

ULP4-06

# Just Bring It!

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Principality of Ulek Regional Adventure

Version 1.0

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The time has come for the bold and brave heroes of the Principality of Ulek to step forward. Are you ready? If so, just bring it in this combat intensive scenario. A Principality of Ulek regional adventure for APLs 12-18.

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, but the actual playing time will be closer to three and a half hours. 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 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.

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.

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

	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

this type, and animals with different CRs are added separately.

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 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.

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 Principality of Ulek. Characters native to Principality of Ulek 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.

If the PCs partake in the optional encounter, all Time Unit and Adventurer's Standard Upkeep costs are doubled.

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.

## Adventure Summary and Background

This is the thirty-four regional scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Below is some general background information.

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

The Disputed Territory has been a hotbed for warfare and conflict in the last few years. Originally, the battles were between the Principality of Ulek and those under the control of the Turrosh Mak. During this time, an unknown creature known only as the Warlord had been in command of the humanoids residing in the Disputed Territory under Turrosh Mak's reign. The Warlord only saw Turrosh Mak and the Earth Dragon (Demigod of Earth, Weather and Hidden Treasures) as his superiors in the past but several victories (defeating Prince Olinstaad Corond and the second Invasion of the Lortmils) have led him to believe he has grown even more powerful than them. With his inflated ego, the Warlord has started to ignore direct orders from Turrosh Mak instead doing as he feels fit. The Warlord's interest lies in the conquest of the Lortmil Hills and the city of Gyrax. To help aid him in his quest, the Warlord joined an alliance with a powerful necromancer of Nerull named Zacereye. With all the death on the battlefields, there is nearly an endless supply of bodies for Zacereye, the Warlord's right-hand man. Thus, the Warlord can easily send in hundreds, even thousands, of lowly humanoids to their death in battle against the Principality of Ulek only for their bodies to be animated to unlife. These newly animated undead humanoids are then sent to resume the fight against the Principality of Ulek.

Now with several recent successes, the Principality of Ulek seeks to find and kill the creature known only as the Warlord.

The Warlord's real name is a highly guarded secret that few know. He is a half-red dragon troll. His father was a red dragon that lived in the Pomarj (see *COR1-04 Fires of Storm Tower* for a brief reference). His mother, of course, was a troll. She was the ruling queen of her tribe after her husband was killed in combat.

This event takes place after the WiPoU #4 interactive. In this event, the PCs narrow the possible locations of where the Warlord could currently be hiding.

There are two possible beginnings, based on whether the PC is a member of the Royal Army or not. If any PC is a member of the Royal Army, they start at Fort Stonewall. They are asked to go on a potentially deadly but important mission by their commanding officer. If any PC is not member of the Royal Army, their presence at Fort Stonewall is requested before being informed about the mission.

The PCs gather together and make preparations to seek out the Warlord and end his reign on the Principality of Ulek and the Disputed Territory.

The PCs leave the Fort Stonewall to hunt for the Warlord. As they make their way there, they come across a division of the Royal Army who are making preparations to launch an attempt in the coming hours. This attack is to drive some of the forces away from the Warlord's current position thus allow the PCs to get nearer to the creature without so much resistance.

Pressing onward, the PCs start to near the partially ruined fort that the Warlord is believed to be hiding at. As they do so, a team of worg-riding goblins attacks them.

Next, the PCs enter the ruined fort. A variety of potential clues to be found and other potentially important information including:

- 1) The number and types of troops stationed here (based on the number of beds here).
- 2) True location of the Warlord (nearby ruined tower).

Additionally, the PCs have two potential fights here. They are:

- 1) An outside combat with a group of goblins and norkers led by a nilbog (special creature) within the inner grounds of the ruined fort.
- 2) An inside brawl with the leaders, leveled trolls, at this ruined fort.

Having searched the entire ruined fort where the Warlord was thought to be, the PCs learn that the creature is not here but may learn where he really is (a nearby ruined tower). The PCs can then go search for him. If the PCs immediately set out to hunt down the Warlord, they have the opportunity to fight him (see Encounter Seven) but if they rest now for any length of time (or did anytime in Encounter Three or Four), the Warlord receives word that a group of heroes is quite near and he moves onward for his own safety.

Alternatively, the PCs can end their hunt for the Warlord, as their continued hunt is optional.

If they proceed, they soon arrive at the ruined tower.

A single magical trap (type dependent on APL) has been placed at a key location within the ruined tower. The trap will not only potentially cause some damage to the PCs but also bring attention to the Warlord that intruders are here.

Having moved past the magical trap, the PCs move into a large chamber with numerous tables filled with maps. Likely invisible due to various potential warnings, is the object of their hunt, the Warlord. The Warlord is a half-red dragon troll with levels. (He will be a CR 17 creature with the appropriate amount of magical items.) At higher APLs he is occupied by several other leveled trolls.

If successful, the PCs are greatly rewarded for taking down/out a major threat to the entire Principality of Ulek. If unsuccessful, the threat of the Warlord continues. The results of this event will have a large input on the plotline of the Principality of Ulek.

**NOTE:** This is a Royal Army scenario.

## Introduction

There are two possible beginnings, based on whether the PC is a member of the Royal Army or not.

Read the following for those PCs who are a member of the Royal Army:

***Your latest assignment within the resolute Royal Army has taken you to Fort Stonewall.***

***Two days have passed as you performed mundane military assignments, until you are brought before your commanding officer in the wee hours of the morning.***

***Due to being an experienced and seasoned adventurer, you were quickly informed that your services would be needed hunt down the creature known only as the Warlord.***

***In recent battles, the exact location of the Warlord has been narrowed down to a single possible location, a ruined fort in the Disputed Territory. You have been assigned to search this location and take down the Warlord at all costs. It could easily be a dangerous mission, but it is a necessary one for the good of the entire Principality of Ulek.***

***Maps and mounts have been provided for you and you have ten minutes to ready yourself.***

Read the following for those PCs who are not members of the Royal Army:

***As you travel through the Lortmil Hills in the Principality of Ulek, a pair human men ride quickly to meet with you. As they near, you can easily determine that they are members of the Royal Army. They request your immediate attention at Fort Stonewall.***

Continue with the following for PCs who choose to follow the two Royal Army members:

***You decide to go with the two Royal Army members to see exactly why you have been summoned on this afternoon. After a few hours, you approach Fort Stonewall and are quickly led inside. You are shown to a room and informed that you'll be needed in the early morning for a meeting with one of the commanding officers in the Royal Army.***

Allow the PCs to rest for the evening.

If any PC is a member of the Principality of Ulek meta-gaming organization, The Web, read the following to them:

***In the late night hour, you are suddenly awoken. It takes a few minutes for your eyes to adjust to the see the form before you. The form is a human male dressed in black silk clothes with a cloak that resembles a large spider web.***

***Tattooed around his left eye is a spider's web. On his left hand is a black ring that has been crafted to look like a spider with two dark red ruby eyes. Around his neck is an amulet that looks like a spider and its web.***

***As your senses slowly follow you to an awake status, you suddenly realize who this individual is. Some task of importance must be in your immediate future, for these are the only times that the man known only as Spyder seeks those who are part of his web-like network.***

Spyder informs those PCs who are currently a member of the Principality of Ulek meta-gaming organization The Web that he seeks a book called *Spiders' Poisons* that they may encounter in the coming days. He asks that they retrieve this book and return it to him. Success will result in either a repaid debt or a favor (*Spyder's Thanks*) of some sort, the PC's choice.

If asked about their upcoming mission, Spyder informs the appropriate PCs that their mission might take longer than expected but if they follow the path before them to the end, they'll likely encounter the Warlord. He believes that the book *Spiders' Poisons* is currently located within the ruined fort the PCs are set to travel to.

After the PCs have had the opportunity to rest for the evening, continue with the following:

***In the morning, you are awoken by a young halfling. He informs you that your presence has been requested.***

***After getting yourself ready, you are led into a room with a rough-looking dwarf with a straggly beard and a receding hairline. Without any introduction, he begins to speak, "Time is of the essence, so I'll get right to the point."***

***"Due to being experienced in battle, your services are requested on behalf of the entire Principality of Ulek. This mission is to take down the creature known only as the Warlord."***

***"In recent battles, the exact location of the Warlord has been narrowed down to a single possible location, a ruined fort in the Disputed Territory. If you accept, you'll leave immediately with several others to take on this important mission."***

***With this, the dwarf toys with his dark beard awaiting your answer.***

The non-Royal Army PCs now have the opportunity to accept this mission or not. They might have questions for the dwarven Royal Army officer, but he merely replies that he needs an answer and quickly.

For the PCs that accept the mission, continue with the following:

***The dwarf eyes you deeply for a moment then proceeds, "The location of the ruined fort has been provided to you on these maps. You should be ready to leave in ten minutes."***

For the PCs that do not accept the mission, continue with the following:

***The dwarf eyes you for a moment, then proceeds, "Why did you waste my time in the first place if you weren't truly interested." With this, the dwarf calls two guards to escort you out of Fort Stonewall.***

## **Encounter 1: Gathering Together**

Read the following to all PCs:

***You have been given ten minutes to gather whatever you need before heading out on a mission that could effect not only the entire Principality of Ulek but the entire Sheldomar Valley.***

If the group is composed of both Royal Army and non-Royal Army PCs, they meet up at this time. Character descriptions and introductions should be handled at this point in time.

## **Encounter 2: The Royal Army**

***You head out to find this ruined fort and hopefully the Warlord, following the map provided to you.***

***Your day is uneventful and as you are just about to rest for the evening, you could upon a division of the Royal Army.***

The Royal Army division is making preparations to launch an attack on some of the Warlord's forces in the morning. This attack is to drive some of the forces away from the Warlord's current position thus allowing the PCs to get nearer to the creature without so much resistance.

The PCs are invited to stay the night with the Royal Army division and can find out the previous information by taking with just about anyone here. Additionally, allow the PCs to make a Gather Information check (DC 10) to learn one rumor listed below. For every five points a PC gets over DC 10, give them an additional rumor:

1. The Warlord is a huge winged creature wrapped in flames.
2. The Warlord is a myth, a legend. In fact, the Warlord is merely a collection of humanoid tribal leaders.
3. A small little unusual looking human man was inquiring about a legendary warhammer with a bane against dragons some time ago.
4. Recent tremors have been caused by Ulaa's unhappiness.
5. The term length of currently active Royal Army members is going to be increased by two years.
6. The village of Summervale was nearly overtaken by several followers of Nerull.
7. The undead armies have been decreasing in power.
8. Pirates currently plague the southern coast of Ulek.
9. A four-armed Sahuagin was been spotted riding a great white shark.
10. Prince Olinstaad Corond has returned to the throne.

## Encounter 3: Worg-Riding Goblins

When the PCs the next morning, continue with the following:

***You are awoken before sunrise by the noises of the Royal Army division readying themselves for their upcoming battles this day.***

***So you also begin to ready yourself for an intense day. Looking at the map provided to you, you estimate that you'll be able to reach the ruins in only three hours time.***

The PCs travel for two hours through the roaming eastern hills of the Lortmil Hills before they come upon a group of worg-riding goblins as they crest

over a wide hill. The worg-riding goblins are only a mere one hundred feet away from the PCs.

The goblins command their large worgs to charge into combat with both of them (worgs and goblins) using their reach to their advantage. They focus on one PC, if possible.

The goblins allow the worgs to attack first. This is due to their hope that the worgs will trip their opponent first so they can gain a +4 bonus on the PC, who is now prone, they are attacking.

On APL 18, the multi-headed pyro worgs use their breath weapons as soon as possible, trying to focus them on one PC.

The worgs and goblins attack until killed. If captured, they do not speak to the PCs.

### **APL 12 (EL 12)**

**Advanced Worg (4):** hp 105; see Appendix.

**Goblin cavalry (4):** Male Goblin Ftr7; hp 63; see Appendix.

### **APL 14 (EL 14)**

**Advanced Worg (6):** hp 126; see Appendix.

**Goblin cavalry (6):** Male Goblin Ftr8; hp 72; see Appendix.

### **APL 16 (EL 16)**

**Advanced Multi-Headed Worg (6):** hp 204; see Appendix.

**Goblin cavalry (6):** Male Goblin Ftr8/Cav2; hp 90; see Appendix.

### **APL 18 (EL 18)**

**Advanced Multi-Headed Pyro Worg (9):** hp 204; see Appendix.

**Goblin cavalry (9):** Male Goblin Ftr8/Cav3; hp 99; see Appendix.

Once the worgs and goblins are defeated and the PCs have started to continue forward, continue with the next encounter.

If the PCs do not immediately continue onward after completing this encounter, instead resting, they will not encounter the Warlord in Encounter Seven.

## Encounter 4: Ruined Fort

***Having dealt with the worg-riding goblins, you continue onward to the ruined fort in your hunt for the Warlord.***

The PCs have the opportunity to search about the ruined castle, if they desire. Please ensure to use the map of the ruined castle as an aid. The major areas of the ruined castle are:

- A. Drawbridge
- B. Courtyard
- C. Small towers
- D. Great room
- E. Armory
- F. Storage room
- G. Barracks
- H. Library
- I. Destroyed (rubble) area
- J. Troll's lair

Descriptions and information on each of these areas can be found in the appropriate subsection below.

### A - Drawbridge

***As you draw near the ruined fort, you can see that a well-worn wooden drawbridge lies before you, in a down position. Beyond the drawbridge is an open courtyard.***

The wooden drawbridge while well worn is strong enough to support any creature of large size or smaller. Any huge or larger creature that attempts to cross it causes it to crumble below them.

Nothing further of interest or value lies here.

### B - Courtyard

***Heading into the courtyard of the ruined fort, you can see that rubble has been moved into long piles near each of the walls. A single goblin in studded leather armor with a small greataxe and a javelin stands across the way near a set of wide stairs that lead slightly upward.***

The lone goblin is actually a strange creature called a nilbog. (Please ensure to review the creature's stat block in full). Located at the top of the stairs

are three norkers armed to the hilt. Lastly, behind the rubble in hiding are ten goblin archers.

Once the PCs enter this area, Nil (the nilbog) starts to taunt the PCs. He hopes to draw their attention since he only takes damage from *cure* or *heal* spells, while damage actually gives him temporary hit points. He'll use his *javelin of lightning* when he can hit multiple PCs with it. Otherwise, he moves into melee combat. If hit with a *cure* or *heal* spell, he'll cast an *inflict* spell upon himself to give himself additional temporary hit points.

The three norkers double move towards the PCs to engage the PCs in melee combat.

The goblin archers fire from beyond cover, which gives them a +4 armor class modifier from both melee and ranged weapons. On APL 12 and APL 14, they first use their *sleep arrow* to lull the PCs into slumber. On APL 16 and APL 18, the goblin archers first use their *greater slaying arrow* at the appropriate race to try and quickly finish the PCs off, then use their *sleep arrow*.

Each of the goblins and norkers have had their left ear cut off, a self inflicted deed, done in response to Prince Volimar Corond's official statement that the Principality of Ulek government would pay one gold piece for the left ear of a Pomarjian enemy.

The goblins, norkers and Nil all fight to the death.

### APL 12 (EL 15)

**Goblin Archers (10):** Male Goblin Ftr6; hp 45 each; see Appendix.

**Norker Warriors (3):** Male Norker Ftr6; hp 59 each; see Appendix.

**Nil (1):** Male Nilbog Clr2; hp 15; see Appendix.

### APL 14 (EL 17)

**Goblin Archers (10):** Male Goblin Ftr8; hp 60 each; see Appendix.

**Norker Warriors (3):** Male Norker Ftr8; hp 90 each; see Appendix.

**Nil (1):** Male Nilbog Clr4; hp 30; see Appendix.

### APL 16 (EL 19)

**Goblin Archers (10):** Male Goblin Ftr10; hp 75 each; see Appendix.

**Norker Warriors (3):** Male Norker Ftr10; hp 111 each; see Appendix.

**Nil (1):** Male Nilbog Clr6; hp 45; see Appendix.

## **APL 18 (EL 21)**

**Goblin Archers (10):** Male Goblin Ftr12; hp 90 each; see Appendix.

**Norker Warriors (3):** Male Norker Ftr12; hp 132 each; see Appendix.

**Nil (1):** Male Nilbog Clr8; hp 60; see Appendix.

## **C - Small towers**

***On the western portion of the castle are three smaller towers that have gained your attention.***

These towers are sometimes used as guard posts, but with the current limited forces here, they are unmanned at the present time.

Nothing further of interest or value lies here.

## **D - Great room**

***Heading up the wide but few steps, you lead into this great room which measures about thirty-five in both length and width. Destroyed furniture and ragged banners and tapestries litter the corners of this room. Leaves and dirt cover the floor, while large spider webs hang from the walls. Portions of the now destroyed upper floor protrude through the ceiling. The stairs in the southeast corner of the room that once lead to the second floor are now but a pile of rubble.***

***To both your left and right lies a five-foot wide hallway, while a sturdy stone double door lies before you.***

The left hallway leads to Areas E, F and G, while the right hallway leads to Areas H and I. Heading through the double doors leads to Area J.

Nothing further of interest or value lies here.

## **E - Armory**

***Managing to get into this room, you find a few rusty weapons lie scattered about but otherwise this room is rather bare.***

The wooden door leading into this room is locked. The large wooden door (hardness 5, hp 10, Open Lock DC 20) is locked but not trapped. To break the door down requires a successful Strength check (DC 18). Grrys, the troll leader (in Area 4J), holds the only key.

This room holds the weapons and armor of troops who are stationed here. With many of the Warlord's troops elsewhere, any weapons or armor of value have been taken for use.

Nothing further of interest or value lies here.

## **F - Storage room**

***Managing to get into this room, you find that it is filled with wooden crates, barrels and casks.***

The large wooden door (hardness 5, hp 10, Open Lock DC 20) is locked but not trapped. To break the door down requires a successful Strength check (DC 18). Grrys, the troll leader (in Area 4J), holds the only key.

The wooden crates, barrels and casks are filled with various foodstuffs and drinks of moderate to decent quality. These goods have been brought here for storage and use for the Warlord's minions.

Nothing further of interest or value lies here.

## **G - Barracks**

***Headed into this room, you can see nine rickety bunk beds have been pushed up against three of the walls. A rusting iron chest lies upon and unguarded. A small door across the way leads to one of the small towers in the ruined fort.***

The barracks are currently being used by the goblins, norkers and nilbog, who currently guard the courtyard area (see Area B). The iron chest contains only scraps of torn cloth and a bent cooper piece. The bunk beds are in poor condition and the sheets that cover them are ripped in some spots.

Nothing further of interest or value lies here.

## **H - Library**

***The door to this room hangs loosely on its hinges. Peering inside, you see several bookshelves have been toppled over. The numerous books that once rested upon the***

***shelves now litter the floor. Many of them have been burned or shredded.***

This room was once a small library but everything inside has either been taken or destroyed in one way or another.

Nothing further of interest or value lies here.

## **I - Destroyed (rubble) area**

***You decide to search the destroyed area that now lies in rubble.***

Anything worth of value, even the dead corpses, has been picked clean from this area.

Nothing further of interest or value lies here.

## **J - Troll's lair**

***Opening this stone door, you peer inside to see four trolls. Two unarmored trolls stand guard by the door you have just opened. A third unarmored troll stands next to a troll in large chainmail armor, both of which stand behind a table with various maps, a open book and a variety of other pieces of parchment.***

***Having noticed you, these creatures eye you with hatred as a smile seeming crosses their faces.***

The two troll guards attempt to focus on one PC rending them into pieces. Berserk moves into melee while going into a berserk and frenzy as a free action. Grrys first attempts to cast several buff spells before entering into melee combat.

All four trolls fight until the death. If they are captured by some means, they only laugh at the PCs stating, in giant, ***"So you've looking for him, are you? If you find him, you won't be so glad that you did. But regardless, you better make it quick or he'll slip from your reach once again."***

Once the trolls are defeated, the PCs can freely search the room. In doing so, the PCs find a book entitled *Spiders' Poisons* and information on:

1. The number and types of troops stationed in the nearby area.
2. The true location of the Warlord (a nearby ruined tower).

## **APL 12 (EL 15)**

**Trolls (2):** Male Troll Ftr6; hp 162 each; see Appendix.

**Berserk (1):** Male Troll Brb6; hp 180; see Appendix.

**Grrys (1):** Male Troll Clr6; hp 144; see Appendix.

## **APL 14 (EL 17)**

**Trolls (2):** Male Troll Ftr8; hp 191 each; see Appendix.

**Berserk (1):** Male Troll Brb6/Frenzied Berserker2; hp 224; see Appendix.

**Grrys (1):** Male Troll Clr8; hp 168; see Appendix.

## **APL 16 (EL 19)**

**Trolls (2):** Male Troll Ftr10; hp 219 each; see Appendix.

**Berserk (1):** Male Troll Brb6/Frenzied Berserker4; hp 270; see Appendix.

**Grrys (1):** Male Troll Clr10; hp 192; see Appendix.

## **APL 18 (EL 21)**

**Trolls (2):** Male Troll Ftr12; hp 248 each; see Appendix.

**Berserk (1):** Male Troll Brb7/Frenzied Berserker5; hp 306; see Appendix.

**Grrys (1):** Male Troll Clr12; hp 216; see Appendix.

## **Encounter 5: To Venture Forth?**

Continue with the following:

***Having searched the entire ruined fort, you have learned that the Warlord who was thought to be here is indeed not, but you have learned that the creature is located in a nearby ruined tower.***

***It has been an intense day and it is barely after noon. You must decide whether you wish to continue your hunt for the Warlord or not and if it will be today or a future day.***

If the PCs immediately set out to hunt down the Warlord at the nearby ruined tower, they have an opportunity to fight him (see Encounter Seven), but if they rest now for any length of time (or did so any time in Encounter Three or Four), the Warlord

receives word that a group of heroes is quite near and thus he moves onward for his own safety. (Please ensure the players understand that this is an optional encounter and thus costs double the Time Unit and Adventurer's Standard Upkeep to continue on the mission.) In either of these cases, proceed with Encounter Six.

If the PCs decide not to continue the mission, continue with the appropriate conclusion.

## Encounter 6: Trap (Optional Encounter)

If the PCs decide not to continue the mission, continue with the appropriate conclusion.

***You have decided to continue your hunt for the Warlord. Having searched the ruined fort you were asked to investigate, you learned that the Warlord is likely at a small ruined tower just a mere two miles away.***

Allow the PCs to take any precautions they desire before continuing:

***As you make way to the ruined tower, you can feel your heart quickly beating inside of you. For years, this creature has led the plague that haunts the Disputed Territory and the entire Principality of Ulek.***

***Soon you arrive at what you believe to be the ruined tower where the Warlord currently lairs. Only the first story still exists, the upper stories have been destroyed. The first floor has no windows and a single iron double door.***

***You find yourself starting at it for a moment. There is a stillness in the world around you, utter silence fills your ears and the weight of your gear seems nonexistent. Suddenly, a soft breeze brushes past your face waking you from your trance. Has the day for this battle really come or do you still rest among the dream world.***

The iron double door (hardness 10, hp 60, Open Lock DC 40) is locked and barred but not trapped. To break the door down requires a successful Strength check (DC 28). The Warlord (see Encounter Seven) holds the only key.

If the PCs break down the door, the Warlord becomes immediately aware of their presence and begins to take precautions (see Encounter Seven).

Please ensure to track the number of rounds they take to get to Encounter Seven.

The circular tower is 80 feet in diameter. The top stories have been destroyed, now mere rubble, along with the stairs heading up from the ground level. The stairs leading down from the ground level are still in good condition and able to be traversed down. The only other item of note on the ground level of the tower is a statue with a small plaque upon it that rests in the middle of the room.

To read the plaque, one must stand directly in front of it, due to its size print. Any good aligned PC, who does so, immediately sets off the trap indicated below and also brings attention of their presence to the Warlord. Please ensure to track the number of rounds they take to get to Encounter Seven.

The statue is of a dwarven noble, Ruck Stoneforge.

The plaque tells of how Ruck Stoneforge built this tower in the year 289 CY in tribute to the new prince, Olinstaad Corond.

### All APLs (EL 10)

***Wail of the Banshee Trap:*** CR 10; magic device; proximity trigger (detect good); automatic reset; spell effect (*wail of the banshee*, 17<sup>th</sup>-level cleric, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search (DC 34); Disable Device (DC 34).

The stairs down lead to a basement, which is also a circular room and 80 feet in diameter. This basement area is empty and only has a single secret door, which can be found with a successful Search check (DC 20).

Beyond the secret door is a set of stairs, one hundred and twenty feet in length that lead downward deeper into the earth below. At the bottom of the stairs is another iron double door (hardness 10, hp 60, Open Lock DC 40) that is locked and barred but not trapped. To break the door down requires a successful Strength check (DC 28). The Warlord (see Encounter Seven) holds the only key. This door leads to Encounter Seven.

## Encounter 7: The Warlord (Optional)

***Opening the door, you see a spacious room with a length and width of sixty feet. The ceiling lies twenty feet above you.***

***On the far side of the room are two tables with numerous maps and other pieces of paper. In the left-hand far corner is a large bed. The room is devoid of dust and fairly clean.***

This is the current lair of the creature known only as the Warlord. The PCs' actions (breaking down the door and/or setting of the trap) likely will have alerted the Warlord to their presence. If so, the Warlord starts to use the various magical items in the following order (durations have been included for ease):

1. *oil of magic vestment* +5 - 20 hours
2. *potion of resist energy [acid]* - 110 minutes
3. *potion of barkskin* +5 - 2 hours
4. *elixir of hiding* - 60 minutes
5. *elixir of sneaking* - 60 minutes
6. *potion of heroism* - 50 minutes
7. *potion of shield of faith* +5 - 18 minutes
8. *potion of bear's endurance* - 3 minutes
9. *potion of bull's strength* - 3 minutes
10. *potion of displacement* - 5 rounds
11. *potion of haste* - 5 rounds

When an attempt to break down the second locked door is made, the Warlord uses a pinch of *dust of disappearance*, which lasts for 12 rounds.

The Warlord attempts to attack the PCs in melee from surprise via the use of the *dust of disappearance*. He then focuses on one PC trying to kill them outright before turning to the next PC. He uses his breath weapon, only if multiple PCs can be effected. If other trolls are here (APLs 14, 16 and 18), they aid the Warlord attempting to focus on bringing the death of one PC before moving onto their next victim.

### **APL 12 (EL 16)**

**The Warlord:** Male Half-Dragon Red Troll Ftr8/Rog2; hp 258; see Appendix.

### **APL 14 (EL 18)**

**The Warlord:** Male Half-Dragon Red Troll Ftr8/Rog2; hp 258; see Appendix.

**Troll (1):** Female Troll Ftr10; hp 219; see Appendix.

### **APL 16 (EL 20)**

**The Warlord:** Male Half-Dragon Red Troll Ftr8/Rog2; hp 258; see Appendix.

**Trolls (2):** Female Troll Ftr12; hp 248 each; see Appendix.

### **APL 18 (EL 21)**

**The Warlord:** Male Half-Dragon Red Troll Ftr8/Rog2; hp 258; see Appendix.

**Trolls (5):** Female Troll Ftr12; hp 248 each; see Appendix.

Once the Warlord and the female trolls are defeated, the PCs can freely search the room. In doing so, the PCs find additional information on the number and types of troops stationed in the nearby area that could prove invaluable to the Royal Army.

If any PC used the *battleaxe, retribution (revised)* (from *ULP1-01 Find My Son*) in the battle with the Warlord and the creature was defeated, they earn the *battleaxe, retribution (advanced)*.

## **Conclusion**

If the PCs were ***not*** successful in defeating the Warlord and were ***not*** successful in clearing out the ruined fort, continue with the following:

***You have missed your opportunity to help the side of good this day. Hopefully, others will be successful where you were not.***

If the PCs were ***not*** successful in defeating the Warlord but were successful in clearing out the ruined fort, continue with the following:

***You did all that you could do and managed to gain some useful information on the town of Harvest. Hopefully, this information will come in use to the Royal Army in the near future.***

Royal Army PCs earn the *Commendation from the Royal Army*.

If the PCs were successful in defeating the Warlord and were successful in clearing out the ruined fort, continue with the following:

***You have dealt with a most evil plot this day and defeated Zacereye, the high necromancer of Nerull in the Disputed Territory, and the***

**Warlord's right-hand man. Thousands of future fallen warrior bodies will be ensured to lie permanently in rest instead of being taken from the bloody battlefields and brought into an undead state for the good of the Warlord, his agents and minions.**

Royal Army PCs earn the *High Commendation from the Royal Army*. Non-Royal Army PCs earn the *Recommendation from the Royal Army*. All PCs earn the *Gratitude of the Principality of Ulek*.

PCs can also spend unused *Influence Points with/Favors of Oldid Silverbeard* to gain item access as per *Spent Favors of Oldid Silverbeard*. These *Influence Points with/Favors of Oldid Silverbeard* came from *ULP1-02 Spies Like Us*, *ULP1-03 Crypt of Promise*, *ULP1-05 Tomb Raiders* and *ULP3-01 Old Tales*.

Additionally, any PC who is a member of *The Web*, Spyder's secret organization, can either remove a *Debt to Spyder* or gain a *Spyder's Thanks*, if they successfully retrieved and returned to Spyder, the book entitled *Spiders' Poisons*. If the book is given to Spyder, item access to it should be marked off each of the PCs' Adventure Records.

## The End

### Experience Point Summary

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

#### Encounter 3: Worg-Riding Goblins

Defeat worgs and goblins.

- APL 12 – 360 xp.
- APL 14 – 420 xp.
- APL 16 – 480 xp.
- APL 18 – 540 xp.

#### Encounter 4: Ruined Fort (Area B)

Defeat goblins, norker and nilbog.

- APL 12 – 450 xp.
- APL 14 – 510 xp.
- APL 16 – 570 xp.
- APL 18 – 630 xp.

#### Encounter 4: Ruined Fort (Area J)

Defeat trolls.

- APL 12 – 450 xp.
- APL 14 – 510 xp.
- APL 16 – 570 xp.
- APL 18 – 630 xp.

#### Discretionary Roleplaying Award

Judge may allocate up to the following for good role-playing

- APL 12 – 315 xp.
- APL 14 – 360 xp.
- APL 16 – 405 xp.
- APL 18 – 450 xp.

#### Total Possible Experience (w/o optional encounter)

- APL 12 – 1575 xp.
- APL 14 – 1800 xp.
- APL 16 – 2025 xp.
- APL 18 – 2250 xp.

#### Encounter 6: Trap (Optional)

Survive trap.

- APL 12 – 300 xp.
- APL 14 – 300 xp.
- APL 16 – 300 xp.
- APL 18 – 300 xp.

#### Encounter 7: The Warlord (Optional)

Defeat the Warlord.

- APL 12 – 480 xp.
- APL 14 – 540 xp.
- APL 16 – 600 xp.
- APL 18 – 660 xp.

#### Total Possible Experience (with optional encounter)

- APL 12 – 2355 xp.
- APL 14 – 2640 xp.

APL 16 – 2925 xp.

APL 18 – 3150 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 (sell value)

### Encounter 3: Worg-Riding Goblins

APL 12: L: 175 gp; C: 0 gp; M: 4 +1 *lances* (193 gp each), 4 *gloves of dexterity* +2 (333 gp each), 4 *universal solvents* (4 gp each).

APL 14: L: 175 gp; C: 0 gp; M: 6 +1 *studded leather armors* (98 gp each), 6 *cloak of resistances* +1 (83 gp each), 6 +1 *lances* (193 gp each), 6 *gloves of dexterity* +2 (333 gp each), 6 *universal solvents* (4 gp each).

APL 16: L: 175 gp; C: 0 gp; M: 6 +1 *studded leather armors* (98 gp each), 6 *cloak of resistances* +1 (83 gp each), 6 +1 *flaming lances* (693 gp each), 6 *gloves of dexterity* +2 (333 gp each), 6 *universal solvents* (4 gp each).

APL 18: L: 263 gp; C: 0 gp; M: 9 +2 *studded leather armors* (348 gp each), 9 *rings of protection* +1 (167 gp each), 9 *cloak of resistances* +1 (83 gp each), 9 +1 *flaming lances* (693 gp each), 9 *gloves of dexterity* +2 (333 gp each), 9 *universal solvents* (4 gp each).

### Encounter 4: Ruined Fort (Area B)

APL 12: L: 659 gp; C: 0 gp; M: 10 +1 *mighty composite longbows* [+2 *strength*] (217 gp each), 10 *sleep arrows* (11 gp each), 10 *potions of haste* (63 gp each), 3 +1 *heavy steel shields* (98 gp each), 3 *rings of protection* +1 (167 gp each), *javelin of lightning* (125 gp), *universal solvent* (4 gp).

APL 14: L: 229 gp; C: 0 gp; M: 10 +1 *shock mighty composite longbows* [+2 *strength*] (717 gp each), 10 *sleep arrows* (11 gp each), 10 *potions of haste* (63 gp each), 3 +2 *full plate armor* (458 gp each), 3 +1 *heavy steel shields* (98 gp each), 3 *rings of protection* +1 (167 gp each), *javelin of lightning* (125 gp), *potion of inflict serious wounds* (63 gp) *universal solvent* (4 gp).

APL 16: L: 203 gp; C: 0 gp; M: 10 +1 *shock mighty composite longbows* [+2 *strength*] (717 gp each), 2 *greater slaying arrow* [*humanoids dwarf*] (338 gp each), 2 *greater slaying arrow* [*humanoids, elf*] (338 gp each), 2 *greater slaying arrow* [*humanoids, gnome*] (338 gp each), 2 *greater slaying arrow* [*humanoids, halfling*] (338 gp each), 2 *greater slaying arrow* [*humanoids, human*] (338 gp each), 10 *sleep arrows* (11 gp each), 10 *brooches of shielding* (125 gp each), 10 *potions of haste* (63

gp each), 3 +2 full plate armor (458 gp each), 3 +2 heavy steel shields (348 gp each), 3 rings of protection +1 (167 gp each), 3 amulets of natural armor +1 (167 gp each), 3 clocks of resistance +1 (83 gp each), +1 greataxe (193 gp), javelin of lightning (125 gp), potion of inflict serious wounds (63 gp) universal solvent (4 gp).

APL 18: L: 203 gp; C: 0 gp; M: 10 +1 shock mighty composite longbows [+2 strength] (717 gp each), 2 greater slaying arrow [humanoids dwarf] (338 gp each), 2 greater slaying arrow [humanoids, elf] (338 gp each), 2 greater slaying arrow [humanoids, gnome] (338 gp each), 2 greater slaying arrow [humanoids, halfling] (338 gp each), 2 greater slaying arrow [humanoids, human] (338 gp each), 10 sleep arrows (11 gp each), 10 brooches of shielding (125 gp each), 10 potions of haste (63 gp each), 3 +3 full plate armor (888 gp each), 3 +3 heavy steel shields (764 gp each), 3 rings of protection +1 (167 gp each), 3 amulets of natural armor +1 (167 gp each), 3 clocks of resistance +1 (83 gp each), +1 greataxe (193 gp), javelin of lightning (125 gp), gauntlets of ogre power (333 gp), potion of inflict serious wounds (63 gp) universal solvent (4 gp).

#### Encounter 4: Ruined Fort (Area J)

APL 12: L: 2 gp; C: 0 gp; M: 2 gauntlets of ogre power (333 gp each), amulet of health +2 (333 gp), +1 large chainmail armor (146 gp) periapt of wisdom +2 (333 gp), Spiders' Poisons (83 gp).

APL 14: L: 2 gp; C: 0 gp; M: 2 gauntlets of ogre power (333 gp each), amulet of health +2 (333 gp), +2 large chainmail armor (396 gp) periapt of wisdom +2 (333 gp), pearl of power [1<sup>st</sup> level] (83 gp), Spiders' Poisons (83 gp).

APL 16: L: 2 gp; C: 0 gp; M: 2 gauntlets of ogre power (333 gp each), 2 minor rings of energy resistance [fire] (1000 gp each), amulet of health +4 (1333 gp), +3 large chainmail armor (813 gp) periapt of wisdom +2 (333 gp), pearl of power [1<sup>st</sup> level] (83 gp), Spiders' Poisons (83 gp).

APL 18: L: 2 gp; C: 0 gp; M: 2 belt of giant strength +4 (1333 gp each), 3 minor rings of energy resistance [fire] (1000 gp each), amulet of health +4 (1333 gp), +3 large chainmail armor (813 gp) periapt of wisdom +4 (1333 gp), pearl of power [1<sup>st</sup> level] (83 gp), Spiders' Poisons (83 gp).

#### Total Possible Treasure (Maximum Reward Allowed) (w/o optional encounter)

APL 12: L: 836 gp; C: 0 gp; M: 7515 gp – Total: 8351 gp (3300 gp).

APL 14: L: 406 gp; C: 0 gp; M: 16431 gp – Total: 16837 gp (6600 gp).

APL 16: L: 380 gp; C: 0 gp; M: 29171 gp – Total: 29551 gp (9900 gp).

APL 18: L: 468 gp; C: 0 gp; M: 43428 gp – Total: 43896 gp (17000 gp).

#### Encounter 7: The Warlord (Optional)

APL 12: L: 0 gp; C: 0 gp; M: brooch of shielding (125 gp), dust of disappearance (292 gp), elixir of hiding (21 gp), elixir of sneaking (21 gp), eyes of the eagle (208 gp), oil of magic vestment +5 (250 gp), potion of barkskin +5 (100 gp), potion of bear's endurance (25 gp), potion of bull's strength (25 gp), potion of displacement (63 gp), potion of haste (63 gp), potion of heroism (63 gp), potion of resist energy [acid] 30 (92 gp), potion of shield of faith +5 (75 gp), universal solvent (4 gp).

APL 14: L: 0 gp; C: 0 gp; M: brooch of shielding (125 gp), dust of disappearance (292 gp), elixir of hiding (21 gp), elixir of sneaking (21 gp), eyes of the eagle (208 gp), oil of magic vestment +5 (250 gp), potion of barkskin +5 (100 gp), potion of bear's endurance (25 gp), potion of bull's strength (25 gp), potion of displacement (63 gp), potion of haste (63 gp), potion of heroism (63 gp), potion of resist energy [acid] 30 (92 gp), potion of shield of faith +5 (75 gp), universal solvent (4 gp), gauntlets of ogre power (333 gp) minor ring of energy resistance [fire] (1000 gp).

APL 16: L: 0 gp; C: 0 gp; M: brooch of shielding (125 gp), dust of disappearance (292 gp), elixir of hiding (21 gp), elixir of sneaking (21 gp), eyes of the eagle (208 gp), oil of magic vestment +5 (250 gp), potion of barkskin +5 (100 gp), potion of bear's endurance (25 gp), potion of bull's strength (25 gp), potion of displacement (63 gp), potion of haste (63 gp), potion of heroism (63 gp), potion of resist energy [acid] 30 (92 gp), potion of shield of faith +5 (75 gp), universal solvent (4 gp), 2 belts of giant strength +4 (1333 gp), 2 minor rings of energy resistance [fire] (1000 gp).

APL 18: L: 0 gp; C: 0 gp; M: brooch of shielding (125 gp), dust of disappearance (292 gp),

*elixir of hiding* (21 gp), *elixir of sneaking* (21 gp), *eyes of the eagle* (208 gp), *oil of magic vestment* +5 (250 gp), *potion of barkskin* +5 (100 gp), *potion of bear's endurance* (25 gp), *potion of bull's strength* (25 gp), *potion of displacement* (63 gp), *potion of haste* (63 gp), *potion of heroism* (63 gp), *potion of resist energy [acid]* 30 (92 gp), *potion of shield of faith* +5 (75 gp), *universal solvent* (4 gp), 5 *belts of giant strength* +4 (1333 gp), 5 *minor rings of energy resistance [fire]* (1000 gp).

### **Total Possible Treasure (Maximum Reward Allowed) (with optional encounter)**

APL 12: L: 836 gp; C: 0 gp; M: 8942 gp – Total: 9778 gp (4950 gp).

APL 14: L: 406 gp; C: 0 gp; M: 19191 gp – Total: 19597 gp (9900 gp).

APL 16: L: 380 gp; C: 0 gp; M: 35264 gp – Total: 35644 gp (14850 gp).

APL 18: L: 468 gp; C: 0 gp; M: 56520 gp – Total: 56988 gp (25500 gp).

### **Special**

#### *Spiders' Poisons*

A picture of a jet-black spider with large fangs lies on the white cover of this non-magical book. The tome's text is written in Orcish. PCs must have the ability to read Orcish in order to gain the insight bonuses the book provides. This text gives the owner a +5 insight bonus to Knowledge (nature) skill checks involving spider poisons. If the owner of the text does not possess the Knowledge (nature) skill, that individual can still make a Knowledge (nature) skill check for matters involving spider poisons (without the +5 bonus mentioned above, but this ability is considered an insight bonus). It takes at least 5 minutes of reading to gain the insight bonus. The book must be read no more than 5 minutes before the check that the PC wishes to gain the insight bonus for is made.

*Market Price:* 1000 gp; *Weight:* 2 lbs.

#### *Battleaxe, Retribution (Advanced)*

This masterwork iron axe was created to be a gift to a young dwarven boy named Olinstaad upon his coming of age, a day that will never come because of his murder by forces of the Pomarj.

This axe was given to the above-named PC (in *ULP1-01 Find My Son*) for the promise that they would use it against the forces that brought about the boy's death. Due to defeating the Warlord while using this weapon, it became a +2 *keen battleaxe*.

To earn this item, the PC must have earned the *battleaxe, retribution (revised)* from *ULP1-01 Find My Son* and have the official certificate from this scenario.

Moderate transmutation; Can't be recreated; *Market Price:* 18330 gp; *Weight:* 4 lbs.

#### *Spent Influence Points/Favors of Oldid Silverbeard*

Previously you have earned an *Influence Point* and/or *Favor of Oldid Silverbeard*. With the defeat of the Warlord, Oldid Silverbeard has agreed to grant item access (Frequency: Regional), as noted below, for each of his influence points/favors.

1 IP/Favor - *elemental gem [earth]* (Regional, DMG)

2 IP/Favors - *crossbow, dwarven mauler* (Regional, A&EG)

3 IP/Favors - *gauntlets of the dwarven forge* (Regional, CW)

4 IP/Favors - *staff of the saintley, lesser* (Regional, CD)

Circle the appropriate expenditure above. Any influence point/favor that is spent in this fashion should be voided on the actual certificate or AR.

#### *Recommendation from the Royal Army*

For successfully defeating the Warlord, the major villain in the Disputed Territory, you have received a recommendation to join the Principality of Ulek Royal Army.

#### *Commendation from the Royal Army*

Your commanding officer in the Royal Army has given you his personal commendation. He also grants you access (Frequency: Regional) to either upgrade a single stat boost Wondrous Item (ie. *amulet of health*, *cloak of charisma*, *gloves of dexterity*, *girdle of giant strength*, *headband of intellect* or *periapt of wisdom*) from +2 to +4 or purchase any +2 armor or shield.

The PC must pay the costs/cost differences. Once used, this favor must be voided.

#### *High Commendation from the Royal Army*

Your commanding officer in the Royal Army has given you his personal commendation. He also grants you access (Frequency: Regional) to either upgrade a single stat boost Wondrous Item (ie. *amulet of health*, *cloak of charisma*, *gloves of dexterity*, *girdle of giant strength*, *headband of intellect* or *periapt of wisdom*) from +2 to +4 or +4 to +6 or purchase any +2 or +3 armor or shield.

The PC must pay the costs/cost differences. Once used, this favor must be voided.

#### *Gratitude of the Principality of Ulek*

In thanks for defeated the Warlord, the major villain in the Disputed Territory, the good folks of the Principality of Ulek have given you their gratitude. You gain access (Frequency: Regional) to purchase the following items/weapon enhancements: *armor of stonecunning*<sup>A&EG</sup>, *periapt of health* and *periapt of proof against poison*. If the PC is a dwarf, they gain access (Frequency: Regional) to purchase *dwarven plate*. If the PC had a home region of the Principality of Ulek at the time of playing this event, they also gain access (Frequency: Regional) to purchase the following items: *belt of dwarven kind* and *standard of Ulek*<sup>A&EG</sup>.

#### *Spyder's Thanks*

In thanks for being a contributing member of the Web, Spyder has granted you access (Frequency: Regional) to the following items: *stone of goodluck* (*luckstone*) and *ring of chameleon power*. Only current members in good standing may earn this favor.

## Items for the Adventure Record

### Item Access (w/o optional encounter)

#### APL 12

- ❖ +1 large chainmail armor (adventure, DMG)
- ❖ javelin of lightning (adventure, DMG)

- ❖ sleep arrow (adventure, DMG)
- ❖ universal solvent (adventure, DMG)

#### APL 14 (all items from APL 12 plus):

- ❖ +1 shock mighty composite longbow [+2 strength] (adventure, DMG)
- ❖ +2 full plate armor (adventure, DMG)
- ❖ +2 large chainmail armor (adventure, DMG)
- ❖ pearl of power [1<sup>st</sup> level] (adventure, DMG)
- ❖ potion of inflict serious wounds (adventure, DMG)

#### APL 16 (all items from APL 12, 14 plus):

- ❖ +1 flaming lance (adventure, DMG)
- ❖ +2 heavy steel shield (adventure, DMG)
- ❖ +3 large chainmail armor (adventure, DMG)
- ❖ amulet of health +4 (adventure, DMG)
- ❖ brooch of shielding (adventure, DMG)
- ❖ greater slaying arrow [humanoids dwarf] (adventure, DMG)
- ❖ greater slaying arrow [humanoids, elf] (adventure, DMG)
- ❖ greater slaying arrow [humanoids, gnome] (adventure, DMG)
- ❖ greater slaying arrow [humanoids, halfling] (adventure, DMG)
- ❖ greater slaying arrow [humanoids, human] (adventure, DMG)
- ❖ minor ring of energy resistance [fire] (adventure, DMG)

#### APL 18 (all items from APL 12, 14, 16 plus):

- ❖ +1 keen shock mighty composite longbow [+2 strength] (adventure, DMG)
- ❖ +2 studded leather armor (adventure, DMG)
- ❖ +3 full plate armor (adventure, DMG)
- ❖ +3 heavy steel shield (adventure, DMG)
- ❖ belt of giant strength +4 (adventure, DMG)
- ❖ periapt of wisdom +4 (adventure, DMG)

## **Item Access (with optional encounter)**

### **APL 12**

- ❖ *+1 large chainmail armor (adventure, DMG)*
- ❖ *brooch of shielding (adventure, DMG)*
- ❖ *dust of disappearance (adventure, DMG)*
- ❖ *elixir of hiding, elixir of sneaking (adventure, DMG)*
- ❖ *eyes of the eagle (adventure, DMG)*
- ❖ *javelin of lightning (adventure, DMG)*
- ❖ *oil of magic vestment +5 (adventure, DMG)*
- ❖ *potion of barkskin +5 (adventure, DMG)*
- ❖ *potion of resist energy [acid] 30 (adventure, DMG)*
- ❖ *potion of shield of faith +5 (adventure, DMG)*
- ❖ *sleep arrow (adventure, DMG)*
- ❖ *universal solvent (adventure, DMG)*

### **APL 14 (all items from APL 12 plus):**

- ❖ *+1 shock mighty composite longbow [+2 strength] (adventure, DMG)*
- ❖ *+2 full plate armor (adventure, DMG)*
- ❖ *+2 large chainmail armor (adventure, DMG)*
- ❖ *pearl of power [1<sup>st</sup> level] (adventure, DMG)*
- ❖ *potion of inflict serious wounds (adventure, DMG)*

### **APL 16 (all items from APL 12, 14 plus):**

- ❖ *+1 flaming lance (adventure, DMG)*
- ❖ *+2 heavy steel shield (adventure, DMG)*
- ❖ *+3 large chainmail armor (adventure, DMG)*
- ❖ *amulet of health +4 (adventure, DMG)*
- ❖ *greater slaying arrow [humanoids dwarf] (adventure, DMG)*
- ❖ *greater slaying arrow [humanoids, elf] (adventure, DMG)*
- ❖ *greater slaying arrow [humanoids, gnome] (adventure, DMG)*
- ❖ *greater slaying arrow [humanoids, halfling] (adventure, DMG)*

- ❖ *greater slaying arrow [humanoids, human] (adventure, DMG)*

- ❖ *minor ring of energy resistance [fire] (adventure, DMG)*

### **APL 18 (all items from APL 12, 14, 16 plus):**

- ❖ *+1 keen shock mighty composite longbow [+2 strength] (adventure, DMG)*
- ❖ *+2 studded leather armor (adventure, DMG)*
- ❖ *+3 full plate armor (adventure, DMG)*
- ❖ *+3 heavy steel shield (adventure, DMG)*
- ❖ *belt of giant strength +4 (adventure, DMG)*
- ❖ *periapt of wisdom +4 (adventure, DMG)*

## Appendix I: NPCs

### Encounter 3

#### APL 12

**Advanced Worg (4):** CR 5; Large magical beast; HD 10d10+40; hp 105 each; Init +1; Spd 50 ft.; AC 15, touch 10, flat-footed 14 (-1 size, +1 Dex, +5 natural); Base Atk +10, Grp +21; Atk +17 melee (1d6+10, bite); Full Atk +17 melee (1d6+10, bite); Space/Reach 10 ft./10 ft.; SA trip; SQ darkvision 60 ft., low-light visions, scent; AL NE; SV Fort +11, Ref +8, Will +5; Str 25, Dex 13, Con 19, Int 6, Wis 14, Cha 10.

*Skills and Feats:* Hide -1, Listen +6, Move Silently +1, Spot +12, Survival +2 (+6 tracking by scent); Alertness, Combat Reflexes, Track, Weapon Focus (bite).

**Goblins (4):** Male Goblin Ftr7; CR 7; Small humanoid (goblinoid); HD 7d10+14; hp 63 each; Init +4; Spd 30 ft.; AC 18, touch 15, flat-footed 14 (+1 size, +4 Dex, +3 armor); Base Atk +7/+2, Grp +4; Atk +11 melee (1d6+4/x3, lance) or +10 melee (1d6+1/19-20, longsword); Full Atk +11/+6 melee (1d6+3/x3, lance) or +10/+5 melee (1d6+1/19-20, longsword); SQ darkvision 60 ft.; AL LE; SV Fort +7, Ref +6, Will +4; Str 12, Dex 19, Con 14, Int 12, Wis 14, Cha 6.

*Skills and Feats:* Handle Animal +10, Diplomacy +0, Hide +7, Knowledge (nobility and royalty) +6, Move Silently +7, Ride +25; Animal Affinity, Mounted Combat, Ride-By-Attack, Skill Focus (ride), Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance).

*Possessions:* masterwork studded leather armor, +1 lance, masterwork cold iron longsword, *gloves of dexterity* +2, military saddle, *universal solvent*.

#### APL 14

**Advanced Worg (6):** CR 6; Large magical beast; HD 12d10+48; hp 126 each; Init +1; Spd 50 ft.; AC 15, touch 10, flat-footed 14 (-1 size, +1 Dex, +5 natural); Base Atk +12, Grp +23; Atk +19 melee (1d6+10, bite); Full Atk +19 melee (1d6+10, bite); Space/Reach 10 ft./10 ft.; SA trip; SQ darkvision 60 ft., low-light visions, scent; AL NE; SV Fort +12, Ref +11, Will +6; Str 25, Dex 13, Con 19, Int 6, Wis 14, Cha 10.

*Skills and Feats:* Hide -1, Listen +6, Move Silently +1, Spot +14, Survival +2 (+6 tracking by scent); Alertness, Combat Reflexes, Lightning Reflexes, Track, Weapon Focus (bite).

**Goblins (6):** Male Goblin Ftr8; CR 8; Small humanoid (goblinoid); HD 8d10+16; hp 72 each; Init +5; Spd 30 ft.; AC 20, touch 16, flat-footed 15 (+1 size, +5 Dex, +4 armor); Base Atk +8/+3, Grp +5; Atk +13 melee (1d6+4/x3, lance) or +11 melee (1d6+1/19-20, longsword); Full Atk +13/+8 melee (1d6+3/x3, lance) or +11/+6 melee (1d6+1/19-20, longsword); SQ darkvision 60 ft.; AL LE; SV Fort +9, Ref +8, Will +5; Str 12, Dex 20, Con 14, Int 12, Wis 14, Cha 6.

*Skills and Feats:* Climb +2, Handle Animal +11, Diplomacy +0, Hide +8, Knowledge (nobility and royalty) +6, Move Silently +8, Ride +27; Animal Affinity, Greater Weapon Focus (lance), Mounted Combat, Ride-By-Attack, Skill Focus (ride), Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance).

*Possessions:* +1 studded leather armor, *clock of resistance* +1, +1 lance, masterwork cold iron longsword, *gloves of dexterity* +2, military saddle, *universal solvent*.

#### APL 16

**Advanced Multi-headed Worg (6):** CR 8; Large magical beast; HD 16d10+112; hp 204 each; Init +5; Spd 50 ft.; AC 18, touch 10, flat-footed 17 (-1 size, +1 Dex, +8 natural); Base Atk +16, Grp +27; Atk +23 melee (1d6+10, bite); Full Atk +23 melee (1d6+10, 4 bites); Space/Reach 10 ft./10 ft.; SA trip; SQ darkvision 90 ft., low-light visions, scent; AL NE; SV Fort +17, Ref +13, Will +9; Str 25, Dex 13, Con 25, Int 6, Wis 14, Cha 10.

*Skills and Feats:* Hide -1, Listen +12, Move Silently +1, Search +8, Spot +24, Survival +2 (+6 tracking by scent); Alertness, Blind-Fight, Combat Reflexes<sup>B</sup>, Improved Initiative<sup>B</sup>, Iron Will, Lightning Reflexes, Track, Weapon Focus (bite).

**Goblins (6):** Male Goblin Ftr8/Cav2; CR 10; Small humanoid (goblinoid); HD 8d10+2d10+20; hp 90 each; Init +5; Spd 30 ft.; AC 20, touch 16, flat-footed 15 (+1 size, +5 Dex, +4 armor); Base Atk +10/+5, Grp +7; Atk +16 melee (1d6+4 plus 1d6 fire/19-20/x3, lance) or +13 melee (1d6+1/19-20, longsword); Full Atk +16/+11 melee (1d6+3 plus

1d6 fire/19-20/x3, lance) or +13/+8 melee (1d6+1/19-20, longsword); SQ darkvision 60 ft., deadly charge 1/day, mounted weapon bonus (lance +1), mounted weapon bonus (sword) +1, ride bonus +2; AL LE; SV Fort +12, Ref +8, Will +8; Str 12, Dex 21, Con 14, Int 12, Wis 14, Cha 6.

*Skills and Feats:* Climb +2, Handle Animal +13, Diplomacy +0, Hide +8, Knowledge (nobility and royalty) +8, Move Silently +8, Ride +31, Tumble +6; Animal Affinity, Greater Weapon Focus (lance), Improved Critical (lance), Mounted Combat, Ride-By-Attack, Skill Focus (ride), Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance).

*Possessions:* +1 studded leather armor, clock of resistance +1, +1 flaming lance, masterwork cold iron longsword, gloves of dexterity +2, military saddle, universal solvent.

## APL 18

**Advanced Multi-headed Pyro Worg (9):** CR 9; Large magical beast (Fire); HD 16d10+112; hp 204 each; Init +5; Spd 50 ft.; AC 18, touch 10, flat-footed 17 (-1 size, +1 Dex, +8 natural); Base Atk +16, Grp +27; Atk +23 melee (1d6+10, bite); Full Atk +23 melee (1d6+10, 4 bites); Space/Reach 10 ft./10 ft.; SA breath weapon, trip; SQ darkvision 90 ft., fire subtype, low-light visions, scent; AL NE; SV Fort +17, Ref +13, Will +9; Str 25, Dex 13, Con 25, Int 6, Wis 14, Cha 10.

*Skills and Feats:* Hide -1, Listen +12, Move Silently +1, Search +8, Spot +24, Survival +2 (+6 tracking by scent); Alertness, Blind-Fight, Combat Reflexes<sup>B</sup>, Improved Initiative<sup>B</sup>, Iron Will, Lightning Reflexes, Track, Weapon Focus (bite).

*Breath Weapon (su):* Each of these creature's four heads may breath jets of fire 10 feet high, 10 feet wide and 20 feet long. All heads breathe once every 1d4 rounds and each jet deals 3d6 points of fire damage per head. A successful Reflex save (DC 19) halves the damage.

**Goblins (9):** Male Goblin Ftr8/Cav3; CR 11; Small humanoid (goblinoid); HD 8d10+3d10+22; hp 99 each; Init +5; Spd 30 ft.; AC 22, touch 17, flat-footed 16 (+1 size, +5 Dex, +5 armor, +1 reflection); Base Atk +11/+6/+1, Grp +8; Atk +17 melee (1d6+4 plus 1d6 fire/19-20/x3, lance) or +14 melee (1d6+1/19-20, longsword); Full Atk +17/+12/+7 melee (1d6+3 plus 1d6 fire/19-20/x3,

lance) or +14/+9/+4 melee (1d6+1/19-20, longsword); SQ burst of speed, darkvision 60 ft., deadly charge 1/day, mounted weapon bonus (lance +1), mounted weapon bonus (sword) +1, ride bonus +2; AL LE; SV Fort +12, Ref +9, Will +8; Str 12, Dex 21, Con 14, Int 12, Wis 14, Cha 6.

*Skills and Feats:* Climb +2, Handle Animal +14, Diplomacy +0, Hide +8, Knowledge (nobility and royalty) +9, Move Silently +8, Ride +32, Tumble +6; Animal Affinity, Greater Weapon Focus (lance), Improved Critical (lance), Mounted Combat, Ride-By-Attack, Skill Focus (ride), Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance).

*Possessions:* +2 studded leather armor, ring of protection +1, clock of resistance +1, +1 flaming lance, masterwork cold iron longsword, gloves of dexterity +2, military saddle, universal solvent.

## Encounter 4

### APL 12

**Goblin Archers (10):** Male Goblin Ftr6; CR 6; Small humanoid (goblinoid); HD 6d10; hp 45 each; Init +4; Spd 30 ft.; AC 18, touch 15, flat-footed 14 (+1 size, +4 Dex, +3 armor); Base Atk +6/+1, Grp +2; Atk +13 ranged (1d6+5/x3, composite longbow) or +9 melee (1d6+2/19-20, longsword); Full Atk +13/+13/+8 melee (1d6+5/x3, composite longbow) or +9/+4 ranged (1d6+2/19-20, longsword); SQ darkvision 60 ft.; AL NE; SV Fort +5, Ref +6, Will +3; Str 14, Dex 19, Con 10, Int 10, Wis 12, Cha 6.

*Skills and Feats:* Hide +8, Jump +3, Move Silently +8; Improved Rapid Shot<sup>CW</sup>, Manyshot, Precise Shot, Point Blank Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

*Possessions:* masterwork studded leather armor, +1 mighty composite longbow (+2 strength), sleep arrow, 50 arrows, longsword, potion of haste.

**Norker Warriors (3):** Male Norker Ftr6; CR 6; Small humanoid (goblinoid); HD 6d10+18; hp 59 each; Init +5; Spd 20 ft.; AC 31, touch 13, flat-footed 30 (+1 size, +1 Dex, +7 natural, +8 armor, +3 shield, +1 reflection); Base Atk +6/+1, Grp +2; Atk +9 melee (1d6+2/19-20, longsword); Full Atk +9/+4 melee (1d6+2/19-20, longsword); SQ

darkvision 60 ft.; AL CE; SV Fort +10, Ref +5, Will +7; Str 10, Dex 12, Con 17, Int 10, Wis 16, Cha 6.

*Skills and Feats:* Climb +4, Jump +4, Move Silently +0; Close-Quarters Fighting<sup>CW</sup>, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization (longsword).

*Possessions:* full plate armor, +1 heavy steel shield, ring of protection +1, masterwork cold iron longsword.

**Nil:** Male Nilbog Clr2; CR 6; Small humanoid (goblinoid); HD 2d8+4; hp 15; Init +0; Spd 30 ft.; AC 14, touch 11, flat-footed 13 (+1 size, +3 studded leather); Base Atk +1, Grp -3; Atk +3 melee (1d10/x3, greataxe); Full Atk +3 melee (1d10/x3, greataxe); SQ damage invulnerability, darkvision 60 ft., uncontrollable action; AL LE; SV Fort +5, Ref +0, Will +8; Str 10, Dex 10, Con 14, Int 12, Wis 16, Cha 10.

*Skills and Feats:* Bluff +5, Concentration +7, Move Silently +4, Spellcraft +6; Iron Will.

*Uncontrollable Action (Su):* Each round any non-goblinoid creature within 30 feet of a nilbog must make a Will save (DC 12) or become *confused* for one round. A *confused* creature will take the exact opposite action that they originally desired.

*Damage Invulnerability (Su):* Any damage done to a nilbog does not harm it but rather the nilbog gains as many temporary hit points equal to the amount of damage dealt. However, any *cure* spell or *heal* spell cast upon a nilbog damages it.

*Spells Prepared* (4/3+1; base DC = 13 + spell level): 0 – *detect magic, detect poison, guidance, resistance*; 1<sup>st</sup> – *bless, divine favor, doom, inflict light wounds*.\*

\*Domain spell. *Domains:* Destruction (smite); Trickery (bluff, disguise & hide class skills).

*Possessions:* studded leather armor, masterwork greataxe, javelin of lightning, universal solvent.

## APL 14

**Goblin Archers (10):** Male Goblin Ftr8; CR 8; Small humanoid (goblinoid); HD 8d10; hp 60 each; Init +5; Spd 30 ft.; AC 19, touch 16, flat-footed 14 (+1 size, +5 Dex, +3 armor); Base Atk

+8/+3, Grp +4; Atk +17 ranged (1d6+5 plus 1d6 electric/x3, composite longbow) or +11 melee (1d6+2/19-20, longsword); Full Atk +17/+17/+12 melee (1d6+5 plus 1d6 electric/x3, composite longbow) or +11/+6 ranged (1d6+2/19-20, longsword); SQ darkvision 60 ft.; AL NE; SV Fort +6, Ref +7, Will +3; Str 14, Dex 20, Con 10, Int 10, Wis 12, Cha 6.

*Skills and Feats:* Hide +10, Jump +3, Move Silently +9; Greater Weapon Focus (composite longbow), Improved Rapid Shot<sup>CW</sup>, Manyshot, Precise Shot, Point Blank Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

*Possessions:* masterwork studded leather armor, +1 shock mighty composite longbow (+2 strength), sleep arrow, 50 arrows, longsword, potion of haste.

**Norker Warriors (3):** Male Norker Ftr8; CR 8; Small humanoid (goblinoid); HD 8d10+40; hp 90 each; Init +5; Spd 20 ft.; AC 33, touch 13, flat-footed 32 (+1 size, +1 Dex, +7 natural, +10 armor, +3 shield, +1 reflection); Base Atk +8/+3, Grp +4; Atk +11 melee (1d6+2/19-20, longsword); Full Atk +11/+6 melee (1d6+2/19-20, longsword); SQ darkvision 60 ft.; AL CE; SV Fort +12, Ref +5, Will +7; Str 10, Dex 12, Con 18, Int 10, Wis 16, Cha 6.

*Skills and Feats:* Climb +6, Jump +6, Move Silently +0; Close-Quarters Fighting<sup>CW</sup>, Great Fortitude, Improved Initiative, Improved Toughness<sup>CW</sup>, Iron Will, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization (longsword).

*Possessions:* +2 full plate armor, +1 heavy steel shield, ring of protection +1, masterwork cold iron longsword.

**Nil:** Male Nilbog Clr4; CR 8; Small humanoid (goblinoid); HD 4d8+8; hp 30; Init +0; Spd 30 ft.; AC 14, touch 11, flat-footed 13 (+1 size, +3 studded leather); Base Atk +3, Grp -1; Atk +5 melee (1d10/x3, greataxe); Full Atk +5 melee (1d10/x3, greataxe); SQ damage invulnerability, darkvision 60 ft., uncontrollable action; AL NE; SV Fort +6, Ref +1, Will +9; Str 10, Dex 10, Con 14, Int 12, Wis 17, Cha 10.

*Skills and Feats:* Bluff +7, Concentration +9, Move Silently +4, Spellcraft +8; Iron Will, Spell Focus (necromancy).

*Uncontrollable Action (Su):* Each round any non-goblinoid creature within 30 feet of a nilbog must make a Will save (DC 12) or become *confused* for one round. A *confused* creature will take the exact opposite action that they originally desired.

*Damage Invulnerability (Su):* Any damage done to a nilbog does not harm it but rather the nilbog gains as many temporary hit points equal to the amount of damage dealt. However, any *cure* spell or *heal* spell cast upon a nilbog damages it.

*Spells Prepared* (5/4+1/3+1; base DC = 13 + spell level, necromancy 14 + spell level): 0 – *detect magic*, *detect poison*, *guidance*, *purify food and drink*, *resistance*; 1<sup>st</sup> – *bless*, *divine favor*, *doom*, *doom*, *inflict light wounds\**; 2<sup>nd</sup> – *align weapon*, *invisibility\**, *owl's wisdom*, *shield other*.

\*Domain spell. *Domains*: Destruction (smite); Trickery (bluff, disguise & hide class skills).

*Possessions*: studded leather armor, masterwork greataxe, *javelin of lightning*, *potion of inflict serious wounds*, *universal solvent*.

## APL 16

**Goblin Archers (10):** Male Goblin Ftr10; CR 10; Small humanoid (goblinoid); HD 10d10; hp 75 each; Init +9; Spd 30 ft.; AC 19, touch 16, flat-footed 14 (+1 size, +5 Dex, +3 armor); Base Atk +10/+5, Grp +6; Atk +19 ranged (1d6+5 plus 1d6 electric/x3, composite longbow) or +13 melee (1d6+2/19-20, longsword); Full Atk +19/+19/+14 melee (1d6+5 plus electric/x3, composite longbow) or +13/+8 ranged (1d6+2/19-20, longsword); SQ darkvision 60 ft.; AL NE; SV Fort +7, Ref +8, Will +4; Str 14, Dex 20, Con 10, Int 10, Wis 12, Cha 6.

*Skills and Feats*: Hide +13, Jump +3, Move Silently +11; Greater Weapon Focus (composite longbow), Improved Initiative, Improved Rapid Shot<sup>CW</sup>, Manyshot, Precise Shot, Point Blank Shot, Rapid Shot, Stealthy, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

*Possessions*: masterwork studded leather armor, +1 *shock mighty composite longbow* [+2 strength], *greater slaying arrow* [humanoids dwarf] (archer #1 & #2), *greater slaying arrow* [humanoids, elf] (archer #3 & #4), *greater slaying*

*arrow* [humanoids, gnome] (archer #5 & #6), *greater slaying arrow* [humanoids, halfling] (archer #7 & #8), *greater slaying arrow* [humanoids, human] (archer #9 & #10), *sleep arrow*, 50 arrows, longsword, *brooch of shielding*, *potion of haste*.

**Norker Warriors (3):** Male Norker Ftr10; CR 10; Small humanoid (goblinoid); HD 10d10+48; hp 111 each; Init +5; Spd 20 ft.; AC 35, touch 13, flat-footed 34 (+1 size, +1 Dex, +8 natural, +10 armor, +4 shield, +1 reflection); Base Atk +10/+5, Grp +6; Atk +14 melee (1d6+2/19-20, longsword); Full Atk +14/+9 melee (1d6+2/19-20, longsword); SQ darkvision 60 ft.; AL CE; SV Fort +14, Ref +7, Will +9; Str 10, Dex 12, Con 18, Int 10, Wis 16, Cha 6.

*Skills and Feats*: Climb +8, Jump +8, Move Silently +0; Blind-Fight, Close-Quarters Fighting<sup>CW</sup>, Great Fortitude, Greater Weapon Focus (longsword), Improved Initiative, Improved Toughness<sup>CW</sup>, Iron Will, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization (longsword).

*Possessions*: +2 *full plate armor*, +2 *heavy steel shield*, *ring of protection* +1, *amulet of natural armor* +1, *cloak of resistance* +1, masterwork cold iron longsword.

**Nil:** Male Nilbog Clr6; CR 10; Small humanoid (goblinoid); HD 6d8+12; hp 45; Init +0; Spd 30 ft.; AC 14, touch 11, flat-footed 13 (+1 size, +3 studded leather); Base Atk +4, Grp +0; Atk +6 melee (1d10+1/x3, greataxe); Full Atk +6 melee (1d10+1/x3, greataxe); SQ damage invulnerability, darkvision 60 ft., uncontrollable action; AL NE; SV Fort +7, Ref +2, Will +10; Str 10, Dex 10, Con 14, Int 12, Wis 17, Cha 10.

*Skills and Feats*: Bluff +9, Concentration +11, Move Silently +4, Spellcraft +10; Greater Spell Focus (necromancy), Iron Will, Spell Focus (necromancy).

*Uncontrollable Action (Su):* Each round any non-goblinoid creature within 30 feet of a nilbog must make a Will save (DC 12) or become *confused* for one round. A *confused* creature will take the exact opposite action that they originally desired.

*Damage Invulnerability (Su):* Any damage done to a nilbog does not harm it but rather the nilbog gains as many temporary hit points equal to the amount of damage dealt. However, any

cure spell or *heal* spell cast upon a nilbog damages it.

*Spells Prepared* (5/4+1/4+1/3+1; base DC = 13 + spell level, necromancy 15 + spell level): 0 – *detect magic*, *detect poison*, *guidance*, *purify food and drink*, *resistance*; 1<sup>st</sup> – *bless*, *divine favor*, *doom*, *doom*, *inflict light wounds*\*; 2<sup>nd</sup> – *align weapon*, *bear's endurance*, *invisibility*\*, *owl's wisdom*, *shield other*; 3<sup>d</sup> – *blindness/deafness*, *blindness/deafness*, *contagion*\*, *dispel magic*.

\*Domain spell. *Domains*: Destruction (smite); Trickery (bluff, disguise & hide class skills).

*Possessions*: studded leather armor, +1 greataxe, javelin of lightning, potion of inflict serious wounds, universal solvent.

## APL 18

**Goblin Archers (10)**: Male Goblin Ftr12; CR 12; Small humanoid (goblinoid); HD 12d10; hp 90 each; Init +9; Spd 30 ft.; AC 19, touch 16, flat-footed 14 (+1 size, +5 Dex, +3 armor); Base Atk +12/+7/+2, Grp +8; Atk +21 ranged (1d6+7 plus 1d6 electric/19-20/x3, composite longbow) or +15 melee (1d6+2/19-20, longsword); Full Atk +21/+21/+16/+11 melee (1d6+7 plus electric/19-20/x3, composite longbow) or +15/+10/+5 ranged (1d6+2/19-20, longsword); SQ darkvision 60 ft.; AL NE; SV Fort +7, Ref +8, Will +4; Str 15, Dex 20, Con 10, Int 10, Wis 12, Cha 6.

*Skills and Feats*: Hide +14, Jump +3, Move Silently +11; Greater Weapon Focus (composite longbow), Greater Weapon Specialization (composite longbow), Improved Initiative, Improved Rapid Shot<sup>CW</sup>, Improved Precise Shot, Manyshot, Precise Shot, Point Blank Shot, Rapid Shot, Stealthy, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

*Possessions*: masterwork studded leather armor, +1 keen shock mighty composite longbow [+2 strength], greater slaying arrow [humanoids dwarf] (archer #1 & #2), greater slaying arrow [humanoids, elf] (archer #3 & #4), greater slaying arrow [humanoids, gnome] (archer #5 & #6), greater slaying arrow [humanoids, halfling] (archer #7 & #8), greater slaying arrow [humanoids, human] (archer #9 & #10), sleep arrow, 50 arrows, longsword, brooch of shielding, potion of haste.

**Norker Warriors (3)**: Male Norker Ftr12; CR 12; Small humanoid (goblinoid); HD 12d10+56; hp 132 each; Init +5; Spd 20 ft.; AC 37, touch 13,

flat-footed 36 (+1 size, +1 Dex, +8 natural, +11 armor, +5 shield, +1 reflection); Base Atk +12/+7/+2, Grp +8; Atk +16 melee (1d6+2/19-20, longsword); Full Atk +16/+11/+6 melee (1d6+2/19-20, longsword); SQ darkvision 60 ft.; AL CE; SV Fort +15, Ref +8, Will +10; Str 10, Dex 12, Con 18, Int 10, Wis 16, Cha 6.

*Skills and Feats*: Climb +10, Jump +10, Move Silently +0; Blind-Fight, Close-Quarters Fighting<sup>CW</sup>, Great Fortitude, Greater Weapon Focus (longsword), Improved Initiative, Improved Toughness<sup>CW</sup>, Iron Will, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization (longsword).

*Possessions*: +3 full plate armor, +3 heavy steel shield, ring of protection +1, amulet of natural armor +1, clock of resistance +1, masterwork cold iron longsword.

**Nil**: Male Nilbog Clr8; CR 12; Small humanoid (goblinoid); HD 8d8+16; hp 60; Init +0; Spd 30 ft.; AC 14, touch 11, flat-footed 13 (+1 size, +3 studded leather); Base Atk +6/+1, Grp +3; Atk +9 melee (1d10+2/x3, greataxe); Full Atk +9/+4 melee (1d10+2/x3, greataxe); SQ damage invulnerability, darkvision 60 ft., uncontrollable action; AL NE; SV Fort +8, Ref +2, Will +12; Str 12, Dex 10, Con 14, Int 12, Wis 18, Cha 10.

*Skills and Feats*: Bluff +11, Concentration +13, Move Silently +4, Spellcraft +12; Greater Spell Focus (necromancy), Iron Will, Spell Focus (necromancy).

*Uncontrollable Action* (Su): Each round any non-goblinoid creature within 30 feet of a nilbog must make a Will save (DC 12) or become *confused* for one round. A *confused* creature will take the exact opposite action that they originally desired.

*Damage Invulnerability* (Su): Any damage done to a nilbog does not harm it but rather the nilbog gains as many temporary hit points equal to the amount of damage dealt. However, any cure spell or heal spell cast upon a nilbog damages it.

*Spells Prepared* (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level, necromancy 16 + spell level): 0 – *detect magic*, *detect poison*, *guidance*, *purify food and drink*, *resistance*, *resistance*; 1<sup>st</sup> – *bane*, *bless*, *divine favor*, *doom*, *doom*, *inflict light wounds*\*; 2<sup>nd</sup> – *align weapon*, *bear's endurance*, *invisibility*\*, *owl's wisdom*, *shield*

other, 3<sup>rd</sup> – blindness/deafness, blindness/deafness, contagion\*, dispel magic, invisibility purge; 4<sup>th</sup> – confusion\*, death ward, divine power, freedom of movement.

\*Domain spell. Domains: Destruction (smite); Trickery (bluff, disguise & hide class skills).

Possessions: studded leather armor, +1 greataxe, javelin of lightning, gauntlets of ogre power, potion of inflict serious wounds, universal solvent.

## Encounter 4

### APL 12

**Troll (2):** Male Troll Ftr6; CR 11; Large giant; HD 6d8+6d10+108; hp 162 each; Init +4; Spd 30 ft.; AC 18, touch 13, flat-footed 14 (-1 size, +4 Dex, +5 natural); Base Atk +10, Grp +24; Atk +20 melee (1d6+12, claw); Full Atk +20 melee (1d6+12, 2 claws) and +14 melee (1d6+5, bite); Space/Reach 10 ft./10 ft.; SA rend 2d6+15; SQ darkvision 60 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +19, Ref +10, Will +7; Str 31, Dex 18, Con 28, Int 4, Wis 12, Cha 4.

**Skills and Feats:** Listen +8, Spot +10; Alertness, Cleave, Combat Reflexes, Iron Will, Lightning Reflexes, Power Attack, Track, Weapon Focus (claw), Weapon Specialization (claw).

Possessions: gauntlets of ogre power.

**Berserk:** Male Troll Brb6; CR 11; Large giant; HD 6d8+6d12+120; hp 180; Init +2; Spd 40 ft.; AC 16, touch 11, flat-footed 14 (-1 size, +2 Dex, +5 natural); Base Atk +10, Grp +23; Atk +18 melee (1d6+9, claw); Full Atk +18 melee (1d6+9, 2 claws) and +13 melee (1d6+4, bite); Space/Reach 10 ft./10 ft.; SA rage 2/day, rend 2d6+13; SQ darkvision 60 ft., improved uncanny dodge, low-light vision, regeneration 5, scent, trap sense +2, uncanny dodge; AL CE; SV Fort +20, Ref +6, Will +7; Str 28, Dex 14, Con 31, Int 4, Wis 12, Cha 4.

**Skills and Feats:** Listen +7, Spot +7; Cleave, Destructive Rage<sup>CW</sup>, Intimidating Rage<sup>CW</sup>, Iron Will, Power Attack.

Possessions: amulet of health +2.

**Grrys:** Male Troll Clr6; CR 11; Large giant; HD 6d8+6d8+96; hp 144 each; Init +2; Spd 20 ft.; AC 22, touch 11, flat-footed 20 (-1 size, +2 Dex, +6 armor, +5 natural); Base Atk +8, Grp +20; Atk

+16 melee (1d6+8, claw); Full Atk +16 melee (1d6+8, 2 claws) and +10 melee (1d6+4, bite); Space/Reach 10 ft./10 ft.; SA rend 2d6+12; SQ darkvision 60 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +18, Ref +6, Will +12; Str 26, Dex 14, Con 26, Int 6, Wis 17, Cha 6.

**Skills and Feats:** Concentration +18, Listen +7, Spot +8; Combat Casting, Combat Reflexes, Iron Will, Power Attack, Weapon Focus (claw), Weapon Focus (large greatclub)<sup>B</sup>.

**Spells Prepared** (5/4+1/4+1/3+1; base DC = 13 + spell level): 0 – detect magic, detect poison, guidance, purify food and water, resistance; 1<sup>st</sup> – bane, bless, divine favor, magic weapon\*, shield of faith; 2<sup>nd</sup> – bear's endurance, bull's strength, resist energy, silence, spiritual weapon\*; 3<sup>rd</sup> – blindness/deafness, magic circle against good\*, prayer, wind wall.

\*Domain spell. Domains: Evil (evil spells at +1 caster level); War (weapon focus with deity's favored weapon).

Possessions: +1 large chainmail armor, periapt of wisdom +2, silver holy symbol of Vaprak, book (Spiders' Poisons), keys (to Areas 4E & 4F).

### APL 14

**Troll (2):** Male Troll Ftr8; CR 13; Large giant; HD 6d8+8d10+126; hp 191 each; Init +4; Spd 30 ft.; AC 18, touch 13, flat-footed 14 (-1 size, +4 Dex, +5 natural); Base Atk +12, Grp +27; Atk +24 melee (1d6+13, claw); Full Atk +24 melee (1d6+13, 2 claws) and +17 melee (1d6+5, bite); Space/Reach 10 ft./10 ft.; SA rend 2d6+16; SQ darkvision 60 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +20, Ref +10, Will +7; Str 32, Dex 18, Con 28, Int 4, Wis 12, Cha 4.

**Skills and Feats:** Listen +8, Spot +11; Alertness, Cleave, Combat Reflexes, Greater Weapon Focus (claw), Iron Will, Lightning Reflexes, Power Attack, Track, Weapon Focus (claw), Weapon Specialization (claw).

Possessions: gauntlets of ogre power.

**Berserk:** Male Troll Brb6/Frenzied Berserker2; CR 13; Large giant; HD 6d8+6d12+2d12+154; hp 224; Init +2; Spd 40 ft.; AC 16, touch 11, flat-footed 14 (-1 size, +2 Dex, +5 natural); Base Atk +12, Grp +25; Atk +20 melee (1d6+9, claw); Full Atk +20 melee (1d6+9, 2 claws) and +15 melee (1d6+4, bite); Space/Reach 10 ft./10 ft.; SA

frenzy 1/day, rage 2/day, rend 2d6+13, supreme cleave; SQ darkvision 60 ft., improved uncanny dodge, low-light vision, regeneration 5, scent, trap sense +2, uncanny dodge; AL CE; SV Fort +24, Ref +6, Will +7; Str 28, Dex 14, Con 32, Int 4, Wis 12, Cha 4.

*Skills and Feats:* Listen +9, Spot +8; Cleave, Destructive Rage<sup>CW</sup>, Diehard<sup>B</sup>, Intimidating Rage<sup>CW</sup>, Iron Will, Power Attack.

*Possessions:* amulet of health +2.

**Grrys:** Male Troll Clr8; CR 13; Large giant; HD 6d8+8d8+112; hp 168; Init +2; Spd 20 ft.; AC 23, touch 11, flat-footed 21 (-1 size, +2 Dex, +7 armor, +5 natural); Base Atk +10, Grp +22; Atk +18 melee (1d6+8, claw); Full Atk +18 melee (1d6+8, 2 claws) and +12 melee (1d6+4, bite); Space/Reach 10 ft./10 ft.; SA rend 2d6+12; SQ darkvision 60 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +19, Ref +6, Will +14; Str 26, Dex 14, Con 26, Int 6, Wis 18, Cha 6.

*Skills and Feats:* Concentration +20, Listen +8, Spot +9; Combat Casting, Combat Reflexes, Iron Will, Power Attack, Weapon Focus (claw), Weapon Focus (large greatclub)<sup>B</sup>.

*Spells Prepared* (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level): 0 – *detect magic, detect poison, guidance, guidance, purify food and water, resistance*; 1<sup>st</sup> – *bane, bless, divine favor, doom, magic weapon\*, shield of faith*; 2<sup>nd</sup> – *bear's endurance, bull's strength, resist energy, silence, spiritual weapon\**; 3<sup>rd</sup> – *blindness/deafness, dispel magic, magic circle against good\*, prayer, wind walk*; 4<sup>th</sup> – *death ward, divine power, freedom of movement, unholy blight\**.

\*Domain spell. *Domains:* Evil (evil spells at +1 caster level); War (weapon focus with deity's favored weapon).

*Possessions:* +2 large chainmail armor, periapt of wisdom +2, pearl of power [1<sup>st</sup> level], silver holy symbol of Vaprak, book (*Spiders' Poisons*), keys (to Areas 4E & 4F).

## APL 16

**Troll (2):** Male Troll Ftr10; CR 15; Large giant; HD 6d8+10d10+144; hp 219 each; Init +4; Spd 30 ft.; AC 18, touch 13, flat-footed 14 (-1 size, +4 Dex, +5 natural); Base Atk +14, Grp +29; Atk +26 melee (1d6+13, claw); Full Atk +26 melee (1d6+13, 2 claws) and +19 melee (1d6+5, bite); Space/Reach 10 ft./10 ft.; SA rend 2d6+16; SQ

darkvision 60 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +21, Ref +11, Will +8; Str 32, Dex 18, Con 28, Int 4, Wis 12, Cha 4.

*Skills and Feats:* Listen +8, Spot +11; Alertness, Cleave, Combat Reflexes, Greater Weapon Focus (claw), Iron Will, Lightning Reflexes, Power Attack, Track, Weapon Focus (claw), Weapon Specialization (claw).

*Possessions:* gauntlets of ogre power, minor ring of energy resistance [fire].

**Berserk:** Male Troll Brb6/Frenzied Berserker4; CR 15; Large giant; HD 6d8+6d12+4d12+192; hp 270; Init +2; Spd 40 ft.; AC 16, touch 11, flat-footed 14 (-1 size, +2 Dex, +5 natural); Base Atk +14, Grp +27; Atk +22 melee (1d6+9, claw); Full Atk +22 melee (1d6+9, 2 claws) and +17 melee (1d6+4, bite); Space/Reach 10 ft./10 ft.; SA frenzy 2/day, rage 2/day, rend 2d6+13, supreme cleave; SQ darkvision 60 ft., deathless frenzy, improved uncanny dodge, low-light vision, regeneration 5, scent, trap sense +2, uncanny dodge; AL CE; SV Fort +26, Ref +7, Will +8; Str 28, Dex 14, Con 34, Int 4, Wis 12, Cha 4.

*Skills and Feats:* Listen +11, Spot +9; Cleave, Destructive Rage<sup>CW</sup>, Diehard<sup>B</sup>, Extend Rage<sup>CW</sup>, Intimidating Rage<sup>CW</sup>, Iron Will, Power Attack.

*Possessions:* amulet of health +4.

**Grrys:** Male Troll Clr10; CR 15; Large giant; HD 6d8+10d8+128; hp 192; Init +6; Spd 20 ft.; AC 24, touch 11, flat-footed 22 (-1 size, +2 Dex, +8 armor, +5 natural); Base Atk +11, Grp +23; Atk +19 melee (1d6+8, claw); Full Atk +19 melee (1d6+8, 2 claws) and +13 melee (1d6+4, bite); Space/Reach 10 ft./10 ft.; SA rend 2d6+12; SQ darkvision 60 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +20, Ref +7, Will +15; Str 26, Dex 14, Con 26, Int 6, Wis 18, Cha 6.

*Skills and Feats:* Concentration +22, Listen +8, Spot +9; Combat Casting, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Weapon Focus (claw), Weapon Focus (large greatclub)<sup>B</sup>.

*Spells Prepared* (6/5+1/5+1/4+1/4+1/2+1; base DC = 14 + spell level): 0 – *detect magic, detect poison, guidance, guidance, purify food and water, resistance*; 1<sup>st</sup> – *bane, bless, divine favor, doom, magic weapon\*, shield of faith*; 2<sup>nd</sup> – *bear's endurance, bull's strength, resist energy, silence, sound burst, spiritual weapon\**; 3<sup>rd</sup> –

*blindness/deafness, dispel magic, magic circle against good\*, prayer, wind wall; 4<sup>th</sup> – cure critical wounds, death ward, divine power, freedom of movement, unholy blight\*; 5<sup>th</sup> – flame strike\*, righteous might, summon monster V.*

\*Domain spell. *Domains:* Evil (evil spells at +1 caster level); War (weapon focus with deity's favored weapon).

*Possessions:* +3 large chainmail armor, periapt of wisdom +2, pearl of power [1<sup>st</sup> level], silver holy symbol of Vaprak, book (*Spiders' Poisons*), keys (to Areas 4E & 4F).

## APL 18

**Troll (2):** Male Troll Ftr12; CR 17; Large giant; HD 6d8+12d10+162; hp 248 each; Init +4; Spd 30 ft.; AC 18, touch 13, flat-footed 14 (-1 size, +4 Dex, +5 natural); Base Atk +16, Grp +32; Atk +29 melee (1d6+14, claw); Full Atk +29 melee (1d6+14, 2 claws) and +22 melee (1d6+6, bite); Space/Reach 10 ft./10 ft.; SA rend 2d6+18; SQ darkvision 60 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +22, Ref +12, Will +9; Str 35, Dex 18, Con 28, Int 4, Wis 12, Cha 4.

*Skills and Feats:* Listen +8, Spot +12; Alertness, Cleave, Combat Reflexes, Greater Weapon Focus (claw), Iron Will, Lightning Reflexes, Power Attack, Track, Weapon Focus (claw), Weapon Specialization (claw).

*Possessions:* belt of giant strength +4, minor ring of energy resistance [fire].

**Berserk:** Male Troll Brb7/Frenzied Berserker5; CR 17; Large giant; HD 6d8+7d12+5d12+216; hp 306; Init +2; Spd 40 ft.; AC 16, touch 11, flat-footed 14 (-1 size, +2 Dex, +5 natural); Base Atk +16, Grp +29; Atk +24 melee (1d6+9, claw); Full Atk +24 melee (1d6+9, 2 claws) and +19 melee (1d6+4, bite); Space/Reach 10 ft./10 ft.; SA frenzy 3/day, improved power attack, rage 2/day, rend 2d6+13, supreme cleave; SQ damage reduction 2/-, darkvision 60 ft., deathless frenzy, improved uncanny dodge, low-light vision, regeneration 5, scent, trap sense +2, uncanny dodge; AL CE; SV Fort +26, Ref +7, Will +8; Str 29, Dex 14, Con 34, Int 4, Wis 12, Cha 4.

*Skills and Feats:* Listen +11, Spot +9; Cleave, Destructive Rage<sup>CW</sup>, Diehard<sup>B</sup>, Extend Rage<sup>CW</sup>, Greater Resiliency, Intimidating Rage<sup>CW</sup>, Iron Will, Power Attack.

*Possessions:* amulet of health +4, minor ring of energy resistance [fire].

**Grrys:** Male Troll Clr12; CR 17; Large giant; HD 6d8+12d8+144; hp 216; Init +6; Spd 20 ft.; AC 24, touch 11, flat-footed 22 (-1 size, +2 Dex, +8 armor, +5 natural); Base Atk +13, Grp +25; Atk +21 melee (1d6+8, claw); Full Atk +21 melee (1d6+8, 2 claws) and +15 melee (1d6+4, bite); Space/Reach 10 ft./10 ft.; SA rend 2d6+12; SQ darkvision 60 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +21, Ref +8, Will +17; Str 27, Dex 14, Con 26, Int 6, Wis 20, Cha 6.

*Skills and Feats:* Concentration +27, Listen +9, Spot +10; Combat Casting, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Skill Focus (Concentration), Weapon Focus (claw), Weapon Focus (large greatclub)<sup>B</sup>.

### Spells

### Prepared

(6/7+1/5+1/5+1/4+1/4+1/2+1; base DC = 15 + spell level): 0 – *detect magic, detect poison, guidance, guidance, purify food and water, resistance*; 1<sup>st</sup> – *bane, bless, divine favor, doom, entropic shield, hold person, magic weapon\*, shield of faith*; 2<sup>nd</sup> – *bear's endurance, bull's strength, resist energy, silence, sound burst, spiritual weapon\**; 3<sup>rd</sup> – *bestow curse, blindness/deafness, dispel magic, magic circle against good\*, prayer, wind wall*; 4<sup>th</sup> – *cure critical wounds, death ward, divine power, freedom of movement, unholy blight\**; 5<sup>th</sup> – *flame strike\*, flame strike, greater command, righteous might, summon monster V*; 6<sup>th</sup> – *blade barrier\*, greater dispel magic, heal*.

\*Domain spell. *Domains:* Evil (evil spells at +1 caster level); War (weapon focus with deity's favored weapon).

*Possessions:* +3 large chainmail armor, periapt of wisdom +4, pearl of power [1<sup>st</sup> level], silver holy symbol of Vaprak, book (*Spiders' Poisons*), keys (to Areas 4E & 4F).

## Encounter 7

**The Warlord:** Male Half-Dragon Red Troll Ftr8/Rog2; CR 17; Large giant; HD 6d10+8d10+2d6+192; hp 258; Init +10; Spd 30 ft., fly 30 (average); AC 24, touch 15, flat-footed 18 (-1 size, +6 Dex, +9 natural); Base Atk +13, Grp +32; Atk +29 melee (1d6+17, claw); Full Atk +29 melee (1d6+17, 2 claws) and +23 melee (1d8+7, bite); Space/Reach 10 ft./10 ft.; SA breath

weapon, rend 2d6+22, sneak attack +1d6; SQ darkvision 60 ft., evasion, immunity to fire, *sleep* and paralysis, low-light vision, regeneration 5, scent, trapfinding; AL CE; SV Fort +23, Ref +15, Will +9; Str 40, Dex 22, Con 34, Int 12, Wis 16, Cha 12.

*Skills and Feats:* Climb +19, Intimidate +18, Jump +33, Knowledge (dungeoneering) +2, Knowledge (geography) +3, Knowledge (history) +2, Knowledge (Sheldomar Valley) +2, Knowledge (nobility and royalty) +2, Knowledge (religion) +5, Listen +11, Speak Language (giant, common, draconic, dwarven, gnomish, goblin, orc), Spot +22, Tumble +7; Cleave, Combat Reflexes, Greater Weapon Focus (claw), Improved Initiative, Improved Scent<sup>SS</sup>, Iron Will, Lightning Reflexes, Power Attack, Uncanny Scent<sup>SS</sup>, Weapon Focus (claw), Weapon Specialization (claw).

*Breath Weapon:* 30-foot cone of fire, once per day, damage 6d8 fire, Reflex DC 25 half. The save DC is Constitution-based.

*Improved Scent:* You can detect approaching enemies and sniff out hidden foes within 60 feet. For strong scents, such as smoke or rotting garbage, double these ranges. Overpowering scents, such as skunk must or troglodyte stench, can be detected at triple normal range.

*Uncanny Scent:* You can pinpoint the location of a scent when within 20 feet.

*Possessions:* brooch of shielding, dust of disappearance, elixir of hiding, elixir of sneaking, eyes of the eagle, oil of magic vestment +5, potion of barkskin +5, potion of bear's endurance, potion of bull's strength, potion of displacement, potion of haste, potion of heroism, potion of resist energy [acid] 30, potion of shield of faith +5, universal solvent, keys (to Encounter 6).

## APL 14

**Troll:** Female Troll Ftr10; CR 15; Large giant; HD 6d8+10d10+144; hp 219 each; Init +4; Spd 30 ft.; AC 18, touch 13, flat-footed 14 (-1 size, +4 Dex, +5 natural); Base Atk +14, Grp +29; Atk +26 melee (1d6+13, claw); Full Atk +26 melee (1d6+13, 2 claws) and +19 melee (1d6+5, bite); Space/Reach 10 ft./10 ft.; SA rend 2d6+16; SQ darkvision 60 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +21, Ref +11, Will +8; Str 32, Dex 18, Con 28, Int 4, Wis 12, Cha 4.

*Skills and Feats:* Listen +8, Spot +11; Alertness, Cleave, Combat Reflexes, Greater Weapon Focus (claw), Iron Will, Lightning Reflexes, Power Attack, Track, Weapon Focus (claw), Weapon Specialization (claw).

*Possessions:* gauntlets of ogre power, minor ring of energy resistance [fire].

## APL 16 & 18

**Troll:** Male Troll Ftr12; CR 17; Large giant; HD 6d8+12d10+162; hp 248 each; Init +4; Spd 30 ft.; AC 18, touch 13, flat-footed 14 (-1 size, +4 Dex, +5 natural); Base Atk +16, Grp +32; Atk +29 melee (1d6+14, claw); Full Atk +29 melee (1d6+14, 2 claws) and +22 melee (1d6+6, bite); Space/Reach 10 ft./10 ft.; SA rend 2d6+18; SQ darkvision 60 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +22, Ref +12, Will +9; Str 35, Dex 18, Con 28, Int 4, Wis 12, Cha 4.

*Skills and Feats:* Listen +8, Spot +12; Alertness, Cleave, Combat Reflexes, Greater Weapon Focus (claw), Iron Will, Lightning Reflexes, Power Attack, Track, Weapon Focus (claw), Weapon Specialization (claw).

*Possessions:* belt of giant strength +4, minor ring of energy resistance [fire].

## DM Aids (Maps)

## **Critical Event Summary**

### **for use at Weekend in the Principality of Ulek #4**

Please fill out the following and return the results to Christopher Reed at [fltriad@aol.com](mailto:fltriad@aol.com).

- |  |        |                  |
|--|--------|------------------|
| 1. Were the PCs successful in all the non-optional encounters? | YES    | NO               |
| 2. Did the PCs partake in any of the optional encounters?      | YES    | NO               |
| 3. Were the PCs successful in all the optional encounters?     | YES    | NO               |
| 4. What happened to each Nerull followers?                     |        |                  |
| a) Nil   | KILLED | CAPTURED ESCAPED |
| b) Berserk   | KILLED | CAPTURED ESCAPED |
| c) Grrys   | KILLED | CAPTURED ESCAPED |
| d) The Warlord   | KILLED | CAPTURED ESCAPED |

5. Did any PCs die within this scenario?

(Please provide player's name, PC name & RPGA #)

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