be more aware of the surrounding countryside because the enemy the PC's encountered in Encounter Three have not returned yet.



Refer to the Appendix for the map of the area. Refer to tactics section for setup information and timeline of what the enemy is doing at any given time during the day in order to answer PC questions and properly set the stage based on the time the PCs reach the mound. The cave entrance on the left is 45' above the ground, with a length of 70' to climb on a 30-degree angle to get to the entrance. The cave entrance on the right is 60' above the ground, with a length of 115' to climb on a 30-degree angle to get to the entrance. Each contour line is roughly 15' high.

If the guards spot the PC's, decide, based on their intelligence, how they would react. For example, if they see a single person with weapons, the guards may try and be sneaky and kill the 'scout' on their own. If they see multiple people skulking about in the area, then they will raise an alarm throughout the rest of the orc encampment. Use your own judgment.

The easiest way for the PC's to tackle this encounter is to send one PC in to recover the girls, whilst the rest of the party causes a distraction. They should not attempt to tackle this head on, especially considering the fact that the orcs and their allies control the defensive position. In fact, it is expected that the PCs will use stealth or distraction to rescue the girl. If they attempt to use stealth and are spotted or if they use a distraction, they will be pursued for two rounds before the guards consider it too dangerous (assuming at least half the party is still standing) and withdraw to the mound. The guards will continue pursuit an additional two rounds if there are only one or two PCs standing at that point, AND if they outnumber the PCs.

After the alarm has been sounded, the PC's will have only fifteen rounds before the entranceway is collapsed.

#### APL 2 (EL 5)

👉 **Orcs** (9): hp 5, see Monster Manual.

#### APL 4 (EL 7)

👉 **Orcs** (9): hp 5, see Monster Manual.

👉 **Bugbear Warrior**: hp 23, see Appendix.

👉 **Barghest**, hp 33, see Monster Manual.

#### APL 6 (EL 9)

👉 **Orcs** (9): hp 5, see Monster Manual.

👉 **Bugbear Warriors** (2): hp 23, see Appendix.

👉 **Greater Barghest**, hp 67, see Monster Manual.

#### APL 8 (EL 11)

👉 **Orc Guards** (9): hp 5, see Monster Manual.

👉 **Bugbear Warriors** (4): hp 40, see Appendix.

👉 **Greater Barghest** (2), hp 67, see Monster Manual.

👉 **Elite Greater Barghest**, hp 76, see Appendix.

#### APL 10 (EL 13)

👉 **Orc Guards** (9): hp 5, see Monster Manual.

👉 **Bugbear Warriors** (6): hp 40, see Appendix.

👉 **Elite Greater Barghest** (3), hp 76, see Appendix.

👉 **Elite Greater Barghest, Advanced**: hp 221, see Appendix.

#### APL 12 (EL 15)

👉 **Orc Guards** (6): hp 28, see Appendix.

👉 **Bugbear Warriors** (6): hp 40, see Appendix.

👉 **Elite Greater Barghest** (6), hp 76, see Appendix.

👉 **Elite Greater Barghest, Advanced** (3): hp 221, see Appendix.

**Tactics:** Note that Angela is in one of the jail cells.

**APL 2:** Two guards located at every entrance and three guarding the girl. The Barghest has left the cave and is not encountered by the PCs.

**APL 4:** Two guards located at every entrance (i.e., left cave, right cave and cave entrance) and three guarding the girl. The bugbears are playing dice at the table. The barghest is at the front standing guard.

**APL 6 and up:** Two guards located at every entrance (i.e., left cave, right cave and cave entrance) and one guarding the girl. The bugbear(s) is playing dice with two of the orcs at the table. All the barghest are in the cave center.

**Treasure:** At APL 8 and above, one of the guards is wearing *Boots of Elvenkind*.

**Development:** In order to free Angela, they will need to release her from her cage. The key is on one of the bugbears, but not on either of the ones standing guard on the side entranceways. PCs using stealth, however, will need to lift the key, pick the lock, or break the door.

👉 **Banded Wooden Cell Doors:** 1 in. thick banded with iron; hardness 8; hp 10; AC 5; Break DC 18, Open Locks DC 23.

No matter what, the cave entrance has been collapsed by the end of combat. See DMG rules on cave-ins if PCs are caught in the cave in. Assuming PCs are close enough to the exit (within ten feet) they may be able to be extracted by their party. If they are further in, they will face an equivalent combat inside the mound. If they survive this combat, they remain trapped inside until they die of asphyxiation, unless they are able to dig themselves out or have magical means of transport or moving large amounts of rock and mud.

Following the battle, the PC's will be able to tend to their wounds and to any fallen comrades. If they saved

the little girl, they will also be able to return her to her family.

If there was no alarm raised within the mound, then moments after the PCs leave the mound with the girl the alarm will go up and the pillars will be collapsed and the entranceway will be gone.

After the PCs return to the village, they will meet up with Sir Rendell du Poulet. Sir Rendell was in the area and had found out about the disappearance of Angela. He is just leaving town to meet up with and assist the PCs when they arrive back. He will recognize the descriptions of the PC's from what the villagers told them (if they visited the village) and, if so, will be particularly friendly. If the PCs did not visit the village, then he is on his way to rescue Angela alone. The following text assumes the PCs did go to the village and that Angela is with them. If that is not the case, adjust the box text accordingly.

*As you grow enter the village to return Angela home, you hear the sound of hooves moving towards you and see a man riding a white stallion. He wears armor that seems to glow from within. Emblazoned upon the front of his breastplate is a golden eagle. After looking at you, and seeing Angela, he removes his helmet and you see his hair is blonde, and he has sky blue eyes.*

*He looks at each of you, as if deciding something. After a few seconds, he seems to come to a decision, and begins to speak with a soft voice. When he talks, his voice is low, almost sad. "Sir Hartere and I have competed since the day we first met. Although I have never understood the conflict between us, I have grown used to it and even look forward to the next thing we would compete over. He will be missed."*

Give the PC's a Spot check (DC 10) to notice a tear streak down Sir Rendell's left cheek. After a few seconds, or if he sees a PC looking at him while he cries, he will turn his head away and compose himself.

*He then straightens up, back stiff, and begins to speak again. "Good people, please bear witness. My name is Sir Rendell du Poulet, and I swear before you, Heironius, and by all that is holy, that I shall avenge the murder of Sir Hartere and all others that have been slain by this black hearted, black armored warrior of all that would destroy that which I hold dear."*

Assuming the PCs express interest, they may speak briefly with Sir Rendell. Once it is clear they are done, continue with the following:

*He then puts his helmet back on, turns his horse around, and rides back into the forest, never looking back.*

If PCs saved Angela, go to conclusion A. Otherwise, go to conclusion B.

## Conclusion

**Conclusion A:** If they were able to rescue the girl, read the following:

*As you return little Angela to her home, she runs, shouting, towards the house. Her family emerges and she runs into their arms. You see many of the individual family members crying. Helgi, her father, eventually walks up to you, grasps your hand, and, as you see a tear streak down his weather-beaten face, says "Thank you. Would you join our family for dinner?"*

Whether the PC's have dinner or not, the module is over. If you have extra time, feel free to role-play out anything extra the PCs wish to do.

In thanks for their assistance, the elders of the village will give PCs their reward.

**Conclusion B:** If the PCs were unable to save the girl, and if they return to the village, read the following:

*Hearing the sound of your arrival in the village, the townsfolk come out from their homes to greet you. As Angela's family looks towards you, the mother begins to weep in despair as they do not see her. Helgi, her father, eventually approaches you, puts his hand on \_\_\_\_\_'s (pick a PC) shoulder, and says, "Thank you for trying. May you have better luck in the future." He then turns away from you, takes a few steps, and collapses in sorrow.*

Role-play out any actions the PC's may do at this time. The father is quite distraught over the lost of his daughter and he is not hiding it like he has for the past few days. He is irate, but he will not take it out on the PC's unless he believed they did not try to save his daughter.

The End

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus role-playing) to each character.

### Encounter One

Defeat Bugbears

APL2 120 xp; APL4 180 xp; APL6 240 xp;  
APL8 300 xp; APL10 360 xp; APL12 420 xp.

### Encounter Three

Defeat Barghest

APL2 120 xp; APL4 180 xp; APL6 240 xp;  
APL8 300 xp; APL10 360 xp; APL12 420 xp.

### Encounter Five

Defeat Guards (by getting past to save Angela)

APL2 210 xp; APL4 270 xp; APL6 330 xp;  
APL8 390 xp; APL10 450 xp; APL12 510 xp.

### Story Award

Returning Angela to her home

APL2 30 xp; APL4 50 xp; APL6 70 xp;  
APL8 90 xp; APL10 110 xp; APL12 130 xp.

### Discretionary roleplaying award

APL2 60 xp; APL4 85 xp; APL6 110 xp;  
APL8 135 xp; APL10 160 xp; APL12 185 xp.

### Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;  
APL8 1125 xp; APL10 1350 xp; APL12 1575 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.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

### Encounter One:

APL 2: L: 3 gp; C: 0 gp; M: 8 gp *potions of cure light wounds (2)* (8 gp per character)

APL 4: L: 35 gp; C: 0 gp; M: 162 gp *potions of cure light wounds (3)* (12 gp per character), *Hat of Disguise* (150 gp per character)

APL 6: L: 32 gp; C: 0 gp; M: 174 gp *potion of cure light wounds* (4 gp per character), *silversheen* (20 gp per character), *Hat of Disguise* (150 gp per character)

APL 8: L: 47 gp; C: 0 gp; M: 593 gp *potion of cure light wounds* (4 gp per character), *Hat of Disguise* (150 gp per character), *chain shirt +1 shadow* (419 gp per character), *silversheen* (20 gp per character)

APL 10: L: 64 gp; C: 0 gp; M: 947 gp *potion of cure light wounds* (25 gp per character), *Hat of Disguise* (150 gp per character), *chain shirt +1 shadow* (419 gp per character), *silversheen* (20 gp per character), *Ring of Counterspells* (333 gp per character)

APL 12: L: 75 gp; C: 0 gp; M: 1738 gp *potion of cure moderate wounds* (25 gp per character), *Hat of Disguise* (150 gp per character), *chain shirt +1 shadow* (419 gp per character), *silversheen* (20 gp per character), *Ring of Counterspells* (333 gp per character), *+1 keen longsword* (693 gp per character), *heavy wooden shield +1* (98 gp per character)

### Encounter Three:

APL 2: L: 0 gp; C: 0 gp; M: 375 gp *circlet of persuasion* (375 gp per character)

APL 4: L: 0 gp; C: 0 gp; M: 375 gp *circlet of persuasion* (375 gp per character)

APL 6: L: 0 gp; C: 0 gp; M: 375 gp *circlet of persuasion* (375 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: 375 gp *circlet of persuasion* (375 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: 375 gp *circlet of persuasion* (375 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: 375 gp *circlet of persuasion* (375 gp per character)

### Encounter Five:

APL 2: L: 10 gp; C: 60 gp; M: 1 gp *Darkvision Dice* (1 gp per character)

APL 4: L: 14 gp; C: 0 gp; M: 1 gp *Darkvision Dice* (1 gp per character)

APL 6: L: 14 gp; C: 0 gp; M: 1 gp *Darkvision Dice* (1 gp per character)

APL 8: L: 14 gp; C: 0 gp; M: 209 gp *Darkvision Dice* (1 gp per character), *Boots of Elvenkind* (208 gp per character)

APL 10: L: 14 gp; C: 50 gp; M: 625 gp *Darkvision Dice* (1 gp per character), *Boots of Elvenkind* (208 gp per character), *Dusty Rose Prism Ioun Stone* (416 gp per character)

APL 12: L: 213 gp; C: 0 gp; M: 625 gp *Darkvision Dice* (1 gp per character), *Boots of Elvenkind* (208 gp per character), *Dusty Rose Prism Ioun Stone* (416 gp per character)

### Conclusion:

APL 2: L: 0 gp; C: 20 gp; M: 0 gp

APL 4: L: 0 gp; C: 20 gp; M: 0 gp

APL 6: L: 0 gp; C: 10 gp; M: 0 gp

APL 8: L: 0 gp; C: 20 gp; M: 0 gp

APL 10: L: 0 gp; C: 30 gp; M: 0 gp

APL 12: L: 0 gp; C: 20 gp; M: 0 gp

### Total Possible Treasure

APL 2: L: 13 gp; C: 80 gp; M: 364 gp, total: 457 (maximum 450)

APL 4: L: 49 gp; C: 20 gp; M: 558 gp, total: 607 (maximum 600 gp)

APL 6: L: 46 gp; C: 10 gp; M: 750 gp, total: 806 (maximum 800 gp)

APL 8: L: 61 gp; C: 20 gp; M: 1177 gp, total: 1258 (maximum 1250 gp)

APL 10: L: 78 gp; C: 80 gp; M: 1947 gp, total: 2105 (maximum 2100 gp)

APL 12: L: 288 gp; C: 20 gp; M: 2738 gp, total: 3046 (maximum 3000 gp)

### Special

☛ **Darkvision Dice:** This pair of lead dice has disappearing ink written on its six sides. The dots on the dice, when applied to a source of heat, begin to glow, and stay glowing for about an hour. Value: 10 gp

☛ **Influence with Sir Rendell du Poulett:** PCs who rescued Angela and returned her to her home have received influence with Sir Rendell. This is considered an influence point with the Order of the Hart and is consumed when used.

☛ **Recognition of Sir Rendell du Poulett:** PCs may also use this influence to make purchases from Sir Rendell's contacts. PCs may upgrade their armor with the *light fortification* or *glamered* abilities. PCs who are squires or knights of the Order may instead opt to upgrade with the *moderate fortification* ability. PC Knights of Furyondy may use this to place *spell storing* on a single weapon of their choice or purchase a *Cloak of Charisma +4*. This recognition may be used following any Furyondy Regional scenario; it is consumed when used.

☛ **Gratitude of Fhorgeir:** In thanks for assisting one of his "flock," the adept Fhorgeir will agree to sell the PC one of the following potions or oils: *Daylight*, *Heroism*, *Magic Circle against Evil* and *Tongues*. He has a limited supply, so PCs may only buy one of any single potion following this adventure.

## Items for the Adventure Record

### Item Access

#### APL 2:

Darkvision Dice (adventure, see above)

Circlet of persuasion (adventure, DMG)

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

Hat of Disguise (adventure, DMG)

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

Silversheen (adventure, DMG)

#### APL 8: (all of APLs 2-6 plus the following)

Chain Shirt +1, Shadow (adventure, DMG)

Boots of Elvenkind (adventure, DMG)

#### APL 10: (all of APLs 2-8 plus the following)

Dusty Rose Prism Ioun Stone (adventure, DMG)

Ring of Counterspells (adventure, DMG)

**APL 12:** (all of APLs 2-10 plus the following)  
+1 keen longsword (adventure, DMG)

## Monster Appendix

**Encounter One:****APL 4**

☛ **Bugbear Leader:** male bugbear Ftr 1; Cr 3; medium humanoid (goblinoid); HD 3d8+1d10+8; hp 27; Init +1; Spd 30 ft.; AC 19 (touch 11, flat-footed 16) [+1 Dex, +3 natural, +3 armor, +2 shield]; BA/G +3/+6; Atk +7 melee (1d8+3 crit 19-20 masterwork longsword); Full Atk +7 melee (1d8+3 crit 19-20 masterwork longsword); SQ Darkvision 60', scent; AL CE; SV Fort +5, Ref +4, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 9. Height 5'5".

*Skills and Feats:* Climb +6, Hide +4, Jump +2, Listen +4, Move Silently +6, Spot +4, Swim +5; Alertness, Power Attack, Weapon Focus (Morningstar)

*Possessions:* studded leather armor, heavy wood shield, masterwork longsword, morningstar, *potion of cure light wounds*.

☛ **Bugbear Warrior:** male bugbear Ftr 1; Cr 3; medium humanoid (goblinoid); HD 3d8+1d10+4; hp 23; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 15) [+1 Dex, +3 natural, +2 armor, +1 shield]; BA/G +3/+6; Atk +7 melee (1d8+3, morningstar); Full Atk +7 melee (1d8+3 morningstar); SQ Darkvision 60', scent; AL CE; SV Fort +4, Ref +4, Will +1; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9. Height 5'5".

*Skills and Feats:* Climb +6, Hide +4, Jump +2, Listen +4, Move Silently +6, Spot +4, Swim +5; Alertness, Power Attack, Weapon Focus (Morningstar)

*Possessions:* leather armor, light wood shield, Morningstar, *potion of cure light wounds*.

**APL 6 and 8**

☛ **Bugbear Leader:** male bugbear Ftr 1/Rog 1; CR 4; Medium Humanoid (Goblinoid); HD 3d8+1d10+1d6+10; hp 33; Init +1; Spd 30 ft.; AC 20 (touch 11, flat-footed 18) [+1 Dex, +3 natural, +5 armor, +2 shield]; BA/G +3/+6; Atk +8 melee (1d8+4 crit 19-20 masterwork longsword); Full Atk +8 melee (1d8+4 crit 19-20 masterwork longsword); SQ Darkvision 60', scent, Sneak Attack +1d6, Trapfinding; AL CE; SV Fort +5, Ref +6, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 9. Height 5'5".

*Skills and Feats:* Climb +6, Hide +9, Jump +2, Listen +4, Move Silently +6, Spot +8, Swim +5, Tumble +4, Use Rope -2; Alertness, Power Attack, Weapon Focus (Morningstar)

*Possessions:* Chain Shirt +1 Shadow, heavy wood shield, Morningstar, masterwork longsword, *potion of cure light wounds*.

☛ **Bugbear Warrior:** male bugbear Ftr 1/Rog 1; CR 4; Medium Humanoid (Goblinoid); HD 3d8+1d10+1d6+5; hp 28; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16) [+1 Dex, +3 natural, +2 armor, +1 shield]; BA/G +3/+6; Atk +7 melee (1d8+3, morningstar); Full Atk +7 melee (1d8+3 morningstar); SQ Darkvision 60', scent, Sneak Attack +1d6, Trapfinding; AL CE; SV Fort +4, Ref +6, Will +1; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9. Height 5'5".

*Skills and Feats:* Climb +6, Hide +4, Jump +2, Listen +4, Move Silently +6, Spot +8, Swim +5, Tumble +4, Use Rope -2; Alertness, Power Attack, Weapon Focus (Morningstar)

*Possessions:* leather armor, light wood shield, Morningstar.

**APL 10**

☛ **Bugbear Leader:** male bugbear Ftr 2/Rog 4; CR 8; Medium Humanoid (Goblinoid); HD 3d8+2d10+4d6+24; hp 65; Init +5; Spd 30 ft.; AC 22 (touch 12, flat-footed 19) [+2 Dex, +3 natural, +5 armor, +2 shield]; BA/G +7/+10; Atk +11 melee (1d8+3 crit 19-20 masterwork longsword); Full Atk +11/+6 melee (1d8+3 crit 19-20 masterwork longsword); SQ Darkvision 60', scent, Sneak Attack +2d6, Trapfinding, Evasion, Uncanny Dodge; AL CE; SV Fort +8, Ref +9, Will +2; Str 16, Dex 12 (14), Con 16, Int 10, Wis 10, Cha 9. Height 5'5".

*Skills and Feats:* Balance +2, Climb +10, Hide +13, Jump +4, Listen +4, Move Silently +6, Spot +11, Swim +5, Tumble +7, Use Magical Device +4, Use Rope +1; Alertness, Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (Morningstar)

*Possessions:* Chain Shirt +1 Shadow, heavy wood shield, Morningstar, *potion of cure moderate wounds*, masterwork longsword, *ring of counterspells (confusion)*.

☛ **Bugbear Warrior:** male bugbear Ftr 2/Rog 4; CR 8; Medium Humanoid (Goblinoid); HD 3d8+2d10+4d6+18; hp 59; Init +5; Spd 30 ft.; AC 21 (touch 11, flat-footed 19) [+1 Dex, +3 natural, +4 armor, +3 shield]; BA/G +7/+10; Atk +11 melee (1d8+3, morningstar); Full Atk +11/+6 melee (1d8+3 morningstar); SQ Darkvision 60', scent, Sneak Attack +2d6, Trapfinding, Evasion, Uncanny Dodge; AL CE; SV Fort +7, Ref +8, Will +2; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 9. Height 5'5".

*Skills and Feats:* Balance +1, Climb +10, Hide +7, Jump +4, Listen +4, Move Silently +5, Spot +11, Swim

+5, Tumble +6, Use Magical Device +4, Use Rope +0; Alertness, Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (Morningstar)

*Possessions:* chain shirt, heavy wood shield, Morningstar.

#### APL 12

☛ **Bugbear Leader:** male bugbear Ftr 2/Rog 4; CR 8; Medium Humanoid (Goblinoid); HD 3d8+2d10+4d6+24; hp 65; Init +5; Spd 30 ft.; AC 23 (touch 12, flat-footed 19) [+2 Dex, +3 natural, +5 armor, +3 shield]; BA/G +7/+10; Atk +11 melee (1d8+4 crit 17-20 +1 keen longsword); Full Atk +11/+6 melee (1d8+4 crit 17-20 +1 keen longsword); SQ Darkvision 60', scent, Sneak Attack +2d6, Trapfinding, Evasion, Uncanny Dodge; AL CE; SV Fort +8, Ref +9, Will +2; Str 16, Dex 12 (14), Con 16, Int 10, Wis 10, Cha 9. Height 5'5".

*Skills and Feats:* Balance +2, Climb +10, Hide +13, Jump +4, Listen +4, Move Silently +6, Spot +11, Swim +5, Tumble +7, Use Magical Device +4, Use Rope +1; Alertness, Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (Morningstar)

*Possessions:* Chain Shirt +1 Shadow, heavy wood shield +1, Morningstar, *potion of cure moderate wounds*, +1 keen longsword, *ring of counterspells (confusion)*.

☛ **Bugbear Warrior:** use statistics from APL 10.

#### Encounter Three and Five:

☛ **Elite Greater Barghest:** Cr 6; Large Outsider (Evil, Extraplanar, Lawful, Shapechanger); HD 9d8 +36; hp 76; Init +8; Spd 40 ft.; AC 23 (touch 13, flat-footed 18) [-1 Size, +4 Dex, +9 Natural]; BA/G +9/+20; Atk +15 melee (1d8+7, bite); Full Atk +15 melee (1d8+7 bite) and +9 melee (1d6+3, 2 claws); Space/Reach 10/5; SA Spell-like abilities, feed; SQ Change shape, DR 10/Magic, Darkvision 60', scent; AL LE; SV Fort +10, Ref +10, Will +9; Str 24, Dex 19, Con 18, Int 18, Wis 16, Cha 20.

*Skills and Feats:* Bluff +17, Concentration +16, Diplomacy +9, Disguise +5(+7 acting), Hide +12\*, Intimidate +19, Jump +23, Listen +15, Move Silently +16, Sense Motive +15, Spot +15, Survival +15 (+17 following tracks), Tumble +18; Combat Casting, Combat Reflexes, Improved Initiative, Track

\* A barghest in wolf form gains a +4 circumstance bonus on hide checks.

*Spell-like abilities:* At will: blink, invisibility sphere, levitate, misdirection (DC 17), rage (DC 18); 1/day – charm monster (DC 19), crushing despair (DC 19), dimension door, mass bull's strength, mass enlarge.

Barghest's cast as a creature of their current HD.

☛ **Elite Greater Barghest, Advanced:** Cr 10; Large Outsider (Evil, Extraplanar, Lawful, Shapechanger); HD 17d8+136; hp 221; Init +9; Spd 40 ft.; AC 31 (touch 14, flat-footed 26) [-1 Size, +5 Dex, +17 Natural]; BA/G +17/+32; Atk +28 melee (1d8+11, bite); Full Atk +28 melee (1d8+11 bite) and +19 melee (1d6+5, 2 claws); Space/Reach 10/5; SA Spell-like abilities, feed; SQ Change shape, DR 10/Magic, Darkvision 60', scent; AL LE; SV Fort +18, Ref +15, Will +13; Str 32, Dex 20, Con 27, Int 18, Wis 16, Cha 20.

*Skills and Feats:* Bluff +25, Concentration +24, Diplomacy +17, Disguise +5(+7 acting), Hide +21\*, Intimidate +27, Jump +31, Listen +23, Move Silently +25, Sense Motive +23, Spot +25, Survival +23 (+25 following tracks), Tumble +27; Combat Casting, Combat Reflexes, Improved Initiative, Power Attack, Quicken Spell-Like ability (Mass enlarge), Track,

\* A barghest in wolf form gains a +4 circumstance bonus on hide checks.

*Spell-like abilities:* At will: blink, invisibility sphere, levitate, misdirection (DC 17), rage (DC 18); 1/day – charm monster (DC 19), crushing despair (DC 19), dimension door, mass bull's strength, mass enlarge,

Barghest's cast as a creature of their current HD.

#### Encounter Five:

##### APL 4 and 6

☛ **Bugbear Warrior:** male bugbear Ftr 1; Cr 3; medium humanoid (goblinoid); HD 3d8+1d10+4; hp 23; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 15) [+1 Dex, +3 Natural, +2 armor, +1 shield]; BA/G +3/+6; Atk +7 melee (1d8+3, morningstar); Full Atk +7 melee (1d8+3 morningstar); SQ Darkvision 60', scent; AL CE; SV Fort +4, Ref +4, Will +1; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9. Height 5'5".

*Skills and Feats:* Climb +6, Hide +4, Jump +2, Listen +4, Move Silently +6, Spot +4, Swim +5; Alertness, Power Attack, Weapon Focus (Morningstar)

*Possessions:* leather armor, light wood shield, Morningstar.

##### APL 8, 10, 12

☛ **Bugbear Warrior:** male bugbear Ftr 2/Rog 2; CR 6; Medium Humanoid (Goblinoid); HD 3d8+2d10+2d6+7; hp 40; Init +5; Spd 30 ft.; AC 18 (touch 11, flat-footed 15) [+1 Dex, +3 natural, +2 armor, +2 shield]; BA/G +5/+8; Atk +9 melee (1d8+3 morningstar); Full Atk +9 melee (1d8+3 morningstar); SQ Darkvision 60', scent, Sneak Attack +1d6, Trapfinding, Evasion; AL CE;

SV Fort +5, Ref +7, Will +1; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9. Height 5'5".

*Skills and Feats:* Balance +1, Climb +6, Hide +7, Jump +4, Listen +4, Move Silently +5, Spot +9, Swim +5, Tumble +4, Use Rope -2; Alertness, Improved Initiative, Power Attack, Weapon Focus (Morningstar)

*Possessions:* leather armor, light wood shield, Morningstar.

#### **APL 12**

**🦋 Orc Guard:** male orc Bbn 2/Rog 2; Cr 4; Medium Humanoid (Goblinoid); HD 2d12+2d6+4; hp 28; Init +0; Spd 40 ft.; AC 12 (touch 10, flat-footed 12) [+2 armor]; BA/G +3/+7; Atk +7 melee (1d12+6 crit x3 greataxe); Full Atk +7 melee (1d12+6 crit x3 greataxe); SA Sneak Attack +1d6, Rage 1/day; SQ Darkvision 60', Trapfinding, Trapsenses +1, Uncanny Dodge, Evasion; AL NE; SV Fort +4, Ref +3, Will -2; Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6. Height 5'.

*Skills and Feats:* Balance +2, Climb +4, Hide +5, Intimidate +3, Jump +6, Listen +4, Move Silently +5, Search +4, Spot +3, Tumble +5, Use Rope +5; Cleave, Power Attack

*Possessions:* leather armor, greataxe, sling.



## DM AID #2

### Ability Definitions

#### **Instantaneous Rage (General)**

You activate your rage instantly.

**Prerequisites:** Ability to Rage

**Benefit:** Your rage begins at any time you wish, even when it's not your turn or when you're surprised. You can activate your rage in response to another's action after learning the result before it takes effect. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable effect. For example, you can gain the additional hit points that rage grants just before a blow that would otherwise cause you to fall unconscious or better your chance of making a successful saving throw against an incoming spell.

*Reference: Masters of the Wild, page 23-24.*

# Combat Map – Encounter 5

