

Deep in the Vesve...

No One Can Hear You Scream

A Two-Round D&D 3rd Edition Living Greyhawk
Adventure

Round 1

by Chris Tulach

An escort mission takes you into the heart of the forest known as the Vesve. It seems a simple enough task, yet the tales you've heard about the vast woods keep you on edge. Ready for anything, you begin your trek... Recommended for resourceful PCs. A two-round event. The Mystery of F.M.A., Part 1. For characters levels 1-4.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

[paragraph for pre-gen games only] Pass out the player characters based on class, gender, and/or race. 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 below. When they have prepared their characters, you may continue with the game.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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 **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle in Greyhawk

PCs in Living Greyhawk events must pay a lifestyle cost associated with the economic level of the place where the adventure takes place. Lifestyle costs include expenses incurred during the time between this adventure and the last one, and all training costs associated with advancing in levels. It does not cover cost of adventuring equipment. PCs must pay for things bought during the adventure (from equipment to drinks and meals and lodging) at the prices stated in the scenario, or the *Player's Handbook* if the scenario does not specify.

The lifestyle costs are divided according to the economic level that the PC wants to maintain.

- **Destitute:** You have no living space, and must carry all your gear everywhere. You stink and are undernourished.
- **Poor:** You sleep in the common room of an inn, or perhaps the loft of a stable. Your clothing is generally worn and patched.
- **Low:** You rent a small room at a tavern, perhaps shared with one or two other individuals. If you own a home it is a one-room shack. It wouldn't be wise to leave anything of value laying around.
- **Medium:** You are moderately successful, and your equipment is plain but sturdy. You have your own room in an inn or boarding house, where you can leave items of moderate value without worrying about them disappearing.
- **High:** You rent a roomy house or apartment, or own a nice home. You own clothes for many occasions, and can entertain anyone without feeling overly ashamed.
- **Luxury:** You have the best of everything – spacious living quarters, exotic food, expensive clothes. Your success is the envy of many. Equipment left at home is generally quite secure.

Have the players deduct the lifestyle costs for their character sheets before play starts, noting the lifestyle on the log sheet.

<u>Lifestyle</u>	<u>Cost</u>
Destitute	0 gp
Poor	1 gp
Low	3 gp
Medium	10 gp
High	50 gp
Luxury	200 gp

Adventure Summary and Background

Trouble has been brewing within the Vesve Forest. Of late, many humanoid tribes of orcs, goblins, and others have been massing farther and farther south. It is unknown whether or not these marauders are part of Iuz's forces, or have been independently led. One thing is certain, though; there now exists a level of organization seldom seen by such creatures.

Communiqués from scouts in the Rangers of the Vesve and the Knights of the High Forest report that the humanoid camps are growing especially common in the southeastern portion of the vast woods, near the areas of Ironstead and Laurellinn. Ironstead is a stockade village garrisoned with troops from Furyondy's army, and Laurellinn is a lumbering camp nearby. Ironstead is Furyondy's forward listening post in the forest, and a supplier to those woodsmen who take the fight to the northern reaches. Therefore, Ironstead is considered to be an important link in the chain of the defense of the Vesve.

Under orders from an unknown agent (F.M.A.), Gorag the Unstoppable has brought a contingent of orcs south from their home in the northern reaches of the forest. Gorag is well known as a capable and ruthless commander. He also has the quality of intelligence, a trait lacking in many of his companions. He has a mission to accomplish, and this once, it does not involve pillaging and burning.

Gorag and his band of 30 or so orcs are camped scant miles from the garrison at Ironstead. They are camped in the area to gather information on the fort, and capture any travelers that look important enough to interrogate. They intend to send the information back to their unseen master, for use in a plan to strike on the hold in Ironstead. It has come time once again for the Vesve and Belvor to feel the axe of the ruthless marauders.

In addition to the orcish force Gorag has camped in the southern woods, he has a few specialists in his employ. Malekash, the Pain-bringer of Izlen, has been enlisted to aid with the interrogation efforts. He is renowned and feared for his brutal torturing methods. Onnagok also works for Gorag, weaving spells to support the troops and aid in combat. A couple of freelance goblin mercenaries are also used to ensnare brave and foolish individuals for interrogation back at the camp. In all, Gorag has assembled an efficient force for the task at hand.

However, Cyrinith, a Knight of the High Forest, has other plans for Gorag. He is currently assembling a war

band to strike at the newly formed orcish camp. In several days, he will rain death upon the interlopers in the forest. For now though, he continues to muster his high elven force to cleanse the area of the humanoid threat.

Enter the heroes on an escort mission through the forest. Their destination is Ironstead, and they have been warned of trouble ahead. Trouble however, is the food and drink of heroes—a feast awaits them.

Adventure Synopsis: Round 1

Trestic Hilltottern doesn't need anyone's assistance. In particular, he does not need an escort back to Ironstead. He is more than capable of making the journey alone. A paladin of his stature lives a life of bravery and resourcefulness. He will be just fine on his journey home.

Trestic, having recently finished an important guard assignment for some visiting Furyondian dignitaries, now wishes to return to his duties in Ironstead with the Furyondian army. He is more than happy to leave on his own. However, Mayor Tavin Ersteader would prefer that he have an escort. Humanoid activity has been on the rise in the area of the Vesve Forest that Trestic needs to travel through. Since Trestic is a well-respected officer in the Furyondian army, the Mayor informs Welna Ulthbeech, a member of the town council, to find him some escorts for his journey home. A notice is tacked on the Vesve's Tankard, advertising the need of reliable escorts.

Once the characters are hired on, the heroes notice another man hanging back from the meeting with the councilwoman. Everain the Intrepid, a wizard residing in Highfolk, asks the characters if they would help him out. He needs a silver mirror delivered to a friend of his in Ironstead. Apparently, his friend is also a wizard, as Everain explains the mirror is used as a spell component. He agrees to pay the PCs some gold, or give an arcane spell to a wizard upon the heroes' return.

As the characters are gathering provisions and preparing for their journey, a shady figure named Rythen approaches a shady PC. He asks only the destination the character is headed, and wishes to have the PC deliver a sealed note to his contact in Ironstead. He offers no payment, only mentioning that the note is not to be opened under any circumstances, and that he owes the PC a favor at a later time.

After meeting with Welna, the heroes and Trestic leave Highfolk town. The journey is long, perhaps taking as long as 15 days on foot (or 4 on horseback). The PCs' first few days' journey through the southern Highvale and to the edges of the forest is uneventful.

Once the PCs have been in the forest for a short while, they come upon a peaceful glade with a strange wooden pillar jutting from the earth. Elven worshippers of Ehlonna (who they call Ehlenestra) put the pillar here. After puzzling with the pillar, the PCs may activate its power, allowing them to speak to the animals and plants of the grove. They impart some interesting information on activities in the area, and of humanoids nearby.

At dusk during one day of the trek, the PCs come upon a goblin ambush. A fight ensues, and if captured and

interrogated, the goblins impart little information of worth. They are not aligned with Gorag and his raiders.

At the end of the day the PCs notice a small home just off of the trail. Within the home dwells Engert Wood, a hospitable halfling who invites the heroes to stay the night. He tells the PCs about his rogue cousin, Logan Wood, and gives them some more information on the area in which they are traveling.

As the PCs close in on Ironstead, they spot a pair of goblins near the road. It appears that the goblins are spying on the PCs. However, it is an illusion cast by one of the trickster goblins to lure the PCs into the orc ambush. Onnagok, the orcish adept, has been spying on the PCs with his raven familiar. He sent the goblins here to pull the PCs off the road and into the ambush that Gorag and his band have set. If the heroes follow here, they stumble blindly into the ambush. If they do not follow, or do so cautiously, some PCs may have a chance to escape the ambush.

The PCs and Trestic find themselves surrounded by a large contingent of orcs, which attempt to take them all alive for interrogation. The orcs believe (correctly) that Trestic is part of the Furyondian garrison at Ironstead, and that (incorrectly) the PCs are part of his detachment. The orcs have arrows tipped with a sleep poison, an adept with *sleep* spells, and warriors ready to pummel other PCs into unconsciousness. Many, if not all, of the heroes are captured (Trestic is captured), and taken to the orc camp a few miles away.

Round 1 ends, and round 2 begins...

Player Introduction

It is morning on the 26th day of Goodmonth, in the Common Year 591. High summer in Highfolk is a beautiful time of year. Flowers are in full bloom, and the green, leafy look of the town pulses with life. It has been a good year for crops, and it looks like it will be a good year for the harvest soon to come.

Today, a familiar hammering sound fills the air outside the doors of the Vesve's Tankard, a popular tavern in the elven district. The young farm boy ends his pounding, and walks away from the sturdy elven building. In his place is posted a parchment with an intriguing offer scrawled upon the page.

Give the players Handout 1. The PCs are not with each other at this time, unless they specifically adventure together or are members of an adventuring company. If they decide to meet with Welna, then ask the players what their characters do in the meantime. When everyone reaches the gathering point, read the following:

Outside of the stone building known as Council Hall, the meeting place for the Highfolk Town Council, stands a woman dressed in reds and browns. She appears to be in her late 30s, with reddish-brown hair and creamy white skin.

This is Welna Ulthbeech (female human Com2; Diplomacy +3), who has been selected by the Mayor to find adventurers willing to journey to Ironstead for an escort mission. She greets each adventurer with kindness

and smiles, and waits until the appointed time to speak with all that have assembled. Have the players describe their characters. PCs may interact with each other at this time. Before long, Welna begins to speak to the gathering.

"Greetings, all. I have requested your presence here in order to extend an offer to you. A gentleman by the name of Trestic Hilltottern needs to return to his post at Ironstead, deep within the Vesve Forest. Trestic is a brave and strong-headed man, and we would let him leave at once for his destination, but the mayor is concerned about news from the region through which Trestic must travel.

If you are uninformed of the news, it seems as though orcish and goblinoid activity is on the rise in the southeastern area of the great wood. This area includes the village of Ironstead, a stockade community garrisoned by troops from Furyondy and local woodsmen. Trestic is an officer in the Furyondian army, and quite a well-respected fellow both at his post and with the Mayor. Mayor Ersteader wishes to ensure that he returns home safely. That is why I have called you here.

I wish to hire you as escorts for Sir Trestic, to see that he encounters no delays or problems on his journey. I am prepared to pay you each 50 golden solars upon your return, after successful completion of the assignment. Would you be interested in this offer?"

If the PCs accept the offer, Welna instructs the PCs to meet Sir Trestic at the east gate in two hours. They are to leave at that time. There is no compensation to be made for provisions acquired for the trip, nor may Welna authorize any other form of payment or expense.

The journey (around 200 miles by road and trail) is expected to be a variable length of days, depending upon the mode of travel. PCs on foot, with a gnome or halfling in heavy armor, can expect a travel time of about 15 days. PCs with a human in heavy armor, on foot (or small-sized creatures in lighter armor on foot), can get to Ironstead in about 12 days. Lightly armored elves and humans reach the village in about 8 days. If all the PCs have riding horses, the journey can be made in just over 4 days (or with ponies, 6 days). Make sure to calculate how long the journey takes using the slowest party member as the rate.

Encounter 1: Are You Going to Ironstead?

After accepting the offer made by Welna, your departure from Council Hall is interrupted by shouts of "WAIT! WAIT!" A skinny, balding Suloise man in a dark blue robe with gold trim jogs up to the group. "I apologize for the disturbance," the man says in a rough voice. "My name is Everain the Intrepid. I am a wizard here in Highfolk town. I understand you're leaving for Ironstead soon?"

If the PCs deny that they are going to Ironstead, Everain apologizes and leaves. He knows that they have accepted the mission, but does not want to trust his errand to liars. Proceed to Encounter 2. If the heroes confirm that they

are traveling to the village, then proceed with the text below.

"Oh, this is fortunate," Everain exclaims. "You see, a colleague of mine needs a silver mirror delivered to him in Ironstead. His name is Jillistan. I would take it myself, but I have heard that there's been more trouble than usual on that route. I would appreciate it greatly if you could deliver it to him. I can pay each of you 25 solars upon return to Highfolk, if you bring confirmation of delivery back with you.

"Are any of you wizards? I could make the journey more than worthwhile when you return. Take the mirror to Jillistan, and I will let you learn from my tomes of knowledge. This would, of course, be your payment. How does that sound to you?"

He also describes Jillistan as a tall, green-robed elven man. Everain tells the PCs that he can be found easily by asking around. If the PCs accept the offer, Everain asks where he should drop off the mirror. He also tells the PCs that he will meet them at the Vesve's Tankard, at dinner, upon their return. If a wizard inquires further, they are told that they may learn one arcane formula as payment. He thanks the party profusely, and then remembers he has "something burning back at the laboratory". Everain then leaves with much haste.

Everain the Intrepid, male human Wiz4: Medium Humanoid (5 ft. 11 in. tall); HD 4d4; hp 14; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks +2 melee (1d4 [crit 19-20/x2], dagger); SA Wiz spells; SD Wiz spells; AL NG; SV Fort +1, Ref +2, Will +5.

Str 10, Dex 13, Con 11, Int 17, Wis 12, Cha 12.

Skills: Alchemy +10, Concentration +7, Knowledge (arcana) +10, Listen +2, Scry +7, Speak Common, Speak Draconic, Speak Elven, Speak Old Oeridian, Spellcraft +10, Spot +3. Feats: Brew Potion, Scribe Scroll, Still Spell.

Possessions: Dagger, spell components, coin purse with 45 solars (gp) and 28 small lunars (sp).

Spells (4/4/3): 0—detect magic, mage hand, ray of frost, resistance; 1st—color spray, expeditious retreat, identify, shield; 2nd—invisibility, summon monster II, web.

Personality Traits: Honest, eager, absent-minded, serious.

Encounter 2: The Paladin and the Rogue

The PCs now have some time to gather provisions and make arrangements for traveling. They may decide to purchase any reasonable item in the *Player's Handbook*. Metal armors and exotic metal weapons however, cost them 10% more than the prices listed in the *Player's Handbook*. This is due to the scarcity of large quantities of ferrous metals in the region, and the fact that the few dwarves here control both smithies in town.

Note to Judge: Make sure PCs state where on their person all of their equipment is located. Note any items

small and well concealed. This becomes important in round 2.

Shady PC Encounter

As the heroes are preparing themselves for the journey ahead, a gray-cloaked man steps from the shadows to talk to a shifty or roguish PC. If there are no characters that seem like the type in the party, then the encounter does not take place. Only one party member is chosen, and if there is more than one "questionable" PC at the table, choose the one that seems to draw less attention. Pull the player of the shifty PC aside and read the following:

Out of the corner of your eye, you spot a man leaning against the side of a house. He looks over in your direction, and smiles at you. He is short, with matted black hair and a ruddy complexion. The man wears a gray cloak, and has muddied boots on his feet.

The PC is most likely intrigued. If the hero does not approach him promptly, he continues to watch the character. After a few minutes, he shrugs his shoulders and leaves. If the PC decides to bring others over to him, or alert his companions, he also leaves. If the hero approaches the man without others, continue with the following text:

"Good day, friend. You look busy," the man says with a broad smile as you approach. "Heading out into the wilds, eh? Where you going to? Ironstead, I hear."

The man does not explain to the hero how he knows this, merely that "it's gotten around". He introduces himself as Rythen, and makes the character an offer.

"You look like a professional. I like that. See, I have this letter that needs to be delivered to a gentleman in Ironstead. It's really important that he receives it soon, but I can't get it to him. Unfortunately, I have...business to attend to here in town. Since you seem to be headed out that way, I thought I'd ask if you'd like to take it to him. What do you say?"

Obviously, the next question out of the PC's mouth is "what's in it for me?" At that Rythen smiles, and respond:

"What in it for you, huh? Well, let's say that I'll owe you one someday." He produces a scroll with a red wax seal of Highfolk from under his cloak. "Here's the message. Whatever you do, don't break the seal; it's magicked. Give the letter to an elven man named Jillistan. So, are you in?"

Allow the PC a chance to decide. In no way does Rythen divulge the contents of the letter. He also does not negotiate a payment. If the PC attempts to hold out for money or something more, Rythen apologizes for taking the character's time, and leaves. If the hero accepts, Rythen smiles, thanks the PC, and leaves.

The letter itself is written on a parchment scroll, and has a red wax shield of Highfolk sealing its contents. The seal has a permanent *Nystul's magical aura* cast upon it. If

the seal is broken, the spell is broken. If, at any time, the PC breaks the seal to look at the letter, give them Handout 2.

The PC may recognize the name Jillistan as the one the wizard Everain gave earlier. It is the same individual. The character should be careful when meeting Jillistan, so as not to reveal to the others that he/she is carrying the missive. This comes into play during the end of round two.

Rythen (among other names), male human Rog8: Medium humanoid (5 ft. 2 in. tall); HD 8d6+8; hp 40; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 18/19 (+4 Dex, +1 Dodge (when applicable), +4 +2 leather armor of reinforcement (25%)); Atks +8/+3 melee (1d4+2 [crit 17-20/x2], +1 keen dagger), or +11/+6 ranged (1d4+1 [crit 19-20], daggers); SA Rog sneak attack; SD Rog evasion; AL N; SV Fort +3, Ref +10, Will +2.

Str 12, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills: Bluff +2, Climb +6, Decipher Script +6, Disable Device +6, Disguise +11, Escape Artist +6, Forgery +13, Gather Information +11, Hide +15, Innuendo +11, Jump +3, Listen +6, Move Silently +15, Open Locks +8, Pick Pockets +10, Read Lips +10, Search +7, Speak Common, Speak Elven, Speak Orcish, Spot +5, Tumble +15, Use Magic Device +2. Feats: Dodge, Improved Initiative, Lightning Reflexes, Mobility.

Equipment: +2 leather armor of reinforcement (25%), +1 keen dagger, and six throwing daggers.

Personality Traits: Shifty, sly, guarded, friendly (to the shady PC).

All the Characters

When the characters reach the east gate, Trestic is waiting for them. He is a towering man, wearing plate armor and carrying a shield emblazoned with the symbol of the Kingdom of Furyondy. He is a proud man, overconfident and eager to lead. Sir Trestic wishes nothing more than to begin his journey, and he won't tolerate dawdling by the PCs.

At the east gate, you see a man waiting upon a horse. This can only be Trestic Hilltottern, as no others nearby wear heavy plate armor and carry a shield with the Kingdom of Furyondy's symbol upon it. He raises his hand up to hail you, and lifts the visor on his helm to reveal his face. He sports a bushy, black mustache, and his wrinkled face seems to suggest that he is irritated.

"Greetings, brave band. I am Sir Trestic Hilltottern, of the Furyondy Garrison at Ironstead," he says in a deep, loud voice. "Shall we be leaving this...town? I have much to attend to back in Ironstead. I have been away far too long on errands and duty in this land. If this is everyone, I say let us depart now!"

Trestic is loud, a bit overbearing, and anxious to head home. He has recently been involved on diplomatic escorts, and is tired of the Town of Highfolk. He insists that the party leave at once, as they can chat on the road. Of course, the PCs may have to wait for their mirror to

arrive, and this agitates Trestic. Everain presents the mirror to the PCs at the arranged time, and as soon as that is accomplished, Trestic wants out of Highfolk Town.

Trestic has some information that he will share with the PCs over the course of the journey. He prefers to talk to paladins and fighters (especially "proper" ones in heavy armor) rather than other party members (and assumes that a warrior-type is the leader). He knows the following information:

- Trestic was doing some diplomatic escorting for the last few weeks. A group of visiting Furyondian dignitaries was a little short on protection. He decided that they needed all the help they could get in this "wild countryside".
- Some councilmen warned him a few days ago about the humanoid activities in the forest. It seems as though raids on smaller caravans and travelers are becoming more common in the southern Vesve. He has also heard rumors that some victims of the raids were abducted for unknown reasons.
- Ironstead is a fortified village that serves as the primary base of operations for the Furyondian army in the Vesve. Trestic believes it to be very well manned, and knows that the Furyondians there are well equipped to deal with any situation.
- Trestic has taken an oath to defend Furyondy and protect its people from all threats. He does not back down from combat with humanoids or minions of Iuz. To have the evil creatures live to fight another day by escaping combat is unconscionable to him.
- Since the party is here to protect him, he believes himself to be the leader. He graciously lowers himself to the title of co-leader with another fighter or paladin in the party. Do not let him overshadow the party in any way, however. Trestic is here for background, and not to steal away the spotlight from the PCs.
- Trestic continually remarks that he could make the journey by himself. He believes the town did not have to go through all the trouble of hiring on others to protect him.
- Trestic's horse is only a riding horse, as he did not have enough money after purchasing his plate armor. The horse is not battle-ready by any means, and is even straining a bit just to carry Trestic and his armor.
- Trestic worships Heironeous, and as such, always fights justly in combat. He explains to the PCs that Heironeous gives the strength and clarity in battle that he needs in order to defeat his foes. He always accepts surrender, even from a humanoid. However, he asks for no quarter from his foes, and does not willingly surrender in battle. This becomes an important consideration later in the round.

Sir Trestic Hilltottern, human male Pal3 (Heironeous): Medium humanoid (6 ft. 4 in. tall); HD 3d10+6; hp 31 (+3 Toughness); Init +0; Spd 20 ft.; AC 20 (+8 full plate, +2 large steel shield); Atks +6 melee (1d8+2 [crit 19-20], longsword), +5 melee (1d4+2 [crit 19-20], dagger), or +5

melee (1d8+2 [crit x3], battleaxe); SA Power Attack, Pal smite evil, turn undead; SD Pal lay on hands (6 hp/day), aura of courage, remove disease; AL LG; SV Fort +7, Ref +3, Will +5.

Str 14, Dex 10, Con 14, Int 10, Wis 14, Cha 14.

Skills: Diplomacy +4, Handle Animal +5, Heal +6, Knowledge (Furyondy) +2, Ride +5, Speak Common.
Feats: Power Attack, Toughness, Weapon Focus (longsword).

Equipment: Full plate armor, large steel shield, longsword, dagger, battleaxe, *potion of cure moderate wounds*, flint and steel, lantern, 4 flasks of oil, rope.

Personality Traits: Bold, driven, noble, overconfident.

At this point, the PCs leave Highfolk and continue north and east along the Border Road, crossing the Volverdyva River, and heading into the Vesve Forest. They pass by the fertile countryside of the Highvale, and may stay at various inns and homes along the way. This traveling takes approximately half of the total time to Ironstead. When the characters enter the Vesve, begin the next encounter.

Encounter 3: Such a Magical Name

This encounter takes place soon after the PCs enter the Vesve Forest. Note that if the PCs are traveling quickly (all of them have horses), Encounter 4 may take place first. The sacred glade is located just to the west of Southwoods Way, the trail that continues north toward Ironstead. Have the heroes make Spot checks at DC 14 to notice a wooden pillar off of the path, about 70 feet from the trail. If they decide to check it out, read the following:

The underbrush thins out a bit as you approach the pillar. It is a large wooden obelisk, carved with symbols of many different tongues. Around the pillar is a serene forest glade, with a small pool of water from which several squirrels and birds are drinking. The animals do not scurry away at your approach, but continue to drink from the shiny surface.

The obelisk is made of oak, probably from a great ancient tree. PCs that look at the obelisk will notice that it is covered with writing in many different languages. The writings are, in fact, a riddle, placed here by elven druids of Ehlonna (which they call Ehlenestra). It has been placed here so that others who know the languages of the forest, and have no evil intent, can activate its power. The riddle has been broken up into four separate parts; each part is on one side of the pillar. The riddle is as follows:

Common:
**Gaze upon this sacred place,
Rest here in its grace,**

Sylvan:
Harmony here was hard won,

To speak with the glade can be done,

Druidic:
**Bring the Vesve's power to bear,
Utter the name of a woman fair,**

Elven:
**The unicorn is her favored form,
Speak the ancient ones' name by which she is known.**

The answer is Ehlenestra, the elven word for Ehlonna. Uttering Ehlonna does not work. Only PCs who know the languages above are able to get the whole of the riddle. Cut out the passages that each PC knows from Handout 3 and give them to the players. Characters with the Decipher Script skill may make a check at DC 22 to reveal one of the four passages. A check must be made for each language that the character wishes to decipher. If the check fails, make a Wis check DC 5 (in secret) to avoid having the PC draw completely false information from the passage read.

To determine the answer, PCs can simply guess, or they can attempt to use their knowledge to give a more precise answer. Clerics or druids of Ehlonna may make an Int check or Knowledge: religion check at DC 10. Other characters may make an Int check or Knowledge: religion check DC 18. If the character is an elf, give a +2 bonus to the roll.

If the correct answer is given, the following happens:

A soft blue glow pulses from the wooden pillar. It gets brighter for a moment, and then fades. Then you hear voices from all around you! One in particular, just underneath you (pick a PC not "in tune" with nature), says, "Big two-foot crushes me! Ow! Ow! OW!"

What's going on? The PCs are now able to speak with nature around them! For the next hour, the grove's magic allows the PCs to *speak with animals* and *speak with plants*, as the spells of the same names. They may converse with any of the flora and fauna in the sacred grove, and might even glean some useful information from them. Druids, rangers, and clerics of nature gods should have the easiest time getting information, regardless of Charisma (although higher Charisma PCs are always able to befriend the denizens easily). Characters from other classes with high Charisma scores are also be able to get some information. Low Charisma characters only get useless or irrelevant information.

Wildflowers (under the foot of the PC named in the read aloud text, and near the pond):

- Rgr/Drd/NatClr: **"Crushing big two-feets came here. They kept stepping on us, really hard."**
- High Cha: **"Every time big two-feets come here, they step on us!"**
- Low Cha: **"Bad smell big two-foot! Go away! Yuck!"**

Trees (all around the periphery of the glade):

- Rgr/Drd/NatClr: "Upright animals, like you, are near. They have come here before. Often they snap away our limbs, and hurt us without care."
- High Cha: "Some of us have lost limbs from animals that walk tall."
- Low Cha: "Stay away! Do not snap off our limbs!"

Bushes (in the areas at the foot of the trees):

- Rgr/Drd/NatClr: "It has been many leaf-fallings since those who respect us have passed here. For a while, they came often. But now, no more."
- High Cha: "Be careful around us. We get hurt easily by most like you. Some of you respect us."
- Low Cha: "You are the bringer of the light that kills. Do not use it on us."

Squirrels (around the trees, drinking by the pond):

- Rgr/Drd/NatClr: "Smelly bad men are loud. They were here not long ago. They do not eat us, we're too quick."
- High Cha: "You do not smell like other men that come."
- Low Cha: "You will not eat us, we will run!"

Songbirds (drinking at the pool, flying around the area):

- Rgr/Drd/NatClr: "Bad-song men choke the air with smoke. It is hard to fly north of here, sometimes."
- High Cha: "We do not like the smell of bad men smoke."
- Low Cha: "Do not put fires here. The others will be mad. We will fly away if you do."

Fish (in the pond; character will need to stick their ear in the water to hear them, and put their mouth in the water to speak with them):

- Rgr/Drd/NatClr: "It is hard to breathe upstream. Landforms are putting poison in the water there."
- High Cha: "Landforms like to poison our home. It is best here."
- Low Cha: "Landforms bring poison! Go away!"

After an hour, the magic fades away. The pillar is not operable again for another week. If the characters decide to rest in the glade for the evening, they feel refreshed and vigorous. Ehlonna's blessing goes with them when they leave; each PC that slept in the grove has a +1 luck bonus to all saving throws for the rest of the scenario (both rounds).

Encounter 4: The Ambush We've All Been Waiting For

This encounter takes place close to dusk on either the first or second day in the Vesve. If the party is moving quickly (everyone has horses), this encounter may occur before Encounter 3. Otherwise, the goblin ambush takes place the day following the visit to the grove, at about dusk.

You round a bend in the road, and about 20 feet ahead of you, there is a strange sight. An enormous oak tree, roughly 4 feet in diameter, lies across the trail. The foliage is thick to either side, and going around the fallen behemoth will be slow indeed. From far above, you hear the caw of a crow, as you ponder your predicament.

Any PC with the Uncanny Dodge ability is not caught flat-footed (they retain their Dexterity bonus to AC).

Suddenly the log bursts open at the side facing you! Goblins rush forward, howling a coarse battle cry as they charge ahead!

Characters are caught flat-footed unless they were expecting something to come out of the log, or have the Uncanny Dodge ability. The creatures heard the PCs coming down the path a while ago, and decided to set up their ambush. The goblins carved out sections of the part of the fallen oak facing south, and carefully put them back into place. They have been very successful at using the tree in the past, as most groups that come by are expecting an ambush in a different direction. They rush forward, attacking the PCs with their short swords when they reach the heroes. The goblins are able to reach the front line of the PCs as their movement action, and are still able to get one attack in the first round.

Make sure to map out the combat. The path is 15 feet wide, and the lead PCs are about 20 feet from the fallen oak when the goblins ambush them. Off to either side of the path is dense cover, perfect for hiding or getting out of the way. Do not forget about Trestic, who must dismount his horse in order to engage the goblins (taking a movement action to do so). The goblins flee if more than half of their numbers have fallen.

Tier 1

Goblins (7): Small-size humanoids (goblin) (3 ft. 2 in. tall); HD 1d8; hp 4 (each); Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather armor); Atks +0 melee (1d8-1, morningstar) or +2 ranged (1d6-1, javelin); AL NE; SV Fort +0, Ref +3, Will +0.

Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3.

Feats: Alertness.

At tier 2, there are eight goblins in the tree, and there are eight others in the bushes on the side of the path (4 on one side, 4 on the other). The goblins in the bushes throw their javelins as their first action, and advance into melee on the next round. PCs may notice these goblins, if they make a Spot skill check at DC 17 (they hid themselves really well in the underbrush). Note that heroes are still caught flat-footed by the goblins in the tree even if they notice the others.

Tier 2

Goblins (16): Small-size humanoid (goblin) (3 ft. tall); HD 1d8; hp 4 (each); Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather armor); Atks +0 melee (1d8-1,

morningstar) or +2 ranged (1d6-1, javelin); AL NE; SV Fort +0, Ref +3, Will +0.

Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3.

Feats: Alertness.

The goblins attempt to flee if their numbers are reduced to less than half. If the heroes capture and interrogate some of them, they need to speak goblin. Those who can communicate with them receive the following information:

- The goblins like to come here to ambush traders and adventurers, both of which have lots of money. This is their livelihood.
- The goblins heard the heroes coming down the trail, and quickly set up their ambush. They did not expect such seasoned travelers as the PCs.
- If the PCs ask specifically about orcs, or about other dangers in the area, the goblins give them some information. They have heard of an orc leader named Gorag, and know that he is in the area. The goblins do not know exactly where, as they wish not to run in to him. He is known as Gorag the Unstoppable to many humanoid.
- This is their entire band, and all of their equipment worth anything is on their person right now.

Treasure:

- Morningstars (1 for each goblin)
- Javelins (1/goblin)
- Goblin-sized studded leather armor (1/goblin)
- 4 hand axes (for chopping wood, lying on the ground near the tree)
- 10 solars (gp), 25 small lunars (sp)

It is up to the PCs to deal with the goblins once they have captured them.

Encounter 5: You're Invited

Once the heroes have dealt with the goblins, a few miles down the road they see some smoke coming from the chimney of a small cabin a few hundred feet off of Southwoods Way. This is the cabin of Engert Wood, a tallfellow halfling. If they approach the cabin, read the following to the players:

You approach what appears to be a small wooden cabin, with a quaint little garden on the east side of the building. A couple rabbits and some crows seem to be helping themselves to the plants. Tendrils of smoke rise up out of the chimney; someone must be home. You then see a smallish man exit the front door. He goes over to his garden, and shoos the animals away. The man, appearing to be a halfling, spots you, and waves you forward.

"Cold iron avail you, friends! I do not believe I have had the pleasure of meeting any of you before. I'm Engert Wood. What are your names?"

After introductions are made, Engert asks the heroes to come inside and have some brambleroot tea and sweet cakes. He insists that he has enough space to accommodate everyone, and that the tea is just brewing now and is quite delicious. Engert entertains the PCs, offering his place to stay the night. The following information can be gleaned from him in casual conversation:

- He really enjoys living here in the forest. He's spent most of his life here, and has helped to keep the area clean of foulness.
- Engert still adventures from time to time, usually with his cousin Logan, but their forays are becoming less frequent together.
- Logan still does a lot of adventuring with other halfling friends and family. Apparently, word has gotten to him that Logan and his band were set upon by bandits not long ago, after his cousin last visited. Engert has heard that ever since, Logan's been acting really strange toward tall folks. He seems to dislike them greatly for what they did to his band. He hopes it is just a phase he's going through (after all, Logan is still pretty young).
- Engert has a squirrel named Squisha. He tells everyone not to mind him too much; he's always begging for nuts.
- Engert asks if anyone here is a follower of Ehlonna. He tells the PCs to be careful, as he's heard that some druids of Obad-Hai have been sighted in the area. "No doubt they're up to no good," he remarks. If questioned further about the druids, he simply says that Obad-Hai's followers generally don't like the Ehlonnans. The druids and clerics of Obad-Hai believe that nature should be left free of human and demihuman influence, while the Ehlonnans tend to believe that the influence of the different races is important in helping the natural world thrive. Engert himself is a follower of Ehlonna.
- He lets the party know he's spotted some orc activity (tracks, signs of small camps) in the area recently. Engert knows that the orcs probably have their base camp north of here a few miles, near Ironstead. He suggests, "After you're done with your mission, perhaps you could stop back here and we could go get a look at their camp. Then we could let the garrison at Ironstead know exactly what's out there. Maybe even give them something to think about while we're there." Trestic is very pleased with this idea, and he suggests that as soon as they report in and restock supplies, they should head back to pick up Engert.
- If the PCs treat Engert with respect and are generally friendly to him, Engert gives them something to take along, since the road ahead might be a little dangerous. He gives the party a small bag filled with vegetables known as brownleaf turnips. He says that they are very good, and possess healing properties. They must be cooked to bring out the medicinal properties, and taste much better that way. He only is

able to find a few of them each year, and this year he managed to gather 4 of them.

Treasure:

- Bag of brownleaf turnips. When cooked, each turnip will restore 1d4+1 hit points. This healing is not considered magical healing in any way, and the turnips must be served warm to receive the healing.

Engert Wood, male tallfellow halfling Rgr4: Small Humanoid (3 ft. 8 in. tall); HD 4d10+8; hp 36; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 16 (+1 size, +3 studded leather armor, +2 Dex); Atks +4/+3 melee (1d6+1 [crit 19-20/x2], short sword; 1d4+1 [crit 19-20/x2], dagger) or +6 melee (1d6 [crit x3] short bow); AL CG; SA Rgr favored enemy (goblinoids); SV Fort +7, Ref +4, Will +3.

Str 12, Dex 14, Con 14, Int 10, Wis 13, Cha 11.

Skills: Animal Empathy +2, Handle Animal +2, Heal +3, Hide +5, Knowledge (herbalism) +2, Move Silently +6, Profession (cook) +4, Speak Common, Speak Halfling, Spot +3, Search +8, Wilderness Lore +8. Feats: Ambidexterity, Improved Initiative, Two Weapon Fighting, Weapon Focus (short sword).

Possessions: Short sword, dagger, short bow with 20 arrows, studded leather armor, rope (20 ft.), flint and steel, lantern, 6 flasks of oil, pouch with 35 solars (gp) and 50 small lunars (sp), and other miscellaneous home supplies (including many cooking supplies).

Spells (1): 1st—*speak with animals*.

Personality Traits: Rustic, practical, nurturing, kind.

Encounter 6: Catch Us If You Can!

Back on the road, the PCs are mere hours from Ironstead when another disturbance interrupts their journey. Two goblin mercenaries, Grinn (a competent illusionist) and Borot (a fighter), have been hired by Gorag to bring the party to the ambush site. The adept of the orc warband, Onnagok, has been spying on the PCs with his crow familiar. He has brought the mercenaries in to lead the party to capture. Read the following text to the players:

Soon, your journey will be over. It begins to rain, and you can hear the sounds of thunder in the far-off distance. Dusk is fast approaching, but you are just a few hours away from the walls of Ironstead. Trestic remarks that it will be good to see his troops again.

Have the PCs make Spot checks at DC 10. Those who are successful can make out two goblins hiding (not very well) in the underbrush off to the left of the trail. One appears to be dressed in red robes (and a pointed red hat), and the other in studded leather with a longsword at his side! As soon as the PCs approach, the goblins begin to flee as quickly as possible. The heroes may wish to follow them into the woods. Horses cannot be taken into the thick foliage; they must be left on the trail.

What is going on? Grinn has cast *invisibility* on himself, and on Borot. From a short distance away (still within eyesight of the trail), Grinn casts *spectral force* to create an image of himself and Borot. As soon as the party can see the goblins, he makes it appear as though they have run off into the woods. Note that the PCs cannot disbelieve the illusion, as it is a figment, and must be interacted with in some way in order to have a saving throw made against it.

Once the illusionary goblins take off, Grinn cancels the spell, which lasts for a short time afterwards. The illusionary goblins continue to run through the wood, with the real goblins just ahead of them. This gives real tracks for the PCs to follow, and indicates that the goblins are real to the heroes. After following the goblins for a very short time (about 4 rounds, just after the illusion disappears) an ambush awaits the heroes.

Unless there is a great plan, Grinn and Borot should escape from the PCs. Remember that area-effect spells could cause damage to the forest, which should cause some protest from other heroes. Their statistics are provided below merely as a guide, or should the unlikely happen.

PCs who are cautious and do not follow the goblins may not get ambushed. Trestic however, follows the goblins into the brush. PCs may give chase if they so desire. It is very important to know which PCs are following after the goblins, and which are staying behind on the road. Those who follow get ambushed. Pull those players aside and proceed to Encounter 7. Those on the road eventually hear the sounds of battle coming from the forest (after two rounds, tell the heroes this). It does not take long to reach the battle from the road (about 4 rounds). However, any PCs who do not take proper precautions (*Move Silently*, *invisibility*) are also captured. Trestic is captured, no matter what else happens.

When you know what each PC is doing, whether they are following the goblins or not, pull the group following the goblins aside and begin **Encounter 7**.

Grinn, male goblin Wiz(Illusionist)5: Small Humanoid (3 ft. tall); HD 1d8 (goblin) + 5d4 (Wiz); hp 20; Init +3 (Dex); Spd 30 ft.; AC 18/19 (+1 size, +1 Dodge (when applicable), +3 Dex, +4 *mage armor*); Atks +0 melee (1d4-2 [crit 19-20], dagger) or +5 ranged (1d8 [crit 19-20], light crossbow); SA Wiz spells; SD Wiz spells (currently *mage armor* and *invisibility*); AL CN; SV Fort +1, Ref +6, Will +5.

Str 7, Dex 16, Con 10, Int 16, Wis 12, Cha 12.

Skills: Alchemy +7, Bluff +3, Concentration +8, Escape Artist +5, Hide +9, Knowledge (arcana) +11, Listen +4, Move Silently +8, Scry +5, Speak Common, Speak Draconic, Speak Goblin, Speak Orcish, Spellcraft +11, Spot +4. Feats: Alertness, Brew Potion, Dodge, Scribe Scroll, Still Spell.

Possessions: Dagger, light crossbow with 10 bolts, red robes, pointed red hat, spell components, pouch with 8 small lunars (sp) and 12 wheats (cp).

Spells (5/5/4/3): 0—*daze*, *dancing lights*, *ghost sound* (x2), *mage hand*; 1st—*cause fear*, *expeditious retreat*, *mage armor*, *silent image*, *ventriloquism*; 2nd—*invisibility* (x2), *mirror image*, *scare*; 3rd—*fly*, *major image*.

Borot, male goblin Ftr4: CR 4.5; Small Humanoid (3 ft. 11 in. tall); HD 1d8+3 (goblin) + 4d10+15 (Ftr, Toughness); hp 50; Init +0; Spd 30 ft.; AC 15 (+1 size, +3 studded leather armor); Atks +9 melee (1d8+7 [crit 19-20], longsword); SA Cleave, Power Attack; AL CN; SV Fort +7, Ref +3, Will +0.

Str 19, Dex 10, Con 16, Int 7, Wis 8, Cha 8.

Skills: Climb +8, Hide +5, Jump +7, Listen +2, Move Silently +4, Speak Goblin, Spot +2. *Feats:* Alertness, Cleave, Power Attack, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Longsword, studded leather armor, whatever Grinn tells him to carry (including Grinn).

Encounter 7: Captured!

PCs who followed the illusionary (and real) goblins are ambushed. Characters with Uncanny Dodge are not caught flat-footed; other PCs are caught flat-footed (unless the Judge deems otherwise).

Note to the Judge: This encounter is designed to get some (or all) of the characters captured. The orcs, under Gorag, have been ordered to take all the PCs alive (if possible). The full force of this encounter should not be brought to bear on the PCs, as it is supposed to appear impossible to win. No matter what else happens, Trestic will be captured. This is the minimum amount of story element needed to advance the characters to round 2.

Use Map 1 as a guide to set up the encounter.

As you press onward into the forest, you see movement up ahead! Heavily camouflaged orcs from all directions come out of their hiding places! You are surrounded!

This is an untiered combat encounter. Its purpose is to capture as many PCs as possible. There are 12 orcs on the ground, coming out of the underbrush on all sides of the PCs. There are also 12 orcs in the trees, each with a short bow. The arrows are tipped with karoka root extract, a poison that causes unconsciousness immediately (as the primary damage) unless a Fortitude save (DC13) is made.

Leading the group is Malekash, the Pain-bringer of Izlen, the chief torturer at the camp. Also present, in one of the trees, is Onnagok, the orc adept. The orcs attack the PCs, attempting to knock each of them unconscious. The ground fighters do not have poison on their weapons; their role is to engage the enemy if necessary.

For most of the PCs, the round should end with the heroes falling unconscious.

All Tiers

Orcs (24): Medium Humanoid (Orc) (5 ft. 8 in. tall); HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atks +2 melee (1d12+3 [crit x3], greataxe) or +0 ranged (1d6 + poison [crit x3], short bow); SA poison (Fort save DC 13 or unconscious for 2d4 hours); AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. *Feats:* Alertness.

Malekash, Pain-bringer of Izlen, male orc Ftr1: Medium Humanoid (6 ft. 8 in. tall); HD 1d8+2 (orc) + 1d10+5 (Ftr, Toughness); hp 21; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atks +5 melee (1d12+6 [crit 20/x3], greataxe) or +5 melee (1d3+4 [crit 20/x2], fist); AL CE; SV Fort +8, Ref +0, Will +0.

Str 18, Dex 10, Con 14, Int 12, Wis 10, Cha 10.

Skills: Listen +5, Speak Common, Speak Orcish, Spot +4, Profession (torturer) +6. *Feats:* Alertness, Great Fortitude, Toughness.

Possessions: Greataxe, studded leather armor, torture implements, and a pouch with 22 solars (gp).

Onnagok, male orc Adp3: Medium Humanoid (5 ft. 6 in. tall); HD 1d8+1 (orc) + 3d6+3 (Adp); hp 22; Init +0; Spd 30 ft.; AC 10; Atks +2 melee (1d8+1 [crit x3], shortspear) or +1 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +4, Ref +1, Will +8.

Str 12, Dex 10, Con 12, Int 12, Wis 16, Cha 8.

Skills: Concentration +6, Heal +3, Listen +7, Speak Common, Speak Orcish, Spellcraft +6, Spot +6. *Feats:* Alertness, Brew Potion, Iron Will.

Possessions: Shortspear, light crossbow with 10 bolts, and spell components.

Spells (3/3): 0—*cure minor wounds (x2), guidance; 1st—cure light wounds, sleep (x2).*

Other: Onnagok has a crow familiar named Ganagnat. The crow can speak orcish, and has an Int of 7.

Ending of Round 1: Characters who Avoided the Whole Battle

Characters who manage to avoid the combat by not participating in it (i.e., staying back at the road) will have to determine what to do next. They are able to find plenty of tracks leading back to the orc camp. If they wait until after combat is over to find their companions, read the following to the PCs who stayed behind:

You heard the sounds of battle for a while, but now they are no more.

If the PCs wish to investigate, continue.

Investigating the site, you notice there was a large force here. There were dozens of people fighting in this area, as can be told by matted grass, bloodied soil, and snapped twigs everywhere. No bodies remain. The trail of dozens, unmindful of the sanctity of the great forest, continues off to the northwest. It is there, you reason, that your companions will be found.

Ending of Round 1: Characters who Watched the Battle Unseen (or Escaped)

One by one, the marauders take down your companions. You see each one fall helpless to the blades and arrows of the filthy ravagers. It seems, however, that they have not been mortally wounded. There must have been some other forces at work here; perhaps a poison or spell.

Trestic and the others are picked up like bags of tubers and tossed on carts. The orcs survey the scene one more time, and then depart through the forest, heading northwest. Who knows what foul plans they have for your companions?

In any case, some heroes have been captured by the orcs. Some heroes may be free. All of the characters will meet again, at some point, at the orc camp, where there may be hope of liberating the imprisoned.

End Round 1

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 2

Agreeing to the mission (**shady PC only**) 50 xp

Encounter 3

Reading 3 or more passages 50 xp

Deciphering the riddle 50 xp

Getting valuable information from the grove 25 xp

Encounter 4

Defeating the goblins 175 xp

Questioning them afterwards 25 xp

Encounter 6

PCs that did not follow the illusions 75 xp

-or-

Encounter 7

Fighting the battle and being captured 25 xp

-or-

Escaping the battle 50 xp

Maximum possible XP award: 400 xp

Maximum possible XP award (shady PC): 450 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

- Equipment off of the goblins in Encounter 4. Value: 101 gp.
- Money off of the goblins in Encounter 4. A total of 10 solars (gp) and 25 small lunars (sp) can be found.
- Bag of brownleaf turnips (4 turnips) from Engert Wood in Encounter 5.
Brownleaf Turnips (4 charge boxes) (2 lb., 10 gp): When cooked and eaten, each turnip restores 1d4+1 hp. This healing is not considered magical healing in any way, and the turnips must be served warm to receive the healing. These turnips spoil (void the certificate) if not used within the next three Living Greyhawk scenarios in which the named character participates.

Handout 1

Wanted -

Several brave souls to perform an escort mission of importance. Sir Trestic Hilltottern, of the Furyondy garrison in Ironstead, needs traveling companions. The Town Council will compensate you for your services. All interested parties please meet outside Council Hall at noon today.

Town Councilwoman Welna Ulthbeech

Handout 2

Dear Jillistan,

Things are going well here. It seems as though we are getting close. Once delivery of the component is made, you will be able to conduct the operation from the safety of your far-off lair. We will, of course, still need a timely means of message relay. I only hope that your spells will suffice in that regard.

It is only a matter of time before we purge the Fairdells of their presence. They, and all others that ally with them, will soon learn to fear us.

Regards,
Your friend in Highfolk

Handout 3

One section of the pillar reads, in Common:

*Gaze upon this sacred place,
Rest here in its grace,*

One section of the pillar reads, in Sylvan:

*Harmony here was hard won,
To speak with the glade can be done,*

One section of the pillar reads, in Druidic:

*Bring the Vesve's power to bear,
Utter the name of a woman fair,*

One section of the pillar reads, in Elven:

*The unicorn is her favored form,
Speak the ancient ones' name by which she is known.*

Appendix: NPC/ Monster Reference Sheets

Encounter 1

Everain the Intrepid, male human Wiz4: Medium Humanoid (5 ft. 11 in. tall); HD 4d4; hp 14; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks +2 melee (1d4 [crit 19-20], dagger); SA Wiz spells; SD Wiz spells; AL NG; SV Fort +1, Ref +2, Will +5.

Str 10, Dex 13, Con 11, Int 17, Wis 12, Cha 12.

Skills: Alchemy +10, Concentration +7, Knowledge (arcana) +10, Listen +2, Scry +7, Speak Common, Speak Draconic, Speak Elven, Speak Old Oeridian, Spellcraft +10, Spot +3. **Feats:** Brew Potion, Scribe Scroll, Still Spell.

Possessions: Dagger, spell components, coin purse with 45 solars (gp) and 28 small lunars (sp).

Spells (4/4/3): 0—*detect magic, mage hand, ray of frost, resistance*; 1st—*color spray, expeditious retreat, identify, shield*; 2nd—*invisibility, summon monster II, web*.

Personality Traits: Honest, eager, absent-minded, serious.

Encounter 2

Rythen (among other names), male human Rog8: Medium humanoid (5 ft. 2 in. tall); HD 8d6+8; hp 40; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 18/19 (+4 Dex, +1 Dodge (when applicable), +4 +2 leather armor of reinforcement (25%)); Atks +8/+3 melee (1d4+2 (crit 17-20/x2), +1 keen dagger), or +11/+6 ranged (1d4+1 [crit 19-20], daggers); SA Rog sneak attack; SD Rog evasion; AL N; SV Fort +3, Ref +10, Will +2.

Str 12, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills: Bluff +2, Climb +6, Decipher Script +6, Disable Device +6, Disguise +11, Escape Artist +6, Forgery +13, Gather Information +11, Hide +15, Innuendo +11, Jump +3, Listen +6, Move Silently +15, Open Locks +8, Pick Pockets +10, Read Lips +10, Search +7, Speak Common, Speak Elven, Speak Orcish, Spot +5, Tumble +15, Use Magic Device +2. **Feats:** Dodge, Improved Initiative, Lightning Reflexes, Mobility.

Possessions: +2 leather armor of reinforcement (25%), +1 keen dagger, and six throwing daggers.

Personality Traits: Shifty, sly, guarded, friendly (to the shady PC).

Sir Treestic Hilltottern, human male Pal3 (Heironeous): Medium humanoid (6 ft. 4 in. tall); HD 3d10+6; hp 31 (+3 Toughness); Init +0; Spd 20 ft.; AC 20 (+8 full plate, +2 large steel shield); Atks +6 melee (1d8+2 [crit 19-20], longsword), +5 melee (1d4+2 [crit 19-20], dagger), or +5 melee (1d8+2 [crit x3], battleaxe); SA Power Attack, Pal smite evil, turn undead; SD Pal lay on hands (6 hp/day), aura of courage, remove disease; AL LG; SV Fort +7, Ref +3, Will +5.

Str 14, Dex 10, Con 14, Int 10, Wis 14, Cha 14.

Skills: Diplomacy +4, Handle Animal +5, Heal +6, Knowledge (Furyondy) +2, Ride +5, Speak Common. **Feats:** Power Attack, Toughness, Weapon Focus (longsword).

Possessions: Full plate armor, large steel shield, longsword, dagger, battleaxe, *potion of cure moderate wounds*, flint and steel, lantern, 4 flasks of oil, rope.

Personality Traits: Bold, driven, noble, overconfident.

Encounter 4

Tier 1

Goblins (7): Small Humanoid (Goblinoid) (3 ft. 2 in. tall); HD 1d8; hp 4 (each); Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather armor); Atks +0 melee (1d8-1 (crit 20/x2), morningstar) or +2 ranged (1d6-1 (crit 20/x2), javelin); AL NE; SV Fort +0, Ref +3, Will +0.

Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3. **Feats:** Alertness.

Tier 2

Goblins (16): Small Humanoid (Goblinoid) (3 ft. tall); HD 1d8; hp 4 (each); Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather armor); Atks +0 melee (1d8-1 (crit 20/x2), morningstar) or +2 ranged (1d6-1 (crit 20/x2), javelin); AL NE; SV Fort +0, Ref +3, Will +0.

Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3. **Feats:** Alertness.

Encounter 5

Engert Wood, male tallfellow halfling Rgr4: Small Humanoid (3 ft. 8 in. tall); HD 4d10+8; hp 36; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 16 (+1 size, +3 studded leather armor, +2 Dex); Atks +4/+3 melee (1d6+1 [crit 19-20], short sword; 1d4+1 [crit 19-20], dagger) or +6 melee (1d6 [crit x3] short bow); AL CG; SA Rgr favored enemy (goblinoids); SV Fort +7, Ref +4, Will +3.

Str 12, Dex 14, Con 14, Int 10, Wis 13, Cha 11.

Skills: Animal Empathy +2, Handle Animal +2, Heal +3, Hide +5, Knowledge (herbalism) +2, Move Silently +6, Profession (cook) +4, Speak Common, Speak Halfling, Spot +3, Search +8, Wilderness Lore +8. **Feats:** Ambidexterity, Improved Initiative, Two Weapon Fighting, Weapon Focus (short sword).

Possessions: Short sword, dagger, short bow with 20 arrows, studded leather armor, rope (20 ft.), flint and steel, lantern, 6 flasks of oil, pouch with 35 solars (gp) and 50 small lunars (sp), and other miscellaneous home supplies (including many cooking supplies).

Spells (1): 1st—*speak with animals*.

Personality Traits: Rustic, practical, nurturing, kind.

Encounter 6

Grinn, male goblin Wiz(Illusionist)5: Small Humanoid (3 ft. tall); HD 1d8 (goblin) + 5d4 (Wiz); hp 20; Init +3 (Dex); Spd 30 ft.; AC 18/19 (+1 size, +1 Dodge (when applicable), +3 Dex, +4 *mage armor*); Atks +1 melee (1d4-2

[crit 19-20], dagger) or +5 ranged (1d8 [crit 19-20], light crossbow); SA Wiz spells; SD Wiz spells (currently *mage armor* and *invisibility*); AL CN; SV Fort +1, Ref +6, Will +5.

Str 7, Dex 16, Con 10, Int 16, Wis 12, Cha 12.

Skills: Alchemy +7, Bluff +3, Concentration +8, Escape Artist +5, Hide +9, Knowledge (arcana) +11, Listen +4, Move Silently +8, Scry +5, Speak Common, Speak Draconic, Speak Goblin, Speak Orcish, Spellcraft +11, Spot +4. **Feats:** Alertness, Brew Potion, Dodge, Scribe Scroll, Still Spell.

Possessions: Dagger, light crossbow with 10 bolts, red robes, pointed red hat, spell components, pouch with 8 small lunars (sp) and 12 wheats (cp).

Spells (5/5/4/3): 0—*daze, dancing lights, ghost sound* (x2), *mage hand*; 1st—*cause fear, expeditious retreat, mage armor, silent image, ventriloquism*; 2nd—*invisibility* (x2), *mirror image, scare*; 3rd—*fly, major image*.

Borot, male goblin Ftr4: Small Humanoid (3 ft. 11 in. tall); HD 1d8+3 (goblin) + 4d10+15 (Ftr, Toughness); hp 50; Init +0; Spd 30 ft.; AC 15 (+1 size, +3 studded leather armor); Atks +9 melee (1d8+7 [crit 19-20], longsword); SA Cleave, Power Attack; AL CN; SV Fort +7, Ref +3, Will +0.

Str 19, Dex 10, Con 16, Int 7, Wis 8, Cha 8.

Skills: Climb +8, Hide +5, Jump +7, Listen +2, Move Silently +4, Speak Goblin, Spot +2. **Feats:** Alertness, Cleave, Power Attack, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Longsword, studded leather armor, whatever Grinn tells him to carry (including Grinn).

Encounter 7

All Tiers (EL 9)

Orcs (24): Medium Humanoid (Orc) (5 ft. 8 in. tall); HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atks +2 melee (1d12+3 [crit x3], greataxe) or +0 ranged (1d6 + poison [crit x3], short bow); SA poison (Fort save DC 13 or unconscious for 2d4 hours); AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. **Feats:** Alertness.

Malekash, Pain-bringer of Izlen, male orc Ftr1: Medium Humanoid (6 ft. 8 in. tall); HD 1d8+2 (orc) + 1d10+5 (Ftr, Toughness); hp 21; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atks +5 melee (1d12+6 (crit20/x3), greataxe) or +5 melee (1d3+4 (crit 20/x2), fist); AL CE; SV Fort +8, Ref +0, Will +0.

Str 18, Dex 10, Con 14, Int 12, Wis 10, Cha 10.

Skills: Listen +5, Speak Common, Speak Orcish, Spot +4, Profession (torturer) +6. **Feats:** Alertness, Great Fortitude, Toughness.

Possessions: Greataxe, studded leather armor, torture implements, and a pouch with 22 solars (gp).

Onnagok, male orc Adp3: Medium Humanoid (5 ft. 6 in. tall); HD 1d8+1 (orc) + 3d6+3 (Adp); hp 22; Init +0; Spd 30 ft.; AC 10; Atks +2 melee (1d8+1 [crit x3], shortspear) or +1 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +4, Ref +1, Will +8.

Str 12, Dex 10, Con 12, Int 12, Wis 16, Cha 8.

Skills: Concentration +6, Heal +3, Listen +7, Speak Common, Speak Orcish, Spellcraft +6, Spot +6. **Feats:** Alertness, Brew Potion, Iron Will.

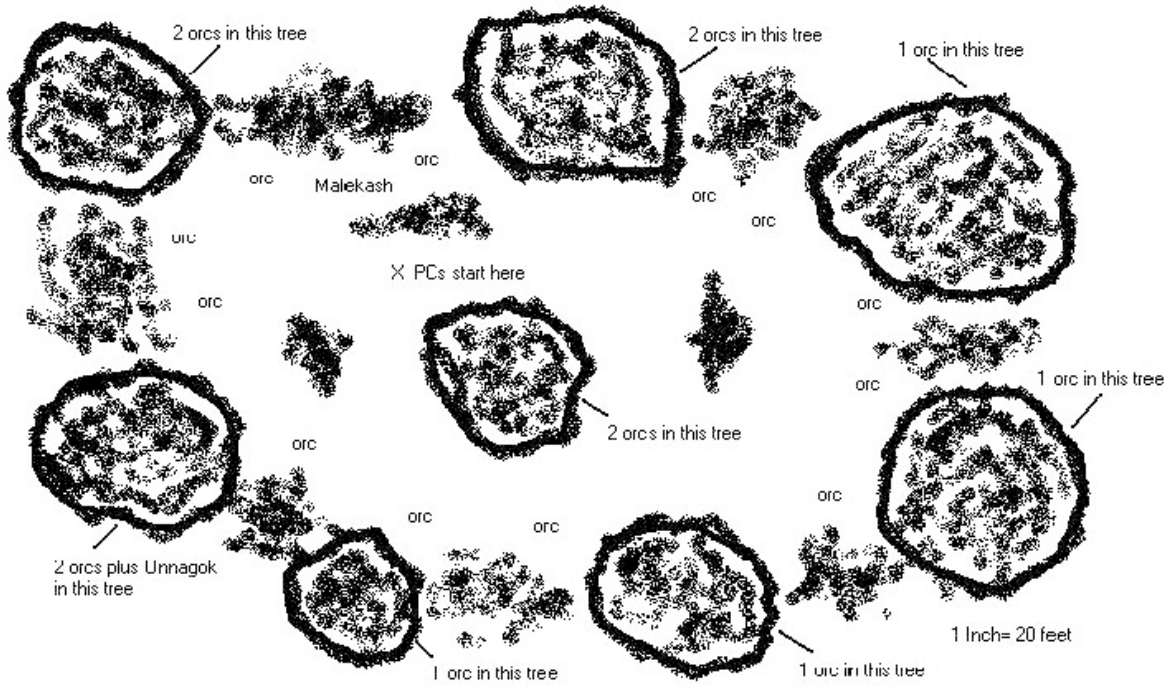
Possessions: Shortspear, light crossbow with 10 bolts, and spell components.

Spells (3/3): 0—*cure minor wounds* (x2), *guidance*; 1st—*cure light wounds, sleep* (x2).

Other: Onnagok has a crow familiar named Ganagnat. The crow can speak orcish, and has an Int of 7.

Map 1

This is a DM's map, useful as a guide to help set up Encounter 7.



Deep in the Vesve...

No One Can Hear You Scream

A Two-Round D&D 3rd Edition Living Greyhawk
Adventure

Round 2

by Chris Tulach

An escort mission takes you into the heart of the forest known as the Vesve. It seems a simple enough task, yet the tales you've heard about the vast woods keep you on edge. Ready for anything, you begin your trek... Recommended for resourceful PCs. A two-round event. The Mystery of F.M.A., Part 1. For characters levels 1-4.

DUNGEONS & DRAGONS, D&D, ALTERNITY, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK, is a trademarks of Wizards of the Coast, Inc. Scenario detail copyright 2000 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

4. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
5. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
6. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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 **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle in Greyhawk

PCs in Living Greyhawk events must pay a lifestyle cost associated with the economic level of the place where the adventure takes place. Lifestyle costs include expenses incurred during the time between this adventure and the last one, and all training costs associated with advancing in levels. It does not cover cost of adventuring equipment. PCs must pay for things bought during the adventure (from equipment to drinks and meals and lodging) at the prices stated in the scenario, or the *Player's Handbook* if the scenario does not specify.

The lifestyle costs are divided according to the economic level that the PC wants to maintain.

- **Destitute:** You have no living space, and must carry all your gear everywhere. You stink and are undernourished.
- **Poor:** You sleep in the common room of an inn, or perhaps the loft of a stable. Your clothing is generally worn and patched.
- **Low:** You rent a small room at a tavern, perhaps shared with one or two other individuals. If you own a home it is a one-room shack. It wouldn't be wise to leave anything of value laying around.
- **Medium:** You are moderately successful, and your equipment is plain but sturdy. You have your own room in an inn or boarding house, where you can leave items of moderate value without worrying about them disappearing.
- **High:** You rent a roomy house or apartment, or own a nice home. You own clothes for many occasions, and can entertain anyone without feeling overly ashamed.
- **Luxury:** You have the best of everything – spacious living quarters, exotic food, expensive clothes. Your success is the envy of many. Equipment left at home is generally quite secure.

Have the players deduct the lifestyle costs for their character sheets before play starts, noting the lifestyle on the log sheet.

<u>Lifestyle</u>	<u>Cost</u>
Destitute	0 gp
Poor	1 gp
Low	3 gp
Medium	10 gp
High	50 gp
Luxury	200 gp

Adventure Summary and Background

In round one, the heroes were hired on as escorts for a paladin (and Furyondian army officer) named Trestic Hilltottern. The councilwoman from Highfolk gave them a simple task: get Trestic to the Furyondian garrison at Ironstead safely. However, Ironstead is located within the vast forest known as the Vesve, which has of late been plagued by humanoid raiding. Despite the warnings, the heroes bravely strode forth into the unknown wilderness.

Gorag the Unstoppable has been chosen by a leader of dark troops known simply as F.M.A. His mission is to set up his orcish warband in the far southern Vesve, and gather information on the garrison at Ironstead. He has been given orders to abduct anyone traveling in the area that seems to be important (merchants, adventurers, Furyondian army soldiers, etc.), and bring them back to the camp for interrogation. The PCs were his next target.

In addition to his main body of 30 orcs, Gorag also has a couple of specialists to help him in this operation. Malekash, the Pain-bringer of Izlen, is an accomplished (and feared) torturer. Malekash is in charge of all interrogations at the camp. Onnagok is an orcish witch doctor who lends magical support to the force. It is through Onnagok's familiar (a crow named Ganagnat) that the orcs learn of the party. The orcs determine that a Furyondian army soldier with a large escort must be an important man. Thus, they decide to ambush the heroes.

A pair of goblin mercenaries was hired to help in this endeavor. Using illusion magic (which one of them possesses), the goblins managed to dupe some or all of the party members into following them straight into the ambush. In the ensuing battle some or all of the PCs were captured. Round 1 then ended with some heroes unconscious, on their way to the orc camp.

Important Judge Note: Others may not be caught, but they should attempt to rescue their friends in order to participate in round 2. PCs who attempt to head to Ironstead to inform the garrison of Trestic's abduction should face another orc combat, similar to the one in round 1. Players eventually should come to the realization that there are two options for their heroes: go back and attempt to free the others, or get captured (either intentionally or otherwise). The judge must use his or her discretion, but players should be reminded that the mission dictated escorting Trestic safely to Ironstead, not bringing troops to fetch him. Any player who wishes their character to abandon their fellow adventurers is not allowed to play round 2.

This round takes into consideration that quite a bit of planning may be in store for the players. It was also written to allow the judge time to do a lot of split-party roleplaying. The encounters after the orc camp can be summarized, if necessary.

Adventure Synopsis: Round 2

As the second round begins, the captured characters wake up, at night, without possessions, chained to the ground in a tent. They are being held prisoner in an orc camp, and are awaiting interrogation. Soon after they are awake, Malekash enters the tent, and takes Trestic away for questioning. He lets the PCs know that he expects full cooperation from everyone, or they will die a slow death.

Malekash's words should motivate the heroes to find a way to escape. It is possible for a character with the right skills to make an attempt. Also, PCs on the outside are able to make their way to the camp, and can attempt to use stealth to enter. Free PCs should be careful though, as they may find themselves captured if they are not careful.

After several hours of languishing in their prison, Trestic is brought back. Malekash is not pleased. He cuts off the paladin's right hand for his defiance, right in front of the other PCs. Then he states that he will be back tomorrow night for one of the others.

If the characters have not made good an escape by the next night, then Malekash comes for one of them. He chooses a PC that is obviously not a warrior-type. If another, tougher-looking PC starts to hassle him in any way, he challenges that hero to a pit duel. Malekash reasons that if he can beat the stuffing out of one of the tough characters, then he has broken them.

After 2 nights of torturing different PCs (three each night), the orcs determine that there is nothing worthwhile to be gained from them (and the one who knows, the paladin, isn't talking). The characters then will be brought outside, where the orcs will attempt to kill them. This scenario occurs if the orcs catch the PCs attempting to escape. As they are brought outside to await their doom, an elven war party led by Cyrinith (a Knight of the High Forest), assaults the camp. In the chaos, the PCs must fight Malekash and Onnagok to gain their freedom. This scene also takes place, in a slightly altered form, if the heroes are successfully escaping the camp.

Cyrinith and his war party melt back in the forest, before the PCs can even thank them. Now they have only to bring the paladin, sans one hand, back to Ironstead to complete their mission.

The heroes get to Ironstead without any further incidents, and then conduct their business with various parties. They may stay as long as they like, but when they return, they pass the peaceful grove that they encountered in round 1. The grove has changed since the heroes' last visit. No oaken pillar exists here; it looks as if someone or something removed it. No trace can be found of those that have tampered with the area. In fact, should the party linger long enough, they are beset upon by stirges.

The characters return to Highfolk, and are compensated by the various parties accordingly.

Player Introduction

It is late at night, but before midnight, when the PCs wake up. Read the following introduction to captured PCs:

You wake up in darkness, your head throbbing and your body aching. You can hear the rumbling of thunder and the patter of rain on the structure you are in. Your arms feel heavy, and you realize that they have manacles on them. Your feet also appear to have been chained to some unseen surface. You appear to be in your clothing, but without any equipment that you normally possess. The ground is muddy and hard, and you can smell the stench of rotting flesh in the air.

After adjusting a bit to your surroundings, you are able to determine that you are in a tent of some sort. You can hear the flapping sound the structure makes when the wind picks up. A flash of lightning reveals an open end of the tent, and also alerts you to the fact that you are not alone. It seems your other companions have also been put here as well.

Characters wake up in the same condition they ended in round 1. If some PCs were brought down to negative hit points, they are currently at 1 hp. Spellcasting characters only have the spells they had in memory when they fell to the orcs.

All the characters are in any normal clothing they had on underneath any armor. All obvious possessions have been removed by the orcs, and placed in a different tent. Any PCs that hide items on their person as a matter of course (such as a rogue hiding picks) may still possess the item(s). The items need to be very small, and in a good hiding spot in order for the hero to have it. Pull the list you made from round 1 to help determine the items present.

The orcs (2 each time) will come by every 4 hours to wake the PCs from slumber, to keep them from regaining spells. They will give the PCs foul water once a day, and no food.

The PCs can interact with each other and Trestic at this time.

The Prison

All the captured PCs have been put in the same large tent (which is made of animal hides that have not been cured). Ropes, wooden stakes (outside) and long wooden poles hold the tent together. The tent is about 30 ft. by 30 ft.; the PCs have been spaced out approximately 15 feet from each other. Their wrists bear manacles, with a short chain about one-foot in length connecting their arms together. One leg has been chained into the ground. The chain extends down into the earth about 10 feet, where it is clamped to a large metal pole. The pole runs 50 feet across, deep in the earth. No amount of Strength is able to bring up the pole; it is simply too long and too deep in the ground.

Escape

Thoughts will probably turn to escaping the camp after a short while. Presented below are some considerations to make when determining whether or not a PC can escape their bonds. Remember, this information only covers escaping the chains they are in; getting out of the orc camp is another matter entirely, and is the focus of later encounters.

- Spellcasting PCs have not rested. They start out in the camp knowing only the spells they had left at the time of their capture. Any sleep they get here does not count for purposes of spell memorization; the orcs rise the PCs from slumber every 4 hours, to keep them deprived of sleep.
- While in wrist chains, spellcasting with somatic components is very difficult (30% chance of failure), unless a spell has been memorized as a Still Spell.
- Material components, unless carefully hidden or readily available in their environment, are not present. Most spells involving material components are non-castable. This also extends to clerics and druids that use holy symbols or other divine foci (unless carefully concealed prior to capture).
- If a spellcaster has *knock* memorized, each use will completely free one character, free two different PCs' legs, or free two different heroes' arms.
- Familiars and animal companions are not captured (unless the creature would be hidden on the PC's person at the time of capture). They may help the PCs escape, in whatever way they can. Familiars will be within empathic range (1 mile), so communication is possible.
- Each manacle has a lock on it. Making an Open Locks check at DC 25 can pick the lock to a manacle. A character can "take 20" on the check; this takes about an hour, due to the muddy, wet conditions of the tent.
- Characters with the Escape Artist skill can make a check at DC 25 to escape their bonds. The check must be rolled, and there is no retry. The character can try once for their arms, and once for their legs.
- The wrist manacles can be snapped with a Str check, DC 26. This can be attempted multiple times, but must be rolled each time. This also might attract attention from outside the tent, if done repeatedly.
- Heroes can take rocks nearby to try and break free of their chains as well. Finding a couple of good rocks requires a Search check, DC 8. Characters can "take 20" on the Str roll (DC 21), but it requires 20 minutes of constant pounding. This undoubtedly draws the attention of orcs in the camp.
- Any very creative methods of escaping should be given a reasonable chance to succeed.

Free PCs

Several PCs may not be captured. If this is the case, then give them a description of the camp as they approach. If

they take the time to carefully survey the perimeter, give them **Map 1**.

Your nose picks up the sickly smell of smoke and rotting meat from far before you reach the camp. As you cautiously approach in the growing storm, you can see a clearing in the woods ahead. You notice several tents made of animal hides, and a large burning pit in the center from which several large branches stick out. There are many orcs walking around the camp, and you see several standing watch at the perimeter.

Camp Layout

Use **Map 2** as a reference when needed. The camp is approximately 300 ft. wide by 300 ft. long. The ground inside the camp is mostly mud, with very little grass present inside the perimeter. Large stumps of cut-down trees are present throughout the camp, useful as seats and tables. All the tents are constructed of animal hides that have not been cured. The smell of rotting flesh and waste is overwhelming.

There is a pit in the center of the camp that is used for cooking, and for settling disputes among the orcs. It is about 10 feet down, and is approximately 20 ft. by 20 ft. Five large sharpened branches stick out of the pit, and are used to roast meat. There is also a ladder along one side of the pit to gain access to the bottom, for tending the fire.

The only path in or out of the camp is a muddy trail, about 15 feet wide. It bears ruts from cartwheels; the carts (2 of them) can be seen towards the back of the camp (opposite the road). Four dirty and mistreated mules can also be spotted, tethered to the ground near the carts.

What follows are descriptions of the insides of each of the tents, and who is commonly found inside.

1. Gorag the Unstoppable's Tent

This is the largest tent in the camp, about 40 ft. by 50 ft. The animal hides on this tent have been both tanned and cured, and it is the only tent without leaks. Inside the tent is a large mat of straw with two animal hides as covers, four crudely made stools, and a wood-and-iron chest. The floor is covered with straw, and littered with the remains of many meals. The PCs equipment is also here, lying on a heap on the floor. Gorag is usually found here, sleeping much of the time. He rarely ventures out of his tent, preferring that his men come to him. He does not tolerate any visitors, unless it is Onnagok or Malekash.

The chest contains the only things of value in the room (with exception to Gorag's personal equipment). It is trapped, and only the iron key around Gorag's neck may open the chest without incident.

Poisoned needle trap (Tier 1): +8 ranged (1/x2 crit) + huge spider venom poison (Fort save to resist (DC 13); 1d4 Str/ 1d6 Str); Search (DC 20); Disable Device (DC 20).

Poisoned needle trap (Tier 2): +10 ranged (1/x2 crit) + wyvern poison (Fort save to resist (DC 17); 1d6 Str/ 1d6 Str); Search (DC 22); Disable Device (DC 22).

Gorag the Unstoppable, male orc: Medium Humanoid (Orc); HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 15 (+5 chainmail armor); Atks +3 melee (1d12+3 [crit x3], greataxe); AL CE; SV Fort +3, Ref +0, Will +0.

Str 16, Dex 10, Con 13, Int 12, Wis 10, Cha 11.

Skills: Listen +5, Speak Common, Speak Orcish, Spot +4. **Feats:** Alertness.

Treasure inside the chest includes:

- A leather flask with a thick, brown oil. It smells awful. The oil is *oil of timelessness*.
- A jar only 1/3 full, containing a green liquid. This is karoka root extract, the sleep poison used on the PCs during the ambush. There is enough to coat 2 tiny weapons, or 1 small one.
- A sack with 8 solars (gp), 6 great lunars (ep), 102 small lunars (sp), and 45 wheats (cp).
- A parchment with a note, written in orcish, from F.M.A. (**Handout 1**). It should be noted that any orcs interrogated know nothing of F.M.A.; they only know that they have been sent here to gather information on Ironstead.
- All of the PCs possessions are here as well, including the mirror that Everain gave one of the PCs, and the note the rogue received.

2. Onnagok's Tent

The witch doctor of the band has a tent as well. His tent appears very much like the other tents in camp, made from uncured animal hides, and 20 ft. by 20 ft. in dimension. Inside the tent there is a dirty mat of animal skins, a crude stool, and a perch for his crow, Ganagnat. Remains of meals and bird droppings are everywhere. There is also a small fire pit in the tent, and an iron pot rests atop it. Onnagok is often in his tent, but Ganagnat is usually flying around outside.

Onnagok has made a small hole in the ground in a corner of the tent. There, he set a small wooden box inside, and covered it with some dirt. It can be found with a successful Search check, DC 15. Inside the unlocked box (only about 2' by 2' by 2') are Onnagok's material components for most of the 1st-level adept spells. Only those spell components that are significantly costly (over 5 gp) are not found.

Treasure inside the box:

- Onnagok's spell components.
- 43 small lunars (sp), and 14 wheats (cp).
- A jar only 1/3 full, containing a green liquid. This is karoka root extract, the sleep poison used on the PCs during the ambush. There is enough to coat 2 tiny weapons, or 1 small one.

3. Malekash the Pain-bringer of Izlen's Tent

Malekash lives simply, as a warrior should. His tent is much like the others—20 ft. by 20 ft., made of uncured animal hides. He has a dirty mat on the muddy ground of his tent, with animal skins as covers. The floor is littered with meal remains, and smells of rotting flesh. Malekash

does not trust anyone else in the camp, and as a result, carries all of his equipment with him. He is usually out in the camp when not sleeping.

4. Orc Quarters

There are four other tents, each 20 ft. by 20 ft. The tents are made of uncured animal hides, and the smell of each is hideous. Inside these tents live the other orcs. Each tent has eight dirty mats for sleeping (except for the last, which has six), and two stools. Remains of meals and waste litter the tent floors. The others are not allowed any money, as they are given the spoils when their mission is complete. They also carry all of their equipment with them. During the day, most orcs are resting (only 2 or 3 empty beds in each tent). In the evening, there are usually only 3 orcs in each tent (resting from daytime guard duty).

5. "Information" Tent

This is the tent where Malekash spends much of his time. It is the torture tent, where he interrogates prisoners. The tent is constructed identically to the tents used as orc quarters. Inside, the tent has two stools a large wooden table set in the ground, and an iron cage. The table has 2 sets of manacles on it, the chains running into the earth. Inside the cage are 3 large rats. In one corner of the tent is a pile of equipment.

Treasure in the torture tent:

- Well-worn and shoddy arms and armor. 3 suits of studded leather (orc-sized) are on the ground. 6 hand axes (for chopping down trees), 4 daggers, 2 greataxes, 2 short bows, and a whip are here as well. There are also 2 quivers with 20 arrows each in them. Due to the condition of the equipment, it is only worth about 20% of the prices listed in the *Player's Handbook*.

6. Prison Tent

This has been described earlier, under the heading "The Prison". Note that orcs come by every 4 hours to wake up the prisoners.

Camp Defenses

The orcs, although crude, were smart enough to construct some defenses. They also have set up a regular watch schedule. Gorag's band didn't get this far down into the Vesve by being stupid, after all. What follows is a breakdown of the different defenses they have set up.

With the exception of the dirt path, the entire perimeter is trapped. Crude spiked 10 ft. by 10 ft. pit traps have been constructed, one after another, encircling the camp. Foliage has been placed over each to cover their presence. There is only a three-foot space between each pit. At the bottom of each of the 10-foot pits are sharpened wooden spikes. Not only do these pits serve as a defense, the orcs get some of their dinner by way of these pits.

Pit trap (10 ft. deep) (Tier 1): CR 1; +10 melee (spikes) (1d4/x2 crit) + 1d6 fall; Ref save DC 20 to avoid; Search (DC 15).

Pit trap (10 ft. deep) (Tier 2): CR 2; +10 melee (spikes) (2d4/x2 crit) + 1d6 fall; Ref save DC 20 to avoid; Search (DC 15).

There are 10 orcs on sentry duty at any given time. They stand watch (or sit on stools) along the perimeter, just behind the pit traps. They are approximately 60 ft. apart from one another (just within range of their darkvision). To determine whether or not a character has been spotted outside the camp, the nearest orc makes an opposed roll against the PC (PCs Hide/Move Silently vs. the orc's Spot/Listen). If the hero is noticed, the orc yells for help, and begins firing his bow at the hero. Once a group of 4 or more orcs has gathered, they will give chase. Note that some of the nearby orcs on guard duty may decide to abandon their post to help find the intruder; orcs aren't very smart, after all.

Since the days are all overcast, note that none of the orcs suffer penalties due to sunlight.

Orcs (30): CR 0.5; Medium Humanoid (Orc) (5 ft. 8 in. tall); HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atks +2 melee (1d12+3 [crit x3], greataxe) or +0 ranged (1d6 [crit x3], short bow; AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. *Feats:* Alertness.

Onnagok's crow, Ganagnat, flies over the area from 6-8 for two hours from dawn onward, from noon for two hours, and from dusk for two hours. He can spot a hero sneaking into the area, and informs one of the orc sentries of what he sees. There is a 50% chance of the crow getting a roll during the times that he flies over the area. First roll percentile to see if Ganagnat is looking in that area. Then, make an opposed Spot vs. the PC's Hide to see if the hero is noticed. Ganagnat's Spot check is at +5. If Ganagnat notices a PC, he will immediately fly to the nearest orc, and tell him (in orcish) where to look. The orc guard can now roll a Spot check, with a +10 to the roll. Then, proceed as if the orc sentry had initially noticed the character. If the orc fails his Spot check, Ganagnat will go and get Onnagok to have a look.

Once past the guards, PCs need to be careful inside the camp. Make opposed rolls (Hide/Move Silently vs. Spot/Listen) for every minute the PC is not in a tent, unless special precautions are taken. This is also the case for PCs that have escaped from the prison tent.

Trying to escape the orc camp works the same way as entering, except in reverse.

Keep in mind that magic use may alter the situation significantly. *Silenced* and *invisible* characters have no problem getting around; characters with *alter self* or other appearance-altering magic will have to act orcish, but otherwise shouldn't encounter too much difficulty (until the spell wears off).

Malekash responds within 1d4 rounds of an alert being yelled. Onnagok and Gorag leave their tents, as do most orcs not sleeping. Sleeping orcs sleeping will usually not wake up unless there is an assault on the camp.

Allow creative ways of sneaking in to have a better chance of working. It is easy to dupe the orcs as well. Characters should be able to at least get to the tents to rescue other PCs, if needed.

If the PCs as a group are successfully escaping the orc camp, proceed immediately to Encounter 3. Run this encounter before the PCs actually make it past the perimeter.

Encounter 1: Bring On the Pain!

30 minutes after the characters awaken, Malekash enters. Read the following to the players:

A flash of lightning in the darkness reveals a towering form at the tent's opening! A massive orc with a greataxe at his side plods into the muddy tent. It is too dark to make out many features, and that might be a good thing. He speaks in a bellowing, guttural voice as you gaze upon his shadowed form.

"Pitiful maggots, I am Malekash the Pain-bringer of Izlen. We have captured your wretched hides so that we may speak with each of you. I am certain that you will cooperate. If you do, I promise you a swift death. If not, the agony you experience will have you pleading for me to release your weak souls from this existence."

Three other forms enter the tent behind Malekash. "We will start with him," Malekash says as he moves toward Trestic. The other orcs follow his lead, and hold Trestic down as they unchain the paladin from his bonds. Trestic yells in defiance, "I won't tell you anything, you worthless piece of flesh! I spit on the Old One!" He is dragged, writhing and kicking, from the rancid tent. Malekash turns from you and departs, leaving you only with the sounds of his horrid laughter echoing through the camp.

Later that night, through the raging storm, you swear you can hear screams of pain between claps of thunder.

This gives the PC heroes further motivation to seek escape. After 3 hours, Malekash returns, and throws the broken paladin down to the ground. Read the following to the PCs:

You hear rough voices in orcish outside the tent, along with the plodding sounds of boots in the mud. Malekash and his orcs enter the tent again, pushing a weakened Trestic to the ground. The proud paladin lies helpless on the muddy floor of the tent. He turns towards Malekash and utters in a failing voice, "You'll never get...anything from me! I'll die before telling a walking scab like you...about Ironstead's defenses!"

"So be it!" Malekash roars. A great flash of lightning illuminates the tent for what seems like an eternity. The huge orc brings down the blade of his greataxe, severing Trestic's right hand with a single blow! Trestic screams in pain, as Malekash picks up the bloody hand. "Your slow death begins

now. I will be back tomorrow night for the rest of you." The orcs chain Trestic back up as Malekash stomps out of the tent.

Trestic is hurt in a bad way. He no longer has use of his sword hand, and is teetering on unconsciousness. He passes out a few seconds after the orcs leave the tent. When he wakes up (after a few hours) he simply states that they asked him questions about the forces at Ironstead (use the questions listed in the "Torturing the PCs" section). Listed below are his revised statistics.

Sir Trestic Hilltottern, human male Pal3 (Heironeous): Medium humanoid (6 ft. 4 in. tall); HD 3d10+6; hp 31 (+3 Toughness), 2 currently; Init +0; Spd 20 ft.; AC 18 (+8 full plate); Atks +2 melee (off hand) (1d8+2 [crit 19-20], longsword), +1 melee (off hand) (1d4+2 [crit 19-20], dagger), or +1 melee (off hand) (1d8+2 [crit x3], battleaxe); SA Power Attack, Pal smite evil, turn undead; SD Pal lay on hands (6 hp/day), aura of courage, remove disease; AL LG; SV Fort +7, Ref +3, Will +5.

Str 14, Dex 10, Con 14, Int 10, Wis 14, Cha 14.

Skills: Diplomacy +4, Handle Animal +5, Heal +6, Knowledge (Furyondy) +2, Ride +5, Speak Common. Feats: Power Attack, Toughness, Weapon Focus (longsword).

Possessions (none of which is currently on his person): Full plate armor, large steel shield, longsword, dagger, battleaxe, potion of cure moderate wounds, flint and steel, lantern, 4 flasks of oil, rope.

Personality Traits: Bold, driven, noble, overconfident.

PCs may attempt escape at any time. At this point, they should be frantic to leave by any means possible. After the return of Trestic to the tent, shift focus from the captured heroes over to the free PCs (if any) that are outside the camp.

It is entirely possible that the heroes remain in captivity for the next day. They finally catch a break, as one of the orcs that was supposed to wake the characters during the midday does not show. Allow the PCs to prepare spells at noon on the next day, unless they are wizards. They do not regain hit points.

If the PCs are still captive at dusk, Malekash comes for another hero. The first one he chooses from the bunch is a weak PC, such as a wizard or sorcerer.

Malekash and his orc retinue once again enter your tent at dusk. A low growl issues forth from his mouth, but he says nothing as he eyes your muddled forms. He points at (insert chosen PC's name) and says, "Take the weak one! He (or she) will be as easy to break as an elven child. I will make you suffer all the more for the soldier's (pointing at Trestic) insolence! The orcs approach you, ready to take you away to somewhere far worse than this place.

If another hero taunts Malekash or wishes to go in the weaker PC's stead, he begins taunting back. Proceed to Encounter 2. Otherwise, the PC chosen is taken to the torture tent.

Torturing the PCs

It should be noted that the sensitivity of the players at the table should be taken into consideration when playing out any torture scenes. Extreme graphic detail and gore should be avoided; subtly explaining the methods used by Malekash should prove more than sufficient. With this in mind, Malekash has three primary methods of "information gathering" at his disposal. Take players aside individually for their torture session. Each PC is subjected to only one form of torture (except as noted below).

Note: all times, Malekash will have another literate orc (one of only two others in the camp) on hand to scrawl down any useful information gleaned from the PCs. See the description of the torture tent in the Player's Introduction for more details on the setup of the tent itself. Lost ability score points are regained at the rate of 1/day per ability score.

The Rat in the Cage

Malekash chains the hero to the table. He pulls what looks like an iron helmet, with long straps on the sides, from the armory pile. The orc then takes a rat from the cage, and puts the rat on the hero's chest or stomach. Malekash takes the iron helmet and puts it over the rat, closing it in. He straps the helmet on tight under the table. The orc assistant brings some hot coals from the fire pit outside. Malekash takes a hot coal, and puts it into the hole, holding it steady with a tong. The rat, frantic to escape being burned, begins to look for a way out. The only way possible is by gnawing at the PC. Malekash brings the coals closer and closer, until he feels he has broken the PC, or he is getting nowhere.

Damage (Tier 1): Each time Malekash brings the coals closer, the PC takes 1 point of damage, and 1 Con damage. Malekash inflicts a maximum of 2 points of damage and 2 Con damage with this method.

Damage (Tier 2): Each time Malekash brings the coals closer, the PC takes 1 point of damage, and 1 Con damage. On the 3rd point of damage, the hero takes an additional point of damage from the heat. Malekash inflicts a maximum of 4 points of damage (1 from heat), and 3 Con damage with this method.

Use on: Characters that have some hit points, but not strong fighters. Other methods are better for them.

Flogging

Malekash chains the hero to the table face down. He simply whips the PC until he believes they have given all the information they know, or he is unable to break their will.

Damage (Tier 1): Malekash may choose to inflict either a point of damage or 1 Con damage each time he whips a PC. He does not inflict more than 2 points of damage or 4 Con damage; each hit point inflicted brings the maximum Con damage that can be inflicted down 2 points. Thus, Malekash could choose to inflict 1 point of damage and 1 Con damage, or 0 points of damage and 4 Con damage, etc.

Damage (Tier 2): Malekash may choose to inflict either a point of damage or 1 Con damage each time he whips a PC. He does not inflict more than 3 points of damage or 6 Con damage; each hit point inflicted brings the maximum Con damage that can be inflicted down 2 points. Thus, Malekash could choose to inflict 2 points of damage and 2 Con damage, or 1 point of damage and 4 Con damage, etc.

Use on: PCs that are very low on hit points (do Con damage only to them). This is the most flexible method in terms of meting out damage.

The Back Breaker

Malekash chains the character to the table face up, inserting a rock under the middle of the PC's back. He then takes a long, wide board from the ground, and places it across the hero's torso. The torturer places a large, heavy rock on top of the board. He continues to place rock after rock until the character submits, or Malekash feels it is not working. This crushes the PC, and forces the rock underneath to begin to break the backbone.

Damage (Tier 1): Every rock put on the hero inflicts 1 Str damage and 1 Con damage. He may place up to 3 rocks on the board, for a maximum of 3 Str and 3 Con damage.

Damage (Tier 2): Every rock put on the hero inflicts 1 Str damage and 1 Con damage. He may place up to 5 rocks on the board, for a maximum of 5 Str and 5 Con damage.

Use on: Warriors with high Con and Str ability scores. It is also good to use on characters with low hit points, but higher physical attributes.

Questioning the PCs

In between each round of damage, the PC is asked questions about the Furyondian garrison at Ironstead. Each answer in defiance, or answer of "I don't know" will earn the character another round of torture, up to the total listed for the method used.

Heroes may lie, and give out false information. The player may roll his PC's **Bluff** skill check, opposed by Malekash's **Sense Motive** check (which is an unmodified **Wis** roll for him). Consult the chart under the **Bluff** skill description to determine the modifier to Malekash's roll (dependant on how believable the lie is). For every round of torture inflicted, a -1 penalty is assessed to the PC's **Bluff** roll.

Common questions asked include the following (make more up if you wish):

- What is your rank and function in the Furyondian army?
- Why were you escorting that officer (Trestic)?
- What is the officer's (Trestic's) duty at the garrison?
- What is the composition of the force at the garrison (numbers and types, i.e. 50 light cavalry, 200 heavy infantry, etc.)?
- What defenses are present at the garrison?
- When does the guard shift rotate?

- How many guards are stationed at each lookout point?
- Where are all the lookout points?
- How many men go out on patrol?
- What are the routes of the patrols?
- What are the code words used to gain access to the restricted areas?
- Where is the secret escape route to evacuate the village?
- Are there any Knights of the Hart stationed there?

Note to Judge: Use this encounter to scare and soften up the PCs, but don't put them at death's door. This encounter should merely enforce the misery that the heroes are going through by remaining captives of the orcs.

After questioning a PC, Malekash summons the other orcs to help restrain the PC. He leads the character back to the tent, and has the hero restrained again. Malekash points out to the other party members any character that gave him information (whether true or not). He congratulates them at earning a quick death, which will come soon. He tortures 3 PCs a night; once he is out of heroes, he realizes that they are now worthless to him. The Pain-bringer would like to torture them longer, but Gorag wants them finished. Malekash takes them outside to be executed. Go to **Encounter 3**.

Half-Orc PCs

Malekash takes half-orc PCs in the same manner as the others. However, when he gets them into the torture tent, read the following to the half-orc player:

Malekash sits you down on a crude stool. The other orcs stand nearby, watching as Malekash takes a seat as well. He looks deep into your eyes, and smiles a rotten-toothed grin at you.

"Half-brother, you are not like the others. You are not weak. You have the blood of the ravager within you. I wish you no harm. I do not like to see you in chains; a true marauder should not be as such. Let me free those chains for you. Tell me what you know of those cowards you journey with, and what you know of the human's fort called Ironstead.

I will make sure that you are released if you cooperate with me. In fact, I may even grant the others a swift death for your cooperation. I do not desire to use my talents on a savage creature such as you. Give me what you know, and perhaps one day soon, you may join our force and show the humans and elves what true terror is!"

If the PC half-orc honestly (or dishonestly, using the Bluff method listed under "Questioning the PCs") tells all he knows, Malekash takes the PC back to the tent. He will then tell the other heroes what he is (if the character was secretly hiding their true nature), and that the half-orc has betrayed them all. Malekash remarks that the half-orc is the last to die, so that he/she may watch the others' deaths. The character is shackled back up again. This will have in-game ramifications in later adventures.

If the half-orc defies Malekash, he flies in a rage, and punishes the character severely. Inflict two forms of punishment on the character, but do not kill the hero (use your discretion in the total damage done to the PC, based on the party's current strength). Malekash still wants the PC alive to witness the other character's deaths. He then deposits the hero back at the tent, saying nothing to the others.

Encounter 2: To the Pit With Him!

If a character begins to trade insults with Malekash (or staunchly defends another PC), he challenges them to a pit fight. Read the following if this occurs:

"Frail little whelp! I will teach you a lesson." Malekash turns to the other orcs and says, "Take this one to the pit. (Pointing at defiant PC) You will pay for your tongue. The rest of you will watch, as I teach this one to show me respect."

Each one of your legs is unchained, and each of you is escorted by three orcs that hold you fast. You are led to a fire pit in the middle of the camp, which has been dug into the earth about 10 feet down. Each of you is positioned at the edge of the pit. An orc climbs down the ladder on the side of the pit, and kicks out the embers of the recent fire. The long, sharp-ended branches lying against the side of the pit (most likely spits of some sort) are also removed.

(To the PC, read aloud for everyone to hear) **You are brought down into the pit, practically tossed in from the top. You see Malekash climb down the ladder. He has removed his armor and weapons. The large orc glares directly at you, like a wolf eyes its next kill. He waits for some sign.**

From out of the largest tent in the camp strides forth a big-bellied orc, wearing chainmail armor and carrying a well-crafted greataxe. He strides towards the pit edge, and says in both Common and Orcish, "I am Gorag the Unstoppable, leader of this terrible force. Know that now you will die at the hands of Malekash, Pain-bringer of Izlen. Let the fight begin!"

The PC fights Malekash in the 10 ft. by 10 ft. pit, using only the his or her bare hands. Malekash also uses his bare hands, and attacks to do real damage (taking a -4 to hit the PC). Dirty fighting is also a very distinct possibility. If the combat goes poorly for him, an orc from above throws him his greataxe, taking a partial action (and a Dex check DC 8) for Malekash to catch it. The PC may take an attack of opportunity while Malekash catches the axe. If the hero hits when the orc is attempting to catch the axe, the DC for Malekash's catch is now a 12 + the damage done in the strike by the hero.

The orc camp, with the exception of four guards (who are now 150 ft. from each other) has all come out for the fight. Onnagok is there as well as all the other orcs in camp (a crowd of 26 orcs). This is a great opportunity for heroes on the outside to sneak in; it also is an opportunity for the elven war party to make their assault.

If the hero fighting in the pit is reduced to negative hit points, or wins the fight, the elven war party attacks.

Go immediately to Encounter 3. If the hero wins the fight, that character will receive a legendary deed certificate at the end of play, as Trestic (or another PC if Trestic is killed) will spread the tale of that character's courage and bravery.

Malekash the Pain-bringer of Izlen, male orc Ftr1: Medium Humanoid (6 ft. 8 in. tall); HD 1d8+2 (orc) + 1d10+5 (Ftr, Toughness); hp 21; Init +0; Spd 30 ft.; AC 10; Atks +5 melee (1d12+6 [crit20/x3], greataxe) or +5 melee (1d3+4 [crit 20/x2], fist); AL CE; SV Fort +8, Ref +0, Will +0.

Str 18, Dex 10, Con 14, Int 12, Wis 10, Cha 10.

Skills: Listen +5, Speak Common, Speak Orcish, Spot +4, Profession (torturer) +6. **Feats:** Alertness, Great Fortitude, Toughness.

Possessions: Greataxe, studded leather armor, torture implements, and a pouch with 2 solars (gp).

Treasure:

- **Legendary Deed:** Defeating Malekash, Pain-bringer of Izlen, in a one-on-one pit combat. This certificate is fully explained in the **Treasure Summary** at the end of the scenario.

Encounter 3: Out On the Hunt

This encounter takes place when one of the following events occur:

- Most or all of the characters are escaping the camp.
- The PCs are about to be executed.
- The pit fight with Malekash has ended.

Recently, a Knight of the High Forest named Cyrinith brought an elven war party together, after he heard about an orc camp existing in the far southern Vesve. The high elf is not one to tolerate the existence of evil humanoids outside of their territory. He has gathered together his band of elves to eradicate the camp altogether.

After observing the camp for a short time, the elves make their move. They launch a full-scale attack on the camp, plunging the orc warband into panic-stricken chaos. It is fortunate for the heroes that the elves have come, but they still need to fight their way to freedom.

Each scenario in which the elves attack the camp is given below. Cyrinith's band's statistics are not provided; they are a story element, scripted into the action. Even though the PCs are rescued, there still is a battle to be fought. The heroes get to fight Malekash and Onnagok (and perhaps a few others), challenging enough in its own right. The orcs fight to the death, as it is their only real choice.

Picking Up Weapons and Fighting in Manacles

Many, if not all, of the PCs are without weapons when the fight begins. Let them know that there are fallen orcs around the heroes; greataxes lie in the mud. Also, the

spits (large sharpened branches) from the fire pit can be used as spears, inflicting 1d4+1 points of damage with each successful strike. The spits are considered to be shortspears for determination of weapon proficiency. The stakes holding the tents down can also be uprooted (Str check DC 10) and used as weapons. They are considered daggers, and inflict 1d3 points of damage.

PCs that have manacles on their hands during the battle may have a difficult time fighting. No bows or heavy crossbows may be used (the 1' of chain does allow for light crossbow use). All one-handed weapon use in manacles suffers a -4 to hit; this penalty also applies to using two weapons. A hero using a weapon two-handed does not suffer any penalty to hit.

Escaping the Orc Camp

Use this event if the PCs are making good on their escape from the orc camp. This scene is played out only if a majority of the party members are escaping together. Don't use it if only one or two characters are attempting to escape.

As you make your way carefully through the camp to freedom, you hear cries of pain and alarm raise up. Have you been discovered? No, something else is happening. Orcs are rushing everywhere; weapons are being drawn. The camp is under attack!

As you run to escape the camp, you catch sight of the attackers. Elves, wrapped in the foliage of the forest itself, are cutting down the orcs with keen-edged blades and bulls-eye shots. You hear a cry, "Swift death to my enemies!" as a greataxe-wielding orc falls dead at your feet, his eye pierced through with a blood-red arrow.

Just then, you feel a warm sensation over your body. Your wounds begin to close themselves; you are being healed! (Insert two PC's names here), the manacles that bind you fall to the ground! The elves are aiding you in some way!

An invisible elven cleric has cast *healing circle* on the PCs. All of the heroes regain 1d8+10 hit points. Also, an elven wizard (invisible as well) has cast a *knock* spell on two characters' wrist manacles (choose one warrior and one spellcaster, if possible). The invisible spellcasters then turn their attentions back to decimating the orcs.

You turn towards the embattled camp. Orcs are slaughtered before your eyes with deadly efficiency. Gorag the Unstoppable falls to a tall blond elf wielding twin blades; his limp body splashes into a muddy puddle. Across the fray, Malekash and others spot you. They charge towards you, ready to kill.

The PCs have to fight Malekash and Onnagok (and other orcs at tier 2) while the elves are finishing off the others. PCs can pick up any orcish equipment they wish for the fight; doing so takes a partial action. If the fight lasts more than 6 rounds, 5 *magic missiles* slam into each one of the orcs, courtesy of the elven wizards.

Tier 1

Malekash and Onnagok have each sustained an arrow wound prior to combating the heroes.

Malekash, Pain-bringer of Izlen, male orc Ftr1: Medium Humanoid (6 ft. 8 in. tall); HD 1d8+2 (orc) + 1d10+5 (Ftr, Toughness); hp 21 (13 currently); Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atks +5 melee (1d12+6 [crit x3], greataxe) or +5 melee (1d3+4 [crit 20/x2], fist); AL CE; SV Fort +8, Ref +0, Will +0.

Str 18, Dex 10, Con 14, Int 12, Wis 10, Cha 10.

Skills: Listen +5, Speak Common, Speak Orcish, Spot +4, Profession (torturer) +6. Feats: Alertness, Great Fortitude, Toughness.

Possessions: Greataxe, studded leather armor, torture implements, and a pouch with 22 solars (gp).

Onnagok, male orc Adp3: Medium Humanoid (5 ft. 6 in. tall); HD 1d8+1 (orc) + 3d6+3 (Adp); hp 22 (currently 14); Init +0; Spd 30 ft.; AC 10; Atks +2 melee (1d8+1 [crit x3], shortspear) or +1 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +4, Ref +1, Will +8.

Str 12, Dex 10, Con 12, Int 12, Wis 16, Cha 8.

Skills: Concentration +6, Heal +3, Listen +7, Speak Common, Speak Orcish, Spellcraft +6, Spot +6. Feats: Alertness, Brew Potion, Iron Will.

Possessions: Shortspear, light crossbow with 10 bolts, and spell components.

Spells (3/3): 0-lvl—*cure minor wounds* (x2), *guidance*; 1st-lvl—*burning hands*, *cause fear*, *cure light wounds*.

Other: Onnagok has a crow familiar named Ganagnat. The crow can speak orcish, and has an Int of 7.

Tier 2

Malekash, Pain-bringer of Izlen, male orc Ftr1: Medium Humanoid (6 ft. 8 in. tall); HD 1d8+2 (orc) + 1d10+5 (Ftr, Toughness); hp 21; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atks +5 melee (1d12+6 [crit x3], greataxe) or +5 melee (1d3+4, fist); AL CE; SV Fort +8, Ref +0, Will +0.

Str 18, Dex 10, Con 14, Int 12, Wis 10, Cha 10.

Skills: Listen +5, Speak Common, Speak Orcish, Spot +4, Profession (torturer) +6. Feats: Alertness, Great Fortitude, Toughness.

Possessions: Greataxe, studded leather armor, torture implements, and a pouch with 22 solars (gp).

Onnagok, male orc Adp3: Medium Humanoid (5 ft. 6 in. tall); HD 1d8+1 (orc) + 3d6+3 (Adp); hp 22; Init +0; Spd 30 ft.; AC 10; Atks +2 melee (1d8+1 [crit x3], shortspear) or +1 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +4, Ref +1, Will +8.

Str 12, Dex 10, Con 12, Int 12, Wis 16, Cha 8.

Skills: Concentration +6, Heal +3, Listen +7, Speak Common, Speak Orcish, Spellcraft +6, Spot +6. Feats: Alertness, Brew Potion, Iron Will.

Possessions: Shortspear, light crossbow with 10 bolts, and spell components.

Spells (3/3): 0-lvl—*cure minor wounds* (x2), *guidance*; 1st-lvl—*burning hands*, *cause fear*, *cure light wounds*.

Other: Onnagok has a crow familiar named Ganagnat. The crow can speak orcish, and has an Int of 7.

Orcs (3): Medium Humanoid (Orc) (5 ft. 8 in. tall); HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atks +2 melee (1d12+3 [crit x3], greataxe) or +0 ranged (1d6 [crit x3], short bow); AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness.

Execution

Use this event if the PCs have been caught trying to escape. Even a couple heroes caught escaping condemn the entire group. Malekash is in charge of their execution.

Also use this scene if the all the heroes manage to suffer through the torture. Gorag determines that the PCs are useless, and orders Malekash to have them executed.

In either case read the following to the players:

You are pulled from the prison you were in, and are led to an open 10 ft. by 10 ft. pit dug into the earth. The clanking of your wrist manacles and the hard steps of boots on wet ground are the only sounds as you are brought to the pit. Malekash stands back, and motions the others to throw you in. You are tossed into the small fire pit, hitting the ground and your other companions hard.

Each PC takes 1d6 points of damage from the fall.

The orcs draw their short bows, and look down at your soaking, soiled forms as they knock arrows in their weapons. They pull back their strings...and you see them fall all at once! The camp explodes into chaos; yelling and painful cries can be heard all around you! The orcs are under attack!

Just then, you feel a warm sensation wash over your body as your wounds begin to close! You are healing! (Insert two PC's names here), ***the manacles that bind you fall to the ground!***

An invisible elven cleric has cast *healing circle* on the PCs. All of the heroes regain 1d8+10 hit points. Also, an elven wizard (invisible as well) has cast a *knock* spell on two characters' wrist manacles (choose one warrior and one spellcaster, if possible). The invisible spellcasters then turn their attentions back to decimating the orcs.

If the heroes climb out of the pit, read the following:

As you climb from the filthy pit, you catch sight of the attackers. Elves, wrapped in the foliage of the forest itself, are cutting down the orcs with keen-edged blades and bulls-eye shots. You hear a cry, "Swift death to my enemies!" as a greataxe-wielding orc falls dead at your feet, his eye pierced through with a blood-red arrow. Looking about, you notice that all of the orcish executors fell to similar arrow shots!

Orcs are slaughtered before your eyes with deadly efficiency. Gorag the Unstoppable falls to a tall blond elf wielding twin blades; his limp body splashes into a muddy puddle. Across the fray, Malekash and others spot you. They charge towards you, ready to kill.

The PCs have to fight Malekash and Onnagok (and other orcs at tier 2) while the elves are finishing off the others. PCs can pick up any orcish equipment they wish for the fight; doing so takes a partial action. If the fight lasts more than 6 rounds, 5 *magic missiles* slam into each one of the orcs, courtesy of the elven wizards.

Use the exact same combat encounter as listed above, including the arrow wounds for tier 1.

Pit Fight

Use this event if a hero fights Malekash in the pit, and goes down to negative hit points during the fight. This scene also takes place upon the PC winning the battle as well.

Losing the Fight

Malekash howls in victory as (insert PC's name here) **falls limply to the ground. The orcs holding you at the top of the pit give guttural cheers, shouting Malekash's name. During the hooting and yelling, you feel a warm sensation come over you. Your wounds are beginning to close; you are being healed! Just then, (insert two PC's names here), you feel your wrist manacles fall off of your arms!**

Before the orcs are able to react, the camp explodes in a flurry of activity! You hear a cry, "Swift death to my enemies!" as an orc near you falls dead at your feet, his eye pierced through with a blood-red arrow. The others surrounding you fall in a blink of an eye, victims of deadly arrow shots!

An invisible elven cleric has cast *healing circle* on the PCs. All of the heroes regain 1d8+10 hit points, including the PC in the pit. However, Malekash regains all hit points as well. Also, an elven wizard (invisible as well) has cast a *knock* spell on two characters' wrist manacles (choose one warrior and one spellcaster, if possible). The invisible spellcasters then turn their attentions to decimating the orcs.

Orcs are slaughtered before your eyes with deadly efficiency. Gorag the Unstoppable falls to a tall blond elf wielding twin blades; his limp body splashes into a muddy puddle.

Malekash turns to you (the PC in the pit), **and prepares to attack. The rest of you above the pit see others headed this way, weapons drawn and ready to kill.**

The PCs have to fight Malekash and Onnagok (and other orcs at tier 2) while the elves are finishing off the others. PCs can pick up any orcish equipment they wish for the fight; doing so takes a partial action. If the fight lasts more than 6 rounds, 5 *magic missiles* slam into each one of the orcs, courtesy of the elven wizards.

Tier 1

Onnagok has sustained an arrow wound prior to combating the heroes.

Malekash, Pain-bringer of Izlen, male orc Ftr1: Medium Humanoid (6 ft. 8 in. tall); HD 1d8+2 (orc) + 1d10+5 (Ftr,

Toughness); hp 21; Init +0; Spd 30 ft.; AC 10; Atks +5 melee (1d12+6 [crit x3], greataxe) or +5 melee (1d3+4, fist); AL CE; SV Fort +8, Ref +0, Will +0.

Str 18, Dex 10, Con 14, Int 12, Wis 10, Cha 10.

Skills: Listen +5, Speak Common, Speak Orcish, Spot +4, Profession (torturer) +6. **Feats:** Alertness, Great Fortitude, Toughness.

Possessions: Greataxe, studded leather armor, torture implements, and a pouch with 22 solars (gp).

Onnagok, male orc Adp3: Medium Humanoid (5 ft. 6 in. tall); HD 1d8+1 (orc) + 3d6+3 (Adp); hp 22 (currently 14); Init +0; Spd 30 ft.; AC 10; Atks +2 melee (1d8+1 [crit x3], shortspear) or +1 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +4, Ref +1, Will +8.

Str 12, Dex 10, Con 12, Int 12, Wis 16, Cha 8.

Skills: Concentration +6, Heal +3, Listen +7, Speak Common, Speak Orcish, Spellcraft +6, Spot +6. **Feats:** Alertness, Brew Potion, Iron Will.

Possessions: Shortspear, light crossbow with 10 bolts, and spell components.

Spells (3/3): 0-lvl—*cure minor wounds* (x2), *guidance*; 1st-lvl—*burning hands*, *cause fear*, *cure light wounds*.

Other: Onnagok has a crow familiar named Ganagnat. The crow can speak orcish, and has an Int of 7.

Tier 2

Malekash, Pain-bringer of Izlen, male orc Ftr1: Medium Humanoid (6 ft. 8 in. tall); HD 1d8+2 (orc) + 1d10+5 (Ftr, Toughness); hp 21; Init +0; Spd 30 ft.; AC 10; Atks +5 melee (1d12+6 [crit x3], greataxe) or +5 melee (1d3+4 (crit 20/x2), fist); AL CE; SV Fort +8, Ref +0, Will +0.

Str 18, Dex 10, Con 14, Int 12, Wis 10, Cha 10.

Skills: Listen +5, Speak Common, Speak Orcish, Spot +4, Profession (torturer) +6. **Feats:** Alertness, Great Fortitude, Toughness.

Possessions: Greataxe, studded leather armor, torture implements, and a pouch with 22 solars (gp).

Onnagok, male orc Adp3: Medium Humanoid (5 ft. 6 in. tall); HD 1d8+1 (orc) + 3d6+3 (Adp); hp 22; Init +0; Spd 30 ft.; AC 10; Atks +2 melee (1d8+1 [crit x3], shortspear) or +1 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +4, Ref +1, Will +8.

Str 12, Dex 10, Con 12, Int 12, Wis 16, Cha 8.

Skills: Concentration +6, Heal +3, Listen +7, Speak Common, Speak Orcish, Spellcraft +6, Spot +6. **Feats:** Alertness, Brew Potion, Iron Will.

Possessions: Shortspear, light crossbow with 10 bolts, and spell components.

Spells (3/3): 0—*cure minor wounds* (x2), *guidance*; 1st—*burning hands*, *cause fear*, *cure light wounds*.

Other: Onnagok has a crow familiar named Ganagnat. The crow can speak orcish, and has an Int of 7.

Orcs (3): Medium Humanoid (Orc) (5 ft. 8 in. tall); HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atks +2 melee (1d12+3 [crit x3], greataxe) or +0 ranged (1d6 [crit x3], short bow); AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.
Skills: Listen +4, Spot +3. Feats: Alertness.

Winning the Fight

Malekash, Pain-bringer of Izlen falls to the ground with a sickening thud. The orcs above the pit are silent, stunned at what has just transpired. You feel a warm sensation come over you, as your wounds close. Someone is healing you! (Insert two PC's names here), **your manacles fall to the ground!**

Before a word can be uttered, arrows fly into the orcs surrounding you, cutting most of them down with precision shots. You hear a cry, "Swift death to my enemies!" as more orcs fall, their weapons still unready. The camp is under attack!

An invisible elven cleric has cast *healing circle* on the PCs. All of the heroes regain 1d8+10 hit points, including the PC in the pit. Malekash does not regain hit points (the cleric centered the spell so Malekash would not be affected). Also, an elven wizard (invisible as well) has cast a *knock* spell on two characters' wrist manacles (choose one warrior and one spellcaster, if possible). The invisible spellcasters then turn their attentions to decimating the orcs.

As you (the PC in the pit) climb from the filthy pit, you catch sight of the attackers. The rest of you stand at the top of the pit in awe for a brief moment. Elves, wrapped in the foliage of the forest itself, are cutting down the orcs with keen-edged blades and bulls-eye shots.

Orcs are slaughtered before your eyes with deadly efficiency. Gorag the Unstoppable falls to a tall blond elf wielding twin blades; his limp body splashes into a muddy puddle. Across the fray, other orcs spot you. They charge towards you, ready to kill.

The PCs have to fight Onnagok and some other orcs while the elves are finishing off the others. PCs can pick up any orcish equipment they wish for the fight; doing so takes a partial action. If the fight lasts more than 6 rounds, 5 *magic missiles* slam into Onnagok, and another 5 target the remaining orcs, courtesy of the elven wizards.

Tier 1 (EL 4)

Onnagok has sustained an arrow wound prior to combating the heroes.

Onnagok, male orc Adp3: Medium Humanoid (5 ft. 6 in. tall); HD 1d8+1 (orc) + 3d6+3 (Adp); hp 22 (currently 14); Init +0; Spd 30 ft.; AC 10; Atks +2 melee (1d8+1 [crit x3], shortspear) or +1 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +4, Ref +1, Will +8.

Str 12, Dex 10, Con 12, Int 12, Wis 16, Cha 8.

Skills: Concentration +6, Heal +3, Listen +7, Speak Common, Speak Orcish, Spellcraft +6, Spot +6. Feats: Alertness, Brew Potion, Iron Will.

Possessions: Shortspear, light crossbow with 10 bolts, and spell components.

Spells (3/3): o—*cure minor wounds* (x2), *guidance*; 1st—*burning hands*, *cause fear*, *cure light wounds*.

Other: Onnagok has a crow familiar named Ganagnat. The crow can speak orcish, and has an Int of 7.

Orcs (3): Medium Humanoid (Orc) (5 ft. 8 in. tall); HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atks +2 melee (1d12+3 [crit x3], greataxe) or +0 ranged (1d6 [crit x3], short bow); AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness.

Tier 2

Onnagok, male orc Adp3: CR 2.5; Medium Humanoid (5 ft. 6 in. tall); HD 1d8+1 (orc) + 3d6+3 (Adp); hp 22; Init +0; Spd 30 ft.; AC 10; Atks +2 melee (1d8+1 [crit x3], shortspear) or +1 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +4, Ref +1, Will +8.

Str 12, Dex 10, Con 12, Int 12, Wis 16, Cha 8.

Skills: Concentration +6, Heal +3, Listen +7, Speak Common, Speak Orcish, Spellcraft +6, Spot +6. Feats: Alertness, Brew Potion, Iron Will.

Possessions: Shortspear, light crossbow with 10 bolts, and spell components.

Spells (3/3): o-lvl—*cure minor wounds* (x2), *guidance*; 1st-lvl—*burning hands*, *cause fear*, *cure light wounds*.

Other: Onnagok has a crow familiar named Ganagnat. The crow can speak orcish, and has an Int of 7.

Orcs (5): Medium Humanoid (Orc) (5 ft. 8 in. tall); HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atks +2 melee (1d12+3 [crit x3], greataxe) or +0 ranged (1d6 [crit x3], short bow); AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness.

After the Combat (All Scenes)

Pick out one or two PCs that fought valiantly during the combat. Then read the following to the players:

Your battle finished, you quickly survey the camp. No other orcs remain alive; the mud is littered with their broken forms. The elves seem to have disappeared as well. Then, out of the corner of your eye, you spot the tall blond elf that slew Gorag. He nods in your direction, and then melts into the forest.

A few moments later an arrow lands point down in the ground near you. A small piece of parchment is attached to it.

The parchment has a simple map, with an arrow pointing in the direction of Ironstead. The PCs are not able to find the elves after the battle; they have left as quickly as they came.

Trestic, if still alive, insists on leaving as soon as possible for Ironstead. He suggests the party find their equipment (if they have not already done so), and depart. He offers healing to any one in need. When the PCs have searched the camp to their satisfaction, and are ready to depart, go to **Encounter 4**.

Treasure:

- The weapons and armor of the orcs. There are 31 battered greataxes, 30 mistreated short bows, a well-worn light crossbow, 300 arrows, 10 crossbow bolts, and 31 rancid suits of studded leather armor. All of this equipment is only worth 20% of *Player's Handbook* prices.
- Gorag's equipment is in better shape. He has a suit of orc-sized chainmail armor and a greataxe, both of which can be sold for 50% of *Player's Handbook* prices.
- 22 solars (gp) from Malekash.
- *Recognition of Cyrinith*. This certificate is given to valiant heroes. It is described in full in the **Treasure Summary**.

Encounter 4: Ironstead at Last

The journey to Ironstead will take about half a day on foot, and will be uneventful. Feel free to summarize parts of Encounter 4 if the players are running short on time. If Trestic is deceased, the paladin's commander wants to know the full story of his demise. He thanks the heroes for doing all that they could, and offers to have the party healed and cleaned up. Read the following as the PCs approach Ironstead:

Through a part in the trees, you can see the large wooden stockade known as Ironstead. The banner of Furyondy flies high from the towers, and even from this distance you can see activity just outside the gates. Farmers tend to small plots, and loggers go about the business of cutting down trees for resources.

You approach the gate guards, two staunch soldiers dressed in chainmail armor with swords on their hips and pikes in their hands. A crisp salute is given as you approach, and Trestic salutes back with his stump for a right hand. The guards turn white, and apologize profusely. Trestic consoles them, and enters the forest garrison.

As you walk through the fort, Trestic speaks to you. "I want to thank you for your bravery and selflessness. I would not have seen this place again, had I journeyed alone. If your wounds require attention, the shrine to Heironeous is available. I know several clerics there; I can arrange for healing. You may also stay at the King's Last Barrel, a very fine inn here in town. I'll make sure your expenses there are covered.

Lastly, I know not how to express my gratitude to you. Our ordeal has been great. Consider it a small token of my gratefulness if you would take my magical potion. It carries my touch. In addition, if you have need of me again, I will do my best to aid you. Once again, you have done a great thing, and I will not let those I speak with forget it. I must leave now, to report in to my commander. May your swords be always sharp, and your wits ever more so."

If the PCs ask where Jillistan is, Trestic tells them where he lives. He then departs. The heroes are free to rest here

as long as they wish. When they are ready to meet with Jillistan, proceed with the next scene.

Ironstead

Ironstead is a stockade village, with approximately 250 inhabitants. Most of those here are part of either the Furyondyan army, or woodsmen militia levied from the surrounding area. Helmend Fannen commands the garrison here, and is a Vesve native. The village serves as a forward listening post for Belvor IV, ruler of Furyondy. It also serves as a small cache of equipment for the woodsmen in the area to use in their fight against evil humanoids and Iuz's forces.

Jillistan

Jillistan's home is a simple one-story structure, made of wood and stone. You approach the front door, and as you are about to knock, the door swings open! "Come on in!" a voice shouts from inside.

A tall elven man walks up to you, and motions for you to sit in the common room. "It is good to see you. I was beginning to get a bit worried. I am Jillistan, friend and colleague to Everain. I understand you have something for me?"

If the PCs give him the mirror, he is overjoyed. Jillistan explains that it is so difficult to find such quality items out here in the wilderness. As he talks to them, he writes out a confirmation letter to Everain. PCs that attempt to explain their plight in getting the mirror to him get only as much concern as is polite. He keeps the heroes here for only a few minutes, thanks them, and then tells them he must get back to his research.

Jillistan, male high elven Wiz(Diviner)8: Medium Humanoid (6 ft. tall); HD 8d4; hp 25; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex); Atks +4 melee (1d6, quarterstaff) or +7 ranged (1d8 [crit 19-20], light crossbow); SA Wiz spells; SD Wiz spells; AL N; SV Fort +2, Ref +5, Will +7.

Str 10, Dex 16, Con 10, Int 16, Wis 12, Cha 10.

Skills: Alchemy +3, Bluff +3, Concentration +8, Knowledge (arcana) +8, Listen +2, Scry +14, Sense Motive +4, Speak Common, Speak Draconic, Speak Elven, Speak Old Oeridian, Speak Sylvan, Spellcraft +12, Spot +3. **Feats:** Enlarge Spell, Scribe Scroll, Silent Spell, Spell Penetration, Still Spell.

Possessions: Quarterstaff, light crossbow with 8 bolts, green robes, ring of feather falling, and a wand of detect magic.

Spells (5/5/4/4/3): 0-lvl—detect poison, detect magic, mage hand, open/close, read magic; 1st-lvl—alarm, comprehend languages, identify, Tenser's floating disc, unseen servant; 2nd-lvl—detect thoughts, locate object, misdirection, see invisibility; 3rd-lvl—clairaudience/clairvoyance, dispel magic, nondetection, secret page; 4th-lvl—detect scrying, scrying.

Personality Traits: Uncaring, focused, easily irritated, perceptive.

Jillistan Again?

If a shady hero has the note from Rythen, this is the man the PC needs to see. Let the PC come up with a way of getting the note to Jillistan. The character may wish to set up a meeting later, or just slip him the note with the other PCs around. Whatever the case, read the shady PC the following after giving Jillistan the note:

Jillistan takes the note from your hands, and smiles. He mutters a few words, and casts a spell upon the parchment.

Jillistan is casting a *detect magic* cantrip to determine if the seal is still magicked. If the seal is unbroken, the elf smiles and congratulates the hero on a job well done.

If the seal is broken, Jillistan shakes his head, and shows the hero the door. He remarks that sometimes it is better to trust matters to professionals.

Treasure:

- *Potion of cure moderate wounds*, from Trestic.
- *Legendary Deed: Surviving the orc camp and returning Trestic to Ironstead*. Each hero receives this certificate. It is described fully in the **Treasure Summary** at the end of the scenario.
- *Recognition of Rythen*. This certificate is given to the shady PC that successfully completes the assignment. It is detailed fully in the **Treasure Summary**.

Encounter 5: Back to Nature

Eventually, the PCs depart Ironstead and make the journey back to Highfolk. If they wish, the heroes may stop back at Engert's home along the way. He is grateful the characters are safe and he offers them his home for the evening. Engert listens to the characters' stories of their ordeal, empathizing with their plight. As the heroes continue along the Southwoods Way, they come upon Ehlenestra's grove again. Read the following to the players:

You pass the serene area where nature once talked to you. At once, you notice that the glade is missing the wooden pillar! The animals in the area scurry at your approach. Something is clearly amiss.

If the heroes search the glade, they are able to find the upturned earth where the pillar once was. No tracks can be found of the thieves. The glade now has "returned to normal". However, a careful Search check (DC 23) turns up a sprig of mistletoe.

The characters can make whatever assumptions they wish, but there is nothing more that can be done here. If a PC casts *Speak with Animals*, they can determine (from a squirrel) that friendly men with nuts came here. They took away the strange tree.

What has occurred here? A small cabal of druids of Obad-Hai removed the obelisk (and left via *pass without trace*). It was an affront to the natural order of things, and

it was consecrated to an aspect of Ehlonna. The group has sworn that this is the last time the Ehlonnans will corrupt their forest. They do not appear in this scenario, and the PCs should get none of the above background information.

The heroes may stay here as long as they wish. If they linger, and there is time left in the event, proceed to Encounter 6. Otherwise, head to the Conclusion.

Encounter 6: Stirge Attack!

This encounter is optional. Use this scene if there is still time in the event. It may be run at any time after the PCs leave Ironstead. It should be used on a rested and healed party. Have the heroes make Listen checks (DC 13); if everyone in the party fails, they are caught flat-footed (unless a PC possesses the *Uncanny Dodge* ability). Read the following:

You hear the flapping of wings coming from above. Looking to the sky, you see several bat-winged creatures with needlelike snouts. The little monsters descend down upon you!

These are stirges. They are hungry for blood; specifically, the heroes' blood. The creatures attempt to attach themselves to PCs, and drain them of their blood. Once each stirge has dealt 4 points of Con damage, it is sated and flies off.

Tier 1 (EL 4)

Stirges (6): Tiny Beast (1 ft. long); HD 1d10; hp 5 (each); Init +4 (Dex); Spd 10 ft., fly 40 ft.; AC 16 (+2 size, +4 Dex); Atks +6 touch (1d3 [crit 20/x2], proboscis); Face/Reach 2.5' by 2.5' ft./0 ft.; SA attach, blood drain; AL N; SV Fort +2, Ref +6, Will +1.

Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6.

Skills: Hide +14. **Feats:** Weapon Finesse (natural weapon).

Special Abilities: **Attach:** If a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge has an AC of 12. This is an exceptional ability. **Blood Drain:** A stirge drains blood, dealing 1d4 points of Con damage each round it remains attached. Once it has dealt 4 points of Con damage, it detaches and flies off to digest the meal.

Tier 2

Stirges (12): Tiny Beast (1 ft. long); HD 1d10; hp 5 (each); Init +4 (Dex); Spd 10 ft., fly 40 ft.; AC 16 (+2 size, +4 Dex); Atks +6 touch (1d3 [crit 20/x2], proboscis); Face/Reach 2.5' by 2.5' ft./0 ft.; SA attach, blood drain; AL N; SV Fort +2, Ref +6, Will +1.

Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6.

Skills: Hide +14. **Feats:** Weapon Finesse (natural weapon).

Special Abilities: **Attach**—if a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge has an AC of 12. This

is an exceptional ability; Blood Drain—a stirge drains blood, dealing 1d4 points of Con damage each round it remains attached. Once it has dealt 4 points of Con damage, it detaches and flies off to digest the meal.

Conclusion

Finally, the heroes return home to Highfolk. A few people need to be met for payment, and then the characters can enjoy some well-earned rest.

Welna Ulthbeech

At the Council Hall, Welna can be summoned soon after the PC's arrival. If Trestic was successfully returned to Ironstead, read the following:

Welna approaches the steps of Council Hall bearing a small sack, most likely filled with your payment. "Thank you for bringing Trestic back to Ironstead. I know that many here appreciate the effort you've put forth in ensuring his safety." She strains to hold up the bag she carries. "Here is your payment, as promised. The Highfolk Town Council thanks you as well."

PCs may wish to explain the entirety of their ordeal. Welna listens, and after the story is told, is taken aback by the extent of their perseverance. She commends the characters as heroes, and promises to let the council know of their plight.

If Trestic died during the course of the scenario read the following:

Welna approaches the steps of Council Hall, with a look of disappointment on her face. "I am sorry that you could not complete the mission. It must have been truly dangerous to lose someone as competent in battle as Sir Trestic. Please, tell me of his demise, so that I may inform the council."

The PCs may then relate their story. Welna is saddened by it all, and tells the characters it was her fault to send those not prepared for the journey. She departs, vowing to be more selective with adventurers in the future.

Treasure:

- 50 solars (gp) each for those who brought Trestic back to Ironstead.
- 1 fame point in Highfolk Town Government for successful completion of the mission.
- 1 influence point in Highfolk Town Council for successful completion of the mission.
- 1 additional influence point in Highfolk Town Council if the PCs relay their story to Welna. This can be earned even if the PCs failed in their mission.

Everain the Intrepid

Everain, a regular at the Vesve's Tankard, shows up at dusk. He brings a purse filled with golden solars to give to

the heroes as payment. Once the heroes give him the confirmation letter, continue with the following:

"A round of drinks for my friends!" Everain tells the barmaid, as he turns to you and smiles. "Thank you again for taking the mirror to Jillistan. Is he well? It has been quite some time since I last saw him."

If you have the time, why don't you just relax, and tell me the tale of your travels. I'm sure you met some interesting folks, and saw some interesting things."

PCs may relate their adventure to Everain, who is excited to hear of their adventure. He hangs on the words of the characters, and is truly impressed with their deeds. He also makes good on his promise to wizards, and allows them to study from his tome to learn a new spell.

If the heroes did not deliver the mirror safely, then Everain does not show. A note is left for the characters, explaining that he has other engagements to attend to.

Treasure:

- 25 solars (gp) for each non-wizard for successful delivery of the mirror.
- A spell from Everain's tome for wizard PCs. The PC may choose from *expeditious retreat*, *true strike* or *knock* (if of high enough level to cast *knock* by the end of the event).

Rythen

The shady PC is unable to locate or contact Rythen after returning to Highfolk. A successful Gather Information check at DC 18 reveals that Rythen was a newcomer to Highfolk, hailing from somewhere south (some say the Shield Lands). He left about a week ago, for parts unknown.

Ending

Your trek through the Vesve was long, arduous, and punishing. The orc camp has left each of you with scars, both physical and emotional. It is your hope that one day, you can walk amongst the trees of that great wood without the stench of the foul orcs lingering in the air. Perhaps soon, you can take the battle to them, and return upon the orcs tenfold what punishment they inflict daily upon the good people of the Vesve.

The letter you found in Gorag's tent seems to suggest that there is more here than a smart band of orcs. This force, this F.M.A., must be organizing things on a grander scale. To what end? Your thoughts on the matter suggest that this may only be the first cloud of a gathering storm. Whatever the case a mystery remains to be solved which, if not unraveled, could have consequences far beyond simple orc raids.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 1

Helping free imprisoned PCs (PCs that begin the round free)	50 xp
-or-	
Escaping before being tortured	50 xp
-or-	
Refusing to give Malekash information	25 xp
-or-	
Refusing to give Malekash information (half-orc PCs only)	50 xp

Encounter 2

Fighting in the pit (one PC only)	25 xp
-or-	
Winning the fight (one PC only)	75 xp

Encounter 3

Defeating the orcs	100 xp
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Miscellaneous Orc Camp XP

Finding the note from F.M.A.	25 xp
Avoiding the traps	25 xp
Surviving the camp	50 xp

Encounter 4

Returning Trestic to Ironstead	75 xp
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Encounter 5

Finding the mistletoe	25 xp
-or-	
Speaking with the animals	25 xp

Encounter 6

Defeating the stirges	75 xp
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Maximum possible XP award: 500 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it.

Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Player's Introduction

- *Oil of timelessness* (2 lb., oil inside a leather flask, 150 gp): The oil inside the flask smells awful.
- Karoka Root Extract (1 lb., green liquid inside a clay jar, 50 gp): The jar is only 1/3 full. This is karoka root extract, a potent sleep poison used by some humanoid tribes in the Vesve. It is an injury poison, requiring a Fort save DC 13 or immediate unconsciousness for 1 hour. There is enough to coat 2 tiny weapons, or 1 small one. The liquid must be used all at once. This poison spoils (void the certificate) 6 calendar months from the date the certificate was issued.
- Karoka Root Extract (1 lb., green liquid inside a clay jar, 50 gp): The jar is only 1/3 full. This is karoka root extract, a potent sleep poison used by some humanoid tribes in the Vesve. It is an injury poison, requiring a Fort save DC 13 or immediate unconsciousness for 1 hour. There is enough to coat 2 tiny weapons, or 1 small one. The liquid must be used all at once. This poison spoils (void the certificate) 6 calendar months from the date the certificate was issued.

Encounter 2

- *Legendary Deed (20%): Defeating Malekash, Pain-bringer of Izlen, in a one-on-one pit combat.* You have defeated a much feared and reviled orc torturer in a hand-to-

hand pit combat. The garrison at Ironstead has heard of your prowess and courage, and from this day forward, your food, drink, and lodging are free at the King's Last Barrel (an inn in Ironstead). In addition, should you use the recognition of the deed (which lasts for one adventure), you and your companions receive free food and rooms at all inns in the Highfolk region. Note that free lodging and board ends when the recognition from this deed is used. This certificate is not tradable. (Additional signature block on certificate for when the recognition has been used).

Encounter 3

- *Recognition of Cyrinith, elven warrior.* At Gorag's camp, you fought bravely against overwhelming odds. Cyrinith has taken notice of your deed. This certificate is not tradable.

Encounter 4

- *Potion of cure moderate wounds* (1 lb., liquid in metal flask, 300 gp): When consumed, this potion heals 2d8+3 points of damage. This potion spoils (void the certificate) one calendar year from the date in which it was issued.
- *Legendary Deed (10%): Surviving as prisoners in an orc camp, and returning Sir Trestic Hilltottern to Ironstead.* You have survived in a hideous environment as a prisoner of orcs, a fate that few could bear. After leaving the camp, you returned Sir Trestic Hilltottern, a paladin and officer in the Furyondyan army, back to his garrison at Ironstead. Trestic has informed everyone of the ordeal you shared with him, and he has vowed to help you at some point in the future. If you use the recognition of this deed (which lasts for one adventure), Trestic will aid you in one scene sometime during a Highfolk regional adventure. The manner and timeliness of his aid are to be determined by the judge at the table.

Sir Trestic Hilltottern, human male Pal3 (Heironeous): Medium humanoid (6 ft. 4 in. tall); HD 3d10+6; hp 31 (+3 Toughness); Init +0; Spd 20 ft.; AC 20 (+8 full plate, +2 large steel shield); Atks +6 melee (1d8+2 [crit 19-20], longsword), +5 melee (1d4+2 [crit 19-20], dagger), or +5 melee (1d8+2 [crit x3], battleaxe); SA Power Attack, Pal smite evil, turn undead; SD Pal lay on hands (6 hp/day), aura of courage, remove disease; AL LG; SV Fort +7, Ref +3, Will +5.

Str 14, Dex 10, Con 14, Int 10, Wis 14, Cha 14.

Skills: Diplomacy +4, Handle Animal +5, Heal +6, Knowledge (Furyondy) +2, Ride +5, Speak Common. *Feats:* Power Attack, Toughness, Weapon Focus (longsword).

Possessions: Full plate armor, large steel shield, longsword, dagger, battleaxe, flint and steel, lantern, 4 flasks of oil, rope.

Personality Traits: Bold, driven, noble, overconfident.

This certificate is not tradable. (Additional signature block on the certificate signifies when the recognition is used).

Conclusion

- *Recognition of Rythen.* You have completed a mission for Rythen, and he has taken notice of your trustworthiness. This certificate is not tradable.
- Up to 2 Influence Points in Highfolk Town Council.
- 1 spell of the wizard's choice from the following list: *expeditious retreat*, *true strike*, or (if high enough level to cast) *knock*. The spell is only given for successful completion of Everain's task, and is given out to all wizards if they so wish. The wizard receiving the spell must add the spell to their spellbook, using 1 time unit.
- 50 solars (gp) for escorting Trestic safely to Ironstead.
- 25 solars (gp) for non-wizards that completed Everain's delivery.
- Money at the orc camp: 10 solars (gp), 6 great lunars (ep), 145 small lunars (sp), and 59 wheats (cp).
Value of gear at the orc camp: 619 solars (gp), maximum (if everything is taken and sold).

Handout 1

The following note is written in orcish, on a parchment that seems to be made of some sort of skin.

**GORAG,
TAKE YOUR BAND SOUTH. FIND A
POSITION IN THE FOREST NEAR
IRONSTEAD, THE HUMAN'S
OUTPOST. LET THE IGNORANT
FOOLS IN HIGHFOLK AND
FLAMEFLOWER THINK YOU ARE
THERE AS RAIDERS.**

**I AM GIVING YOU MALEKASH, A
SKILLFUL TORTURER. HE CAN AID
YOU IN YOUR TRUE MISSION. FIND
OUT ALL YOU CAN ABOUT FORT
IRONSTEAD. I NEED TROOP
COMPOSITION, GUARD SHIFTS,
DEFENSES, AND ANY OTHER
INFORMATION REGARDING
SECURITY. FIND THOSE THAT MAY
KNOW INFORMATION: SOLDIERS,
ADVENTURERS, KNIGHTS, ETC.
BRING THEM TO YOUR CAMP;
MALEKASH WILL DO THE REST.**

**IF YOU SUCCEED IN THIS
ENDEAVOR, I WILL PERSONALLY
LET YOU LEAD THE ASSAULT WHEN
THE TIME COMES.**

F.M.A.

Appendix: NPC/ Monster Reference Sheets

Player's Introduction

Gorag the Unstoppable, male orc: Medium Humanoid (Orc) (6 ft. 1 in. tall); HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 15 (+5 chainmail armor); Atks +3 melee (1d12+3 [crit x3], greataxe); AL CE; SV Fort +3, Ref +0, Will +0.

Str 16, Dex 10, Con 13, Int 12, Wis 10, Cha 11.

Skills: Listen +5, Speak Common, Speak Orcish, Spot +4. *Feats:* Alertness.

Orcs (30): Medium Humanoid (Orc) (5 ft. 8 in. tall); HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atks +2 melee (1d12+3 [crit x3], greataxe) or +0 ranged (1d6 [crit x3], short bow); AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. *Feats:* Alertness.

Encounter 2

Malekash the Pain-bringer of Izlen, male orc Ftr1: Medium Humanoid (6 ft. 8 in. tall); HD 1d8+2 (orc) + 1d10+5 (Ftr, Toughness); hp 21; Init +0; Spd 30 ft.; AC 10; Atks +5 melee (1d12+6 [crit x3], greataxe) or +5 melee (1d3+4, fist); AL CE; SV Fort +8, Ref +0, Will +0.

Str 18, Dex 10, Con 14, Int 12, Wis 10, Cha 10.

Skills: Listen +5, Speak Common, Speak Orcish, Spot +4, Profession (torturer) +6. *Feats:* Alertness, Great Fortitude, Toughness.

Possessions: Greataxe, studded leather armor, torture implements, and a pouch with 2 solars (gp).

Encounter 3 - Escaping PCs or PCs Being Executed

Tier 1

Malekash and Onnagok have each sustained an arrow wound prior to combating the heroes.

Malekash the Pain-bringer of Izlen, male orc Ftr1: Medium Humanoid (6 ft. 8 in. tall); HD 1d8+2 (orc) + 1d10+5 (Ftr, Toughness); hp 21 (13 currently); Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atks +5 melee (1d12+6 [crit x3], greataxe) or +5 melee (1d3+4, fist); AL CE; SV Fort +8, Ref +0, Will +0.

Str 18, Dex 10, Con 14, Int 12, Wis 10, Cha 10.

Skills: Listen +5, Speak Common, Speak Orcish, Spot +4, Profession (torturer) +6. *Feats:* Alertness, Great Fortitude, Toughness.

Possessions: Greataxe, studded leather armor, torture implements, and a pouch with 22 solars (gp).

Onnagok, male orc Adp3: Medium Humanoid (5 ft. 6 in. tall); HD 1d8+1 (orc) + 3d6+3 (Adp); hp 22 (currently 14); Init +0; Spd 30 ft.; AC 10; Atks +2 melee (1d8+1 [crit x3], shortspear) or +1 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +4, Ref +1, Will +8.

Str 12, Dex 10, Con 12, Int 12, Wis 16, Cha 8.

Skills: Concentration +6, Heal +3, Listen +7, Speak Common, Speak Orcish, Spellcraft +6, Spot +6. *Feats:* Alertness, Brew Potion, Iron Will.

Possessions: Shortspear, light crossbow with 10 bolts, and spell components.

Spells (3/3): 0-lvl—*cure minor wounds (x2), guidance; 1st-lvl—burning hands, cause fear, cure light wounds.*

Other: Onnagok has a crow familiar named Ganagnat. The crow can speak orcish, and has an Int of 7.

Tier 2

Malekash the Pain-bringer of Izlen, male orc Ftr1: Medium Humanoid (6 ft. 8 in. tall); HD 1d8+2 (orc) + 1d10+5 (Ftr, Toughness); hp 21; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atks +5 melee (1d12+6 [crit x3], greataxe) or +5 melee (1d3+4, fist); AL CE; SV Fort +8, Ref +0, Will +0.

Str 18, Dex 10, Con 14, Int 12, Wis 10, Cha 10.

Skills: Listen +5, Speak Common, Speak Orcish, Spot +4, Profession (torturer) +6. *Feats:* Alertness, Great Fortitude, Toughness.

Possessions: Greataxe, studded leather armor, torture implements, and a pouch with 22 solars (gp).

Onnagok, male orc Adp3: CR 2.5; Medium Humanoid (5 ft. 6 in. tall); HD 1d8+1 (orc) + 3d6+3 (Adp); hp 22; Init +0; Spd 30 ft.; AC 10; Atks +2 melee (1d8+1 [crit x3], shortspear) or +1 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +4, Ref +1, Will +8.

Str 12, Dex 10, Con 12, Int 12, Wis 16, Cha 8.

Skills: Concentration +6, Heal +3, Listen +7, Speak Common, Speak Orcish, Spellcraft +6, Spot +6. *Feats:* Alertness, Brew Potion, Iron Will.

Possessions: Shortspear, light crossbow with 10 bolts, and spell components.

Spells (3/3): 0-lvl—*cure minor wounds (x2), guidance; 1st-lvl—burning hands, cause fear, cure light wounds.*

Other: Onnagok has a crow familiar named Ganagnat. The crow can speak orcish, and has an Int of 7.

Orcs (3): CR 0.5; Medium Humanoid (Orc) (5 ft. 8 in. tall); HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atks +2 melee (1d12+3 [crit x3], greataxe) or +0 ranged (1d6 [crit x3], short bow); AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. *Feats:* Alertness.

Encounter 3 - Pit Fight Aftermath (No Malekash if PC wins)

Tier 1

Onnagok has sustained an arrow wound prior to combating the heroes.

Malekash the Pain-bringer of Izlen, male orc Ftr1: Medium Humanoid (6 ft. 8 in. tall); HD 1d8+2 (orc) +

1d10+5 (Ftr, Toughness); hp 21; Init +0; Spd 30 ft.; AC 10; Atks +5 melee (1d12+6 [crit x3], greataxe) or +5 melee (1d3+4 [crit 20/x2], fist); AL CE; SV Fort +8, Ref +0, Will +0.

Str 18, Dex 10, Con 14, Int 12, Wis 10, Cha 10.

Skills: Listen +5, Speak Common, Speak Orcish, Spot +4, Profession (torturer) +6. *Feats:* Alertness, Great Fortitude, Toughness.

Possessions: Greataxe, studded leather armor, torture implements, and a pouch with 22 solars (gp).

Onnagok, male orc Adp3: Medium Humanoid (5 ft. 6 in. tall); HD 1d8+1 (orc) + 3d6+3 (Adp); hp 22 (currently 14); Init +0; Spd 30 ft.; AC 10; Atks +2 melee (1d8+1 [crit x3], shortspear) or +1 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +4, Ref +1, Will +8.

Str 12, Dex 10, Con 12, Int 12, Wis 16, Cha 8.

Skills: Concentration +6, Heal +3, Listen +7, Speak Common, Speak Orcish, Spellcraft +6, Spot +6. *Feats:* Alertness, Brew Potion, Iron Will.

Possessions: Shortspear, light crossbow with 10 bolts, and spell components.

Spells (3/3): 0-lvl—*cure minor wounds* (x2), *guidance*; 1st-lvl—*burning hands*, *cause fear*, *cure light wounds*.

Other: Onnagok has a crow familiar named Ganagnat. The crow can speak orcish, and has an Int of 7.

Tier 2

Malekash the Pain-bringer of Izlen, male orc Ftr1: Medium Humanoid (6 ft. 8 in. tall); HD 1d8+2 (orc) + 1d10+5 (Ftr, Toughness); hp 21; Init +0; Spd 30 ft.; AC 10; Atks +5 melee (1d12+6 [crit x3], greataxe) or +5 melee (1d3+4, fist); AL CE; SV Fort +8, Ref +0, Will +0.

Str 18, Dex 10, Con 14, Int 12, Wis 10, Cha 10.

Skills: Listen +5, Speak Common, Speak Orcish, Spot +4, Profession (torturer) +6. *Feats:* Alertness, Great Fortitude, Toughness.

Possessions: Greataxe, studded leather armor, torture implements, and a pouch with 22 solars (gp).

Onnagok, male orc Adp3: CR 2.5; Medium Humanoid (5 ft. 6 in. tall); HD 1d8+1 (orc) + 3d6+3 (Adp); hp 22; Init +0; Spd 30 ft.; AC 10; Atks +2 melee (1d8+1 [crit x3], shortspear) or +1 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +4, Ref +1, Will +8.

Str 12, Dex 10, Con 12, Int 12, Wis 16, Cha 8.

Skills: Concentration +6, Heal +3, Listen +7, Speak Common, Speak Orcish, Spellcraft +6, Spot +6. *Feats:* Alertness, Brew Potion, Iron Will.

Possessions: Shortspear, light crossbow with 10 bolts, and spell components.

Spells (3/3): 0-lvl—*cure minor wounds* (x2), *guidance*; 1st-lvl—*burning hands*, *cause fear*, *cure light wounds*.

Other: Onnagok has a crow familiar named Ganagnat. The crow can speak orcish, and has an Int of 7.

Orcs (3): Medium Humanoid (Orc) (5 ft. 8 in. tall); HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atks +2 melee (1d12+3 [crit x3], greataxe) or +0 ranged (1d6 [crit x3], short bow); AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. *Feats:* Alertness.

Encounter 4

Jillistan, male high elven Wiz(Diviner)8: Medium Humanoid (6 ft. tall); HD 8d4; hp 25; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex); Atks +4 melee (1d6, quarterstaff) or +7 ranged (1d8 [crit 19-20], light crossbow); SA Wiz spells; SD Wiz spells; AL N; SV Fort +2, Ref +5, Will +7.

Str 10, Dex 16, Con 10, Int 16, Wis 12, Cha 10.

Skills: Alchemy +3, Bluff +3, Concentration +8, Knowledge (arcana) +8, Listen +2, Scry +14, Sense Motive +4, Speak Common, Speak Draconic, Speak Elven, Speak Old Oeridian, Speak Sylvan, Spellcraft +12, Spot +3. *Feats:* Enlarge Spell, Scribe Scroll, Silent Spell, Spell Penetration, Still Spell.

Possessions: Quarterstaff, light crossbow with 8 bolts, green robes, ring of feather falling, and a wand of detect magic.

Spells (5/5/4/4/3): 0-lvl—*detect poison*, *detect magic*, *mage hand*, *open/close*, *read magic*; 1st-lvl—*alarm*, *comprehend languages*, *identify*, *Tenser's floating disc*, *unseen servant*; 2nd-lvl—*detect thoughts*, *locate object*, *misdirection*, *see invisibility*; 3rd-lvl—*clairaudience/clairvoyance*, *dispel magic*, *nondetection*, *secret page*; 4th-lvl—*detect scrying*, *scrying*.

Personality Traits: Uncaring, focused, easily irritated, perceptive.

Encounter 6

Tier 1

Stirges (6): Tiny Beast (1 ft. long); HD 1d10; hp 5 (each); Init +4 (Dex); Spd 10 ft., fly 40 ft.; AC 16 (+2 size, +4 Dex); Atks +6 touch (1d3 [crit, proboscis]); Face/Reach 2.5' by 2.5' ft./0 ft.; SA attach, blood drain; AL N; SV Fort +2, Ref +6, Will +1.

Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6.

Skills: Hide +14. *Feats:* Weapon Finesse (natural weapon).

Special Abilities: Attach—if a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge has an AC of 12. This is an exceptional ability. Blood Drain—a stirge drains blood, dealing 1d4 points of Con damage each round it remains attached. Once it has dealt 4 points of Con damage, it detaches and flies off to digest the meal.

Tier 2

Stirges (12): Tiny Beast (1 ft. long); HD 1d10; hp 5 (each); Init +4 (Dex); Spd 10 ft., fly 40 ft.; AC 16 (+2 size, +4 Dex); Atks +6 touch (1d3, proboscis); Face/Reach 2.5' by 2.5' ft./0 ft.; SA attach, blood drain; AL N; SV Fort +2, Ref +6, Will +1.

Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6.

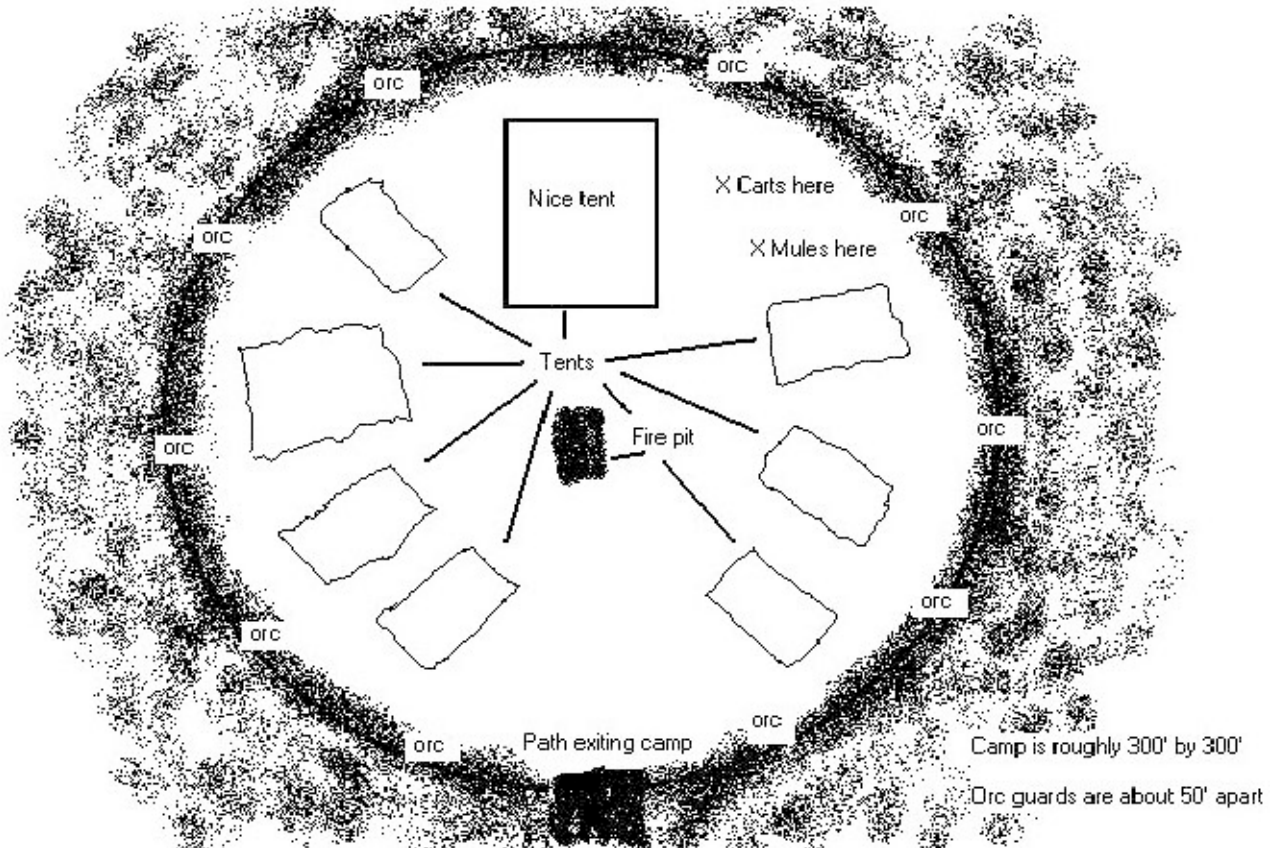
Skills: Hide +14. *Feats:* Weapon Finesse (natural weapon).

Special Abilities: Attach—if a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge has an AC of 12. This is an exceptional ability. Blood Drain—a stirge drains blood, dealing 1d4 points of Con damage each round it

remains attached. Once it has dealt 4 points of Con damage, it detaches and flies off to digest the meal.

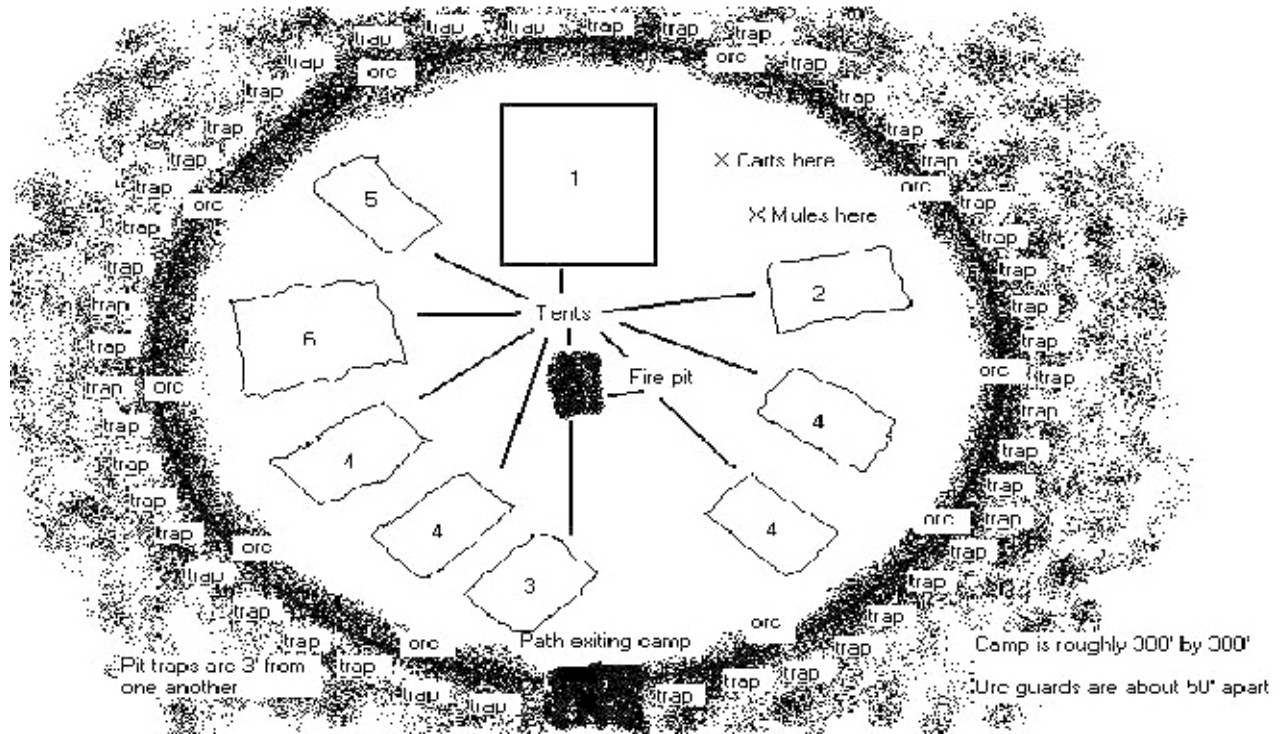
Map 1

This is a map of the orc camp for PCs that scout out the area.



Map 2

This is the DM's map of the orc camp.



Deep in the Vesve, No One Can Hear You Scream Critical Events Summary - Dan's Con of the Vale 2000

- | | | |
|--|-----|-----|
| 1. Did the rogue PC open the letter given by Rythen? | Yes | No |
| 2. Did any PCs escape or not get caught in the ambush? | Yes | No |
| 3. How many PCs were caught in the ambush? | 0 | 1 |
| | 2 | 3 |
| | 4 | 5 |
| | 6 | All |
| 4. Did any free PCs help to free the captured PCs? | Yes | No |
| 5. Did the PCs find the letter from F.M.A.? | Yes | No |
| 6. Did a PC fight Malekash in the pit?
PC Name _____ | Yes | No |
| 7. Did Trestic make it back to Ironstead alive? | Yes | No |
| 8. Did Jillistan receive the silver mirror? | Yes | No |
| 9. Did the rogue PC successfully complete his/her mission? | Yes | No |
| 10. Did the PCs find out any information regarding the missing pillar? | Yes | No |

If a PC defeated Malekash in the pit combat, please list the PC's name below, along with the player's name and RPGA number.

Please list the names of PCs that were recognized by Cyrinith, along with the players' names and RPGA numbers.

If Rythen recognized a rogue PC please list the PC's name below, along with the player's name and RPGA number.

If any half-orcs that hide their true nature were revealed to Trestic during the scenario, please list the PCs' names, along with the players' names and RPGA numbers below.
