



THE GAUNTLET

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

Version 1

by Jonathan Cary

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Free a secret ambassador taken prisoner by the forces of Iuz in Riftcrag, and escort him safely out of the Bandit Kingdoms. Not all is as it seems in this, the first adventure in the "Cranzer's Thorn" series. An adventure for characters level 3-8.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Willams, Richard Baker, and Peter Adkison.

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

PREPARATION

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

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Bandit Kingdoms. All characters pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

ADVENTURE SUMMARY AND BACKGROUND

DMs should review the mounted combat rules on *Player's Handbook* page 138, the uses of the Ride skill on *Player's Handbook* page 72, and related feats (Mounted Combat, Trample, Ride-By Attack, and Spirited Charge) on *Player's Handbook* pages 83-86, before running this adventure. Additionally, the DM should be familiar with the use of the Track feat as described on *Player's Handbook* pages 85-86. Studying the rules on overland movement on *Player's Handbook* pages 143-144 wouldn't be a bad idea, either.

Cranzer, Iuz's governor of Riftcrag, has staged quite a coup, sure to raise his stock with the Old One. His forces recently captured an ambassador, Sir Ingo, from the Shield Lands. Sir Ingo was sent to speak with Tarren Moskol, leader of the largest resistance cell in the Tangles, known as Moskol's Legion. Sir Ingo had a guide from the Legion leading him to the meeting, but the man was killed when Sir Ingo was captured. The ambassador hoped to expand

upon a working relationship with the men and bandits living in the Tangles to coordinate actions against Iuz's forces, keeping them from mounting an attack on the Shield Lands.

Iuz is looking forward to interrogating Sir Ingo personally, and has sent word to Cranzer that the ambassador should be sent to Iuz's capital, Dorakaa, where the Old One can question the knight at his leisure.

Forces unfriendly to Cranzer have learned of these events, and seek to use the characters to discredit Cranzer before the evil demigod. An agent of theirs, Lutz, is sent to convince the characters to, either out of the goodness of their hearts, in exchange for favors later, or (as a last resort) by purchasing their services, to liberate Sir Ingo and see him safely back to his homeland.

Lutz's employer, a mysterious woman, has a different ending in mind. She plans to recapture Sir Ingo, though for her own purposes. With that in mind, another agent, Per, is sent to intercept the players before they reach the Shield Lands.

At the same time, word of Sir Ingo's capture has reached Tarren Moskol, and he has sent Myrr, one of his lieutenants, to free the ambassador and bring him to the Tangles, where negotiations can take place. Depending on the party's makeup, Myrr and his men may or may not beat the characters to Sir Ingo.

After Sir Ingo is freed from Cranzer's forces, the characters encounter Myrr. They can choose whether or not to team up with him. Teaming up with Myrr means changing their destination to the Tangles. He has strict orders to deliver Sir Ingo to Tarren Moskol.

In either case, the characters get an opportunity to rest for a night at a farmhouse. Depending on which destination they choose earlier, they might encounter Per the next day. They may also be tracked down by some of Cranzer's forces and attacked. How they handle these final encounters determines whether they make friends or enemies of Tarren Moskol, factions within the Shield Lands, Cranzer, and Lutz's employer.

A *Note on NPCs manner of speech*: Many people are superstitious and believe that invoking a supernatural being's name draws the attention of that being. For that reason, NPCs do not refer to "Iuz", but rather "the Old One".

A *Note on pronunciation*: The NPCs names are pronounced as follows:

- Myrr (meer not mer)
- Per (purr not pear)
- Lutz (luhts not loots)

Before the adventure starts, check to see if any characters have the Track feat.

Encounter One: The characters are approached about liberating Sir Ingo and escorting him home.

Encounter Two: The characters set up an ambush to free Sir Ingo from the orcs guarding him, but discover that someone else has already freed him. *Run this encounter or Encounter Three, not both.*

Encounter Three: The characters set up an ambush to free Sir Ingo from the orcs guarding him. Run this encounter or Encounter Two, not both.

Encounter Four: The characters face Myrr and some of Moskol's Legion, and must decide whether to proceed to the Shield Lands or turn back to the Tangles.

Encounter Five: The characters seek shelter from a winter storm in an ordinary-looking barn.

Encounter Six: The characters are intercepted on their way to the Shield Lands by Per. Only run this encounter if the characters head toward the Shield Lands.

Encounter Seven: Orc troops out of Riftcrag catch up to the characters and try to recapture Sir Ingo.

FOLLOWING THE CHARACTERS

Throughout the adventure, various factions are trying to locate Sir Ingo.

Lutz's employer: Lutz's employer uses magical means (*scrying* and *divination* spells) to keep tabs on Sir Ingo's location. They also placed an *Amulet of Inescapable Location* on Sir Ingo while he was in Riftcrag. Sir Ingo has been magically duped into believing that the amulet can prevent detection and location, should he escape, and does not reveal that he possesses the item, and he refuses to remove it should the characters figure out that he has it. Item identification attempts, including *identify*, *analyze dweomer*, *detect magic*, and so on, do not reveal its true nature, as per the description on *DUNGEON MASTER's Guide* page 233. Characters who search Sir Ingo automatically find the amulet, but the DM should not hint at its presence.

Sir Ingo's location is provided (again, by magical means) to Per (Encounter 6) so that he can ambush the group and recapture Sir Ingo. However, if the group heads for the Tangles, Per is unable to intercept them before they arrive at that location.

Cranzer's Troops: The troops from Encounter 7 simply track the party. The ground is covered with snow, there are at least three characters plus Sir Ingo, and the group may be mounted (large creatures). Adjust the DC to their Track checks as necessary, based on the events in the adventure and the characters' actions. Use the Wilderness Lore skill provided for the gnoll in Encounter 7.

The characters may have magic that makes tracking them difficult, such as *pass without trace*. If they take steps to obscure their passage, adjust the Wilderness Lore DC appropriately. Keep in mind that while *pass without trace* obscures all traces of the characters' passage, it only lasts for 10 minutes/level. Assuming an 8th-level caster and encumbered light horses, that's enough to obscure 6 miles or so of tracks. However, the orc party does not give up. They begin a spiral search from the spot the characters' tracks disappear and pick up the trail again when they find the tracks. For simplicity, assume it takes them one hour per level of the spell caster to pick up the tracks again. If the spell caster is 5th level or higher, the orcs catch up with the party a day later (Day 7), unless the party has made it to the Tangles by then.

INTRODUCTION

Please remember in the Bandit Kingdoms different rules apply. In the Bandit Kingdoms, heroes can be made, bought, or sold, all in the same day, and all depending on the situation and the price. The question isn't what is the right thing to do in a given situation, but rather, what are the ramifications of any decisions I make? Whose bad side do I not want to be on? When will I need to call in a favor? Remember, everything's negotiable, and some things are more negotiable than others.

The adventure begins when Lutz approaches the characters in the city of Riftcrag. Give the players a chance to introduce their characters to one another, and explain that they've been traveling together for a few days.

It's a fine morning in Riftcrag. Fine, that is, for one of Iuz's regional capitals in winter. Occasional glimpses of a blue sky peek through the clouds, letting the sun's cold rays shine through the smoke-laden air just often enough to blind you momentarily. As often as not, these rays of sunshine seem timed perfectly to cause you to step in a muddy slush puddle or slip on a patch of ice. The city actually looked better last night, when you couldn't see the main keep looming menacingly, and the darkness and fog hid the dirt and grime on the buildings.

Having arrived in town late last night, you are looking for a market to replenish your supplies before moving on. It never pays to stay put in the Bandit Kingdoms.

ENCOUNTER 1

This encounter takes place fairly early in the morning. Yes, it is early for drinking, but Lutz isn't really looking for a drink. That's just an excuse to get the characters into a fairly private setting. A bar in the morning should provide the privacy that he needs for this bit of his job. He is out and about looking for a group with a mercenary streak, and the characters appear to fit the bill admirably.

A wiry human wearing expensive, loose-fitting clothes all in a grayish-blue color approaches your group. A rapier hangs by his side, but he is wearing no armor. His eyes are the pale blue, common among the Suloise people. Although the man's dark hair and high cheekbones reveal mixed ancestry.

With a smile, he speaks, "Greetings. You look like a tired but hearty bunch of travelers. Allow me to offer you some refreshment in yon tavern. I assure you, I have a job that might interest you."

If the characters decline his offer, proceed to Conclusion A and score.

If they accept his offer, he leads them to a nearby tavern, the Silver Vein. See DM Aid 1 for a map of the interior of the Silver Vein. The tavern is one of a dozen similar establishments near the market area. The ale is not very good, although it is cheap, especially with Lutz buying the first round.

Smiling as you accept his offer, the blue-clothed man leads you into a tavern, under a sign that reads "The Silver Vein".

Inside the tavern, you see it is empty except for an overweight barkeep. Seeing your host signal him, he leisurely fills enough tankards for your group and brings them over to the corner table where you've been led. After delivering the ale, he wipes his hands on his soiled apron while your new friend pays him for the drinks. At a dismissive wave from the man in red, he ambles back to the bar, where he proceeds to wipe clean the inside of a dirty mug with an even dirtier rag. He is clearly making a point of ignoring your conversation.

Politely sipping his ale first to allay any fears you may have of poison, the man you met in the street smiles once more, and finally speaks again, his pale blue eyes reminding you of some of the slippery patches of ice outside.

"Thank you for joining me. My name is Lutz. I represent interests looking for a group, such as yours, to undertake a bit of delicate business.

"A traveler, an envoy really, was recently captured by some of the local troops. For political reasons, this traveler is being shipped off to Dorakaa, where he will face many questions in the Old One's palace. My employer is interested in making sure the traveler never makes it to Dorakaa.

"Will you see to it that our wayward traveler makes it home to the Shield Lands?"

All characters should be aware that Dorakaa is Iuz's capital, and that Cranzer is his governor in Riftcrag. The characters undoubtedly ask questions about the mission. Lutz answers no more questions before they accept, unless the characters inquire regarding payment. He addresses the issue of payment based on his assessment of the characters.

- If they look like they would naturally want to oppose Iuz, he points out that the Old One would be unhappy if the traveler got away.
- If they don't look like the freedom-fighter type, he'll offer them a future favor from his employer in return for their assistance in this matter.
- If all else fails, he offers them 50 gp each.

If the characters try to negotiate the price, they can make a Diplomacy check, accompanied by roleplaying. If the roleplaying is particularly good, you can give the characters a +2 circumstance bonus:

- DC 15 raises the fee to 75gp each.
- DC 20 raises the fee to 100gp each.
- Under no circumstances will he pay more than 100gp to each player.
- If pressed to provide half payment up front, he will (truthfully) say that he doesn't have the money yet, but will by the time the characters get back. (If they get back.)

If a cash arrangement is made with the characters, he only pays them upon completion of the job. He tells them he will return to the Silver Vein a week from now with their pay. He will come back every day for a week afterward. If they don't show by then, he assumes they are dead. Attempts to have him pay before the job, in whole or in

part, are unsuccessful, as he doesn't actually have the money yet. He gets paid upon successful completion of the job, just like the characters. If the characters are too insistent, he thanks them for their time, and looks for a more flexible group, effectively ending the module. This leads to Conclusion A.

After the party accepts the offer, he answers any questions they have about the job, but does not discuss, or negotiate, payment any further. He knows and shares the following:

- The traveler's name is Sir Ingo, a knight from the Shield Lands.
- He was on a diplomatic mission to one of the underground groups in the Bandit Kingdoms.
- He was captured about a week ago.
- Sir Ingo is scheduled to leave Riftcrag for Dorakaa tomorrow morning.
- He is guarded by Cranzer's troops, most likely orcs from the local garrison.
- If the characters ask how he heard of them, he informs them that he hadn't heard of them, just thought them a hardy-looking group that could do what he is asking.
- If the characters offer to kill Sir Ingo instead of liberate him, Lutz looks at them askance and tells them that he serves his purpose better alive than dead.
- Sir Ingo was captured when a patrol didn't like the answers he gave to some of their questions. More of his mission was learned when he was questioned with magical aid.
- Lutz has not actually seen Sir Ingo himself, but can provide his description (as listed in Appendix 1: NPCs).
- The characters are to take Sir Ingo back to the Shield Lands. Once he is safely delivered to the Shield Lands, Lutz is happy to pay them, if indeed they negotiated for pay at all.

Lutz also knows the following, but won't share the information with the characters voluntarily. Some spells, such as *charm person* or *detect thoughts*, enable the characters to discover these points, however:

- A mysterious woman hired Lutz. He met her in a private room in the Lord's Rest tavern. The room was dark, and she was seated behind a screen. He never saw her face or learned her name.
- She is paying him 200gp above and beyond the 100gp she's offered for each character. Any gold he doesn't pay the party he is planning on keeping.
- She pays him when the job is complete.
- She insisted that Sir Ingo be taken alive, although she did not say why.

Lutz suggests the characters head out today, and lay an ambush along the road west of the Rift Canyon, beyond the Leering Keeps manned by Cranzer's forces, and west of Hallorn. Characters may choose to disregard this

suggestion and set up an ambush site of their own. Either way, you can use DM Aid 2 for the encounter. If asked, he informs the characters that it probably takes the orcs four days to get out of Cranzer's demesne. Using the slowest party member's base move, refer to the table below to determine how many days it takes the party to get out of the area immediately under Cranzer's control:

Base Move	Days
15 ft.	11
20 ft.	8
30 ft. or heavy warhorse (encumbered)	5
Heavy horse (encumbered)	4
40 ft., heavy warhorse, or light (war)horse (encumbered)	4
Heavy horse	3
Light (war)horse	2

Note that it takes Sir Ingo and his guards four days to leave the area controlled by Cranzer's forces. If the characters leave immediately after they speak with Lutz, they have a day's lead on the knight's group. If it takes the characters longer than five days to get to the ambush site, then the knight and his guards pass them on the road, leaving the characters to decide whether to attack them at that moment, or try to catch up later. The orcs are mounted on light horses, and moving at 32 miles/day.

☛ **Lutz:** Male human Rog2/Sor4; hp 34; see Appendix 1: NPCs.

In Riftcrag: The characters may want to spend some time in Riftcrag before setting out, trying to learn more about the situation. The city, as befits one of Lutz's regional capitals, is crawling with hundreds of orcs, half-orcs, and gnolls. Additionally, there are a large number of humans who serve the Old One, as well as a healthy number of people who lived here before the coming of Lutz's forces.

If the group wants to take the time to use Gather Information (several hours, equal to half a day of travel) to learn more, the DC is 30 (35 if they attempt it during the day). A successful check reveals that a knight was indeed captured by one of Cranzer's patrols, and he is most likely being kept in the keep at the center of town. The keep is so heavily guarded that any sane group of characters should avoid it.

Don't forget that Cranzer himself is there, and is a 15th-level wizard. He has all the forces in Riftcrag at his command. If the characters are dumb enough to try an assault or infiltration on the keep, kill any characters involved. Be creative, and allow the attempt, but make it overwhelmingly obvious that they made a mistake. If the whole party is involved, kill them all and score the module.

Horses and gear are available in Riftcrag at the prices listed on *Player's Handbook* page 108.

Development: If the characters don't agree to help Lutz, or they take too long getting to the ambush site, proceed to Conclusion A.

- If one of the characters has Track, proceed to *Encounter 2*.
- If none of the characters have Track, proceed to *Encounter 3*.

ENCOUNTER 2

The players are on the road ahead of Sir Ingo and the orcs guarding him. They should select a spot to lay in wait for the prisoner. You can use the map provided as DM Aid 2 for the ambush location, but keep in mind that since this adventure takes place in the winter time, the bushes and trees shown are bare of leaves. There is about 6 inches of snow on the ground, and the ground is frozen, making digging slow and difficult. Don't spend too much time on the planning, as there's still a lot of adventure to go. Once the ambush is set (give the players a chance to develop a plan), read the following to the players:

You had to ride several days west of Riftcrag to get away from Cranzer's forces, but now your ambush is set, all the details taken care of. All that remains is to wait for the victims. There will be orc blood on the road today!

Waiting always makes time pass slowly – you imagine you can see the snow around you settling while you wait. Your legs start to ache from holding still for so long, and you're beginning to worry about frostbite. Shifting your body carefully, you relieve the aches, but not the boredom. You're starting to get the feeling that Sir Ingo is late for your appointment when you hear the clop-clop of hooves coming towards you from the direction of Riftcrag.

Finally, the horse comes into view, walking slowly along the road. Its rider, slumped in the saddle, has the gray skin you normally associate with orcs. His blood, on the other hand, is a bright red.

This orc is the sole "survivor" of an ambush by the bandits in *Encounter 4*. He tried to flee the scene when the battle turned against him, but was caught in the back with a last arrow. His horse carried him to safety while he bled to death, unconscious, in the saddle. He was one of the troops assigned to convey Sir Ingo to Dorakaa. His clothing bears the symbols of Iuz and Riftcrag, and his horse is also branded with the symbol of Iuz.

Players who search the orc's saddlebags find Sir Ingo's Journal (Player's Handout 1). On the orc, they find an iron key (to Sir Ingo's manacles).

From here, the characters should be able to divine that something happened to their target. If not, they'll probably be curious enough to check their back trail after a few more hours of waiting.

When the characters backtrack along the road, they come to the site of the ambush:

A battle took place here, that much is readily apparent. It doesn't take a great outdoorsman to spot the broken arrows, or the dead orcs.

A successful Wilderness Lore check (DC 10) reveals the important events that transpired here. The battle was between the bandits in *Encounter 5* and the orcs escorting

Sir Ingo. Obviously, the orcs lost, and the bandits have made off with the ambassador. Wilderness Lore checks (DC 15) reveal that the bandits traveled north from the ambush site, possibly back toward the Tangles. If the characters want details about the orc corpses here, use the information for the appropriate APL from *Encounter 3*, and make up additional details as you see fit. The bodies have been stripped of all valuables.

While investigating the scene, the characters notice a large crow on one of the nearby trees, apparently watching the group. If they take any action against it, it caws loudly and flies off. An Animal Empathy check (DC 25) or Wilderness Lore check (DC 30) reveals that this crow is out looking for food, and the corpses look like a banquet in the winter, although it won't approach while the characters are around. A successful Knowledge (arcana) or Knowledge (religion) check (DC 15) reveals that evil forces often use crows as scouts and spies.

Development: If the characters don't try to track the bandits, proceed to *Conclusion A*. If they attempt to track the bandits, they need to make a successful Track check (DC 10), or a successful Search check (DC 15). Keep track of time, as an hour of searching is required to find the trail after a failed check. Once the characters are successful, proceed to *Encounter Four*. If the tracker fails all three rolls, proceed to *Encounter Five B*.

ENCOUNTER 3

The players are on the road ahead of Sir Ingo and the orcs guarding him. They should select a spot to lay in wait for the prisoner. You can use the map provided as DM Aid 2 for the ambush location, but keep in mind that since this adventure takes place in the winter time, the bushes and trees shown are bare of leaves. There is about 6 inches of snow on the ground, and the ground is frozen, making digging slow and difficult. Don't spend too much time on the planning, as there's still a lot of adventure to go. Once the ambush location is set (give the players a chance to develop a plan), have the players make Hide skill checks. Have the orcs guarding Sir Ingo make Spot checks against the lowest roll. If they make the Spot check, they are not surprised by the ambush. If the orcs fail their Spot checks, read the following to the players:

You had to ride several days west of Riftcrag to get away from Cranzer's forces, but now your ambush is set, all the details taken care of. All that remains is to wait for the victims. There will be orc blood on the road today!

Waiting always makes time pass slowly; you imagine you can see the snow around you settling while you wait. Your legs start to ache from holding still for so long, and you're beginning to worry about frostbite. Shifting your body carefully, you relieve the aches, but not the boredom. You're starting to get feeling that Sir Ingo is late for your appointment when you hear the clop-clop of hooves coming towards you from the direction of Riftcrag.

Finally, the horses come into view, trotting smartly along the road. The riders are almost all gray-skinned orcs, except the manacled human in the center of the group.

If you haven't already, make Spot checks for the orcs when they come into view. These orcs aren't expecting a fight, and the last one breaks and runs for his life rather than fighting to the death. The orcs know they need to keep Sir Ingo alive.

Should the characters break Sir Ingo out of his manacles, he equips himself with armor and weapons from the orcs so he can fight alongside the characters.

🗡️ **Sir Ingo's Manacles:** Hardness 10; hp 15; Strength check (DC 26) to break; Escape Artist check (DC 30) to slip free. *Good Quality Lock:* Hardness 15; hp 30; Open Locks (DC 30).

APL 4 (EL 6)

🗡️ **Orc Sergeant:** Male orc Ftr3; hp 25; see Appendix I.

🗡️ **Orc (3):** Male orc War2; hp 13 each; see Appendix I.

🗡️ **Orc Priest:** Male orc Clr3 (Iuz); hp 24; see Appendix I.

APL 6 (EL 8)

🗡️ **Orc Sergeant:** Male orc Ftr4; hp 36; see Appendix I.

🗡️ **Orc (3):** Male orc Bbn2; hp 19 each; see Appendix I.

🗡️ **Orc Priest:** Male orc Clr6 (Iuz); hp 45; see Appendix I.

APL 8 (EL 10)

🗡️ **Orc Sergeant:** Male orc Ftr6; hp 67; see Appendix I.

🗡️ **Orc (3):** Male orc Bbn3; hp 26 each; see Appendix I.

🗡️ **Orc Priest:** Male orc Clr8 (Iuz); hp 59; see Appendix I.

ALL APLS

🗡️ **Sir Ingo:** Male human Ftr4; hp 44; see Appendix I.

Players who search the orcs' saddlebags find Sir Ingo's Journal (Player's Handout 1), and an iron key (to Sir Ingo's manacles), both in the sergeant's saddlebags. If the orcs are dismounted, their mounts wander away, but not so far that the characters can't round them up quickly and get the contents of the saddlebags.

After the fight, the characters notice a large crow on one of the nearby trees, apparently watching the group. If they take any action against it, it caws loudly and flies off. An Animal Empathy check (DC 25) or Wilderness Lore check (DC 30) reveals that this crow is out looking for food, and the corpses look like a banquet in the winter, although it won't approach while the characters are around. A successful Knowledge (arcana) or Knowledge (religion) check (DC 15) reveals that evil forces often use crows as scouts and spies.

The orcs still have about a week to go before they get to Dorakaa, so it's possible the characters may want to try and

follow them and attack at a different time, say at night. If that happens, have the orcs ambushed by Myrr's men, as in Encounter 2. If the characters are keeping close tabs on Sir Ingo, then they may become aware of the fight in time to take part.

Sir Ingo: After being freed, Sir Ingo thanks the party, and asks them who they are. Be sure to give the characters a chance to roleplay with him, as it's important they get some of the information he has. He shares most of what he knows, if asked. Specifically:

- He is an ambassador sent from the Shield Lands to meet with a group resisting the Old One's rule from the Tangles, but was stopped and arrested by an orc patrol before he could get to the forest.
- He is aware of everything in his journal.
- He was to meet with Moskol himself.
- Only if he is asked, he will state that he would rather travel to the Tangles to conclude his mission rather than go back to the Shield Lands.
- He resists, by force if necessary, attempts to take him back to Riftcrag. If the characters get into a fight with Sir Ingo, resolve it, and go to Conclusion A.

Development: If the characters win the fight, proceed to *Encounter 4*. If they lose, proceed to *Conclusion E*.

ENCOUNTER 4

The characters encounter Myrr and his men, either as a result of following them after Encounter 2, or being followed by them after Encounter 3. You may use the map provided as DM Aid 3 for this encounter.

If the characters came by way of Encounter 2, then the players get to choose the time and place of their meeting with Myrr. They can move ahead of the bandits and lay an ambush, wait until nightfall and try to attack them, or any other plan they desire. Sir Ingo is with the bandits, but he is still manacled, as Myrr's men were unable to break the chains.

If attacked, Myrr assumes that the characters work for Cranzer, and they are trying to recapture Sir Ingo. If the characters manage to capture Myrr and explain their role, he agrees to cooperate with them if they agree to help bring Sir Ingo to the Tangles, although he is angry if the characters have killed any of his men.

If the characters try to ambush Myrr, then use the map provided as Player Handout 3, and let them set their plans based on that.

If the characters come by way of Encounter 3, then Myrr circles around in front of them and sets an ambush. He tries to stop the players and get Sir Ingo from them without fighting. As you read this text, give the map provided as Player Handout 3 to the players, so they know exactly what they're getting into:

For the past several hours, your route has taken your through rough and broken terrain, though you've stayed in the lower

areas to take advantage of the concealment they provide. You never know what prying eyes might be about, be they humanoid or beast.

You've come to a small valley with steep sides and lot of large and medium-sized boulders. Looking at it, you realize this would have been a perfect place to stage your ambush earlier, had it been on the road to Dorakaa. While you don't like the looks of the valley, it would take hours to retrace your steps and find a different way.

Moving into the valley cautiously, your senses alert for foes, you get to the middle of the valley, and sure enough, a bald man with long dark mustachios stands up from behind a pile of rocks on the side of the hill some sixty feet ahead. His white cloak and gray clothing blend in well with the rocky, snowy-covered terrain, making him difficult to see. Gesturing at you to stop, he speaks in a gruff voice.

"Hold right there for a moment. I'm afraid you have something I need. You can turn the knight over to me, or..." He shrugs, almost apologetically. "Either way, that prisoner of yours is coming with me."

If Sir Ingo is still wearing his manacles, Myrr assumes that Sir Ingo is with the party against his will, and generally assumes the party is hostile.

If the party has removed Sir Ingo's manacles and allowed him to equip himself for battle, Myrr is more likely to assume the characters are friendly to the knight, and deals with them as potential allies, rather than enemies.

Myrr has chosen his ambush site well, being a veteran of many battles against Iuz's orc troops.

The characters can attempt to parley with Myrr, though he does not allow them to go on their way with Sir Ingo. If the characters explain some or all of their mission (getting Sir Ingo away from Iuz's forces), he is willing to compromise with them, to the extent of letting them accompany him back to the Tangles, and from there, if Tarren Moskol allows it, they can escort Sir Ingo back to his homeland. Myrr adamantly refuses to let Sir Ingo go anywhere but back to the Tangles. He has instructions directly from Tarren Moskol, and he knows that keeping Sir Ingo out of Iuz's hands is important to the survival of Moskol's Legion.

Myrr does not offer the characters any reward or compensation for turning Sir Ingo over. He feels he has the advantage here, and the characters' reward is that he is letting them go rather than killing them.

Myrr claims to be part of Moskol's Legion, but naturally carries no tokens as to be caught with such by Iuz's troops would mean death or worse. A successful Knowledge (Bandit Kingdoms) check (DC 10) gives a player the knowledge that Moskol's Legion are a band of men and elves that live in the Tangles and resist the Old One's rule.

If the characters demand proof of his allegiance with Moskol's Legion, he points out that he could just as easily have attacked the characters before talking with them, and they should take that as an indication of good faith.

If the characters delay too long in their response, or appear to be stalling or planning something, Myrr orders his men to attack.

A successful Spot check (DC 25) allows a player to see the men lying in wait. Any character that fails the Spot check is surprised when a fight breaks out. Characters who have time, can attempt to make an Innuendo check (DC 20) to subtly communicate the presence of the ambushers to characters who fail the Spot check.

Sir Ingo: Since his fate is being discussed, he will not remain silent. If Myrr mentions that he is part of Moskol's Legion, Sir Ingo encourages the characters to negotiate rather than fight, since he has been sent to talk to the leader of that group. If a fight breaks out after his urgings for a peaceful resolution, he does his best to ensure none of the characters die (Healing checks to stabilize downed characters, etc.), but does not fight Myrr's men.

If Myrr fails to mention his involvement with Moskol before a fight breaks out, then Sir Ingo assumes that Myrr's men are bandits or agents of Iuz, and fights alongside the characters to win free.

Tactics: If combat ensues, and Myrr is ambushing the characters, they find themselves surrounded by Myrr's men. Their main focus is to get Sir Ingo away from the characters alive, and get away. In the first round, the rangers push rocks down the sides of the hills, blocking off the exits from the valleys. Any characters caught in the areas marked "Avalanche" must make a successful Reflex save (DC 15) for half damage from the falling rocks. The rocks do damage based on the APL of the characters. Furthermore, at APL 8, characters that fail their Reflex save are pinned beneath the rocks and take 1d6 subdual damage per minute. If a pinned character falls unconscious, they must succeed at a Constitution check (DC 15) or take 1d6 points of normal damage each minute thereafter until freed or dead.

<u>APL</u>	<u>Damage</u>
4	3d6
6	5d6
8	8d6

After closing the ends of the valley, Myrr and his men fire at the characters from behind the rocks, which provide half cover, (+4 cover bonus to AC; +2 cover bonus to Reflex saves) concentrating fire on one character at a time until that one drops, then switching targets to the next one. Once half or more of the characters are down, Myrr offers the survivors another chance to surrender and give Sir Ingo over to him. Should the characters surrender, they can still talk to Myrr and work out a way to travel with them to the Tangles. Myrr and his men have no healing magic on hand, however, so badly injured characters just have to tough it.

Note that, on the map, there are contour lines. The characters start in the center of the map, in the bottom of a small valley. Due to the steepness of the slopes, it costs the characters an extra 5 ft. of movement whenever they

cross a contour line going up. Going down the slopes is quite easy, and costs no extra movement.

APL 4 (EL 8)

➔ **Myrr**: Male human Ftr3/Rog3; hp 44; see Appendix I.

➔ **Tangles Ranger (4)**: Male human Rgr2; hp 20 each; see Appendix I: NPCs.

➔ **Hector**: Male human Sor2; hp 11; see Appendix I.

APL 6 (EL 10)

➔ **Myrr**: Male human Ftr4/Rog4; hp 58; see Appendix I.

➔ **Tangles Ranger (4)**: Male human Rgr2/Rog1; hp 26 each; see Appendix I.

➔ **Hector**: Male human Sor3; hp 16; see Appendix I.

APL 8 (EL 12)

➔ **Myrr**: Male human Ftr5/Rog5; hp 72; see Appendix I.

➔ **Tangles Ranger (4)**: Male human Rgr3/Rog2; hp 40 each; see Appendix I.

➔ **Hector**: Male human Sor5; hp 26; see Appendix I.

After the fight, or once Myrr and the characters are ready to move on, give the characters a Spot check (DC 5) to notice a flock of ravens high in the sky to the north, headed their way. After the birds are overhead, they circle a couple of times, then fly off again to the south. An Animal Empathy check (DC 25) or Wilderness Lore check (DC 30) reveals that these ravens are out hunting, and the characters' movements have attracted their attention. A Knowledge (arcana) or Knowledge (religion) check (DC 15) reveals that evil forces often use ravens as scouts and spies.

Development: If the characters agree to travel with Myrr to the Tangles, or if the characters defeat Myrr's forces in battle, proceed to Encounter 5A. If Myrr defeats the party, then orcs eventually catch the bandits and recapture Sir Ingo, proceed to Conclusion G.

ENCOUNTER 5

After Encounter 4 the weather starts to turn nasty.

The sudden storm caught you all by surprise a few hours before dark. It's a big one, and you were all drenched, your cloaks stiff with ice, after a few minutes. The freezing rain and thunder have made conversation quieter than shouting impossible. Suddenly, during a flash of lighting, you see a barn a few hundred feet from your current location. It's odd to find such a structure in this harsh area, but turning away from shelter doesn't seem wise in this storm.

You can use the map provided as DM Aid 4 for the barn and farm in this encounter.

ENCOUNTER 5A

The first night after encountering Myrr and his men, the party comes upon a small farmstead. Fen and his family will come to investigate, as Ciera and Tamas hear the group entering the barn. The family reacts with suspicion, as detailed below. If the party can win their trust, they advise the group against riding forth in the storm, and offer to let them stay in the barn. If the characters insist on riding forth, have Fen warn them of flash floods.

If the characters have Myrr with them, read the following:

Apparently, the bandits have spotted the building as well. "That'll keep us out of this rain!" shouts Myrr over the downpour. His men are quick to comply, spurring their horses in the direction of the stable.

ENCOUNTER 5B

The first night after discovering the site where Myrr captured (liberated) Sir Ingo, the party comes upon a small farmstead. If the characters investigate the barn, they discover that Myrr and his men have decided to take shelter in the barn with Sir Ingo. Run Myrr as you would in Encounter 4, but use the barn as the setting. If a fight ensues, Fen and his family arrive just as either the fight finishes, or the characters have decided to join with Myrr.

Fen and his family come to investigate, as Ciera and Tamas hear the group entering the barn or sounds of combat, as appropriate. The wolves did not notice Myrr's group arriving earlier, as the storm started.

Upon discovering the people in their barn, the family reacts with suspicion, as detailed below. If the party can win their trust, they advise the group against riding forth in the storm, and offer to let them stay in the barn. If the characters insist on riding forth, have Fen warn them of flash floods.

ENCOUNTER 5A AND 5B:

The barn houses a number of animals, including a pair of draft horses, a goat, three cows, a rooster, and half a dozen chickens. An owl sits in the rafters

Fen and his family come to investigate, as Ciera and Tamas hear the group entering the barn. The family reacts with suspicion. If the party can win their trust, they advise the group against riding forth in the storm, and offer to let them stay in the barn. If the characters insist on riding forth, have Fen warn them of flash floods. Polite inquiries about their presence reveal that Fen's family were peasants in the area, and he returned here after the wars to settle down. He met Bodwyn in his travels, they fell in love, and she agreed to marry him and live with him on his farm. She takes advantage of the remote location to care for the animals in the area, and protect them, when necessary, from Iuz's forces. Harming any of

the animals is a sure way to earn the farmers' enmity, and they set more of Cranzer's forces on the characters' trail.

The secret to Fen's survival in this area is that he is a veteran of the Greyhawk Wars, and his wife Bodwyn is a druid follower of Ehlonna. His daughter Leigh has been brought up learning from both of her parents. Ciera and Tamas are Bodwyn's and Leigh's animal companions, respectively.

This should be a non-combat encounter, but on the off chance the characters manage to pick a fight with this family, statistics are provided. If the party seems overwhelming, Fen and his family retreat to a trap-filled tunnel in the cliff through a secret door in the back of the house. The tunnel eventually leads out amidst a bramble thicket. Assume that any of the family that makes it into the farmhouse escapes alive. Fen's concern is to safeguard his family, his livestock, and his home, in that order.

ALL APLS

➤ **Fen:** Male human War7; hp 52; see Appendix I.

➤ **Bodwyn:** Female human Drd6; hp 37; see Appendix I.

➤ **Leigh:** Female human Drd4/War2; hp 37; see Appendix I.

➤ **Ciera and Tamas:** Dire wolf (2); hp 45; see *Monster Manual* page 57.

Treasure: characters who treat the family exceptionally well, doing favors for them, or in some other way earning not only their trust, but their friendship, are given a *ring of warmth* by Bodwyn, as thanks for their assistance. Characters who attack the family are not able to find the ring.

A few hours after leaving the farmhouse, the characters pick up a tail. Give them a Spot check (DC 10) to notice two wolves pacing them off to one side, about 200 ft. away. A failed Wisdom check (DC 15) gives the characters the feeling that they're being watched. If attacked, the wolves flee. If the characters do nothing, then they leave on their own after an hour or so. An Animal Empathy check (DC 25) or Wilderness Lore check (DC 30) reveals that these wolves are out hunting, and decide to seek easier prey. A Knowledge (arcana) or Knowledge (religion) check (DC 15) reveals that evil forces often use wolves as scouts and spies.

Development: If the characters earned the enmity of the farmers, have them attacked by a patrol (use the statistics from Encounter Three), and then proceed to Encounter 6. If the characters treated the farmers and their animals well, proceed to Encounter 6.

ENCOUNTER 6

Run this encounter only if the characters did not agree to travel to the Tangles with Myrr in *Encounter 4*. If they are

headed to the Tangles, skip this encounter and proceed to Encounter 7.

You can use the map provided as DM Aid 5 to run this encounter.

Per, another agent of the mysterious woman that hired Lutz has been sent to intercept the characters and recapture Sir Ingo. A large, muscular man, Per wears his auburn hair in a short braid, and his right cheek bears scars from the first dire wolf he tried to tame. That attempt was eventually fruitless, but his subsequent attempts have been much more successful, and he now takes his pet(s) with him wherever he goes.

Per is unaware that he is working for the same mysterious woman that hired Lutz. He is completely unaware of Lutz's involvement.

You have traveled a couple of days south and west of the place you fought the bandits. You feel certain you are close to the Shield Lands border. Sir Ingo believes that a half-day's ride should put you into the Shield Lands, where he can find shelter.

A rocky bit of ground lies before you, with a few stunted trees a few hundred yards ahead when a large man with broad shoulders and the square jaw typical of Oerdian stock steps out of concealment from behind a rock. His auburn hair glints in the sun, and prominently displayed on his tabard are the symbols of Iuz and Riftcrag. He calls out to you, the scars on his face seeming to come alive as he speaks.

"All right. You've gone far enough. Turn over the knight, be on your way, and we'll let you live."

The large man is Per. His orc troops and pets are hidden among the rocks. Per waits until the characters are almost surrounded by his hidden forces before speaking. Per is offering the characters the choice to surrender Sir Ingo, merely because he does not wish to risk his life unnecessarily. If the characters do not accept his offer, he and the orcs attack. Use the map provided as DM Aid 2 for this combat.

Any character that succeeds in an opposed Spot check against the orcs' hide checks notices them before they attack. Any character that fails the Spot check is surprised should a fight break out. Characters who have time can attempt to make an Innuendo check (DC 20) to communicate the presence of the ambushers to characters who fail the Spot check, without alerting Per or the orcs.

Tactics: Per and the axe-wielding orcs charge the weakest-looking characters, trying to take down one or more of them in the first round. Per's pets attack the mounts of any characters that look equipped to fight from horseback. Carrying lances or using a military saddle is a dead giveaway.

APL 4 (EL 7)

➤ **Per:** Male human Ftr4; hp 40; see Appendix I.

➤ **Orcs (5):** Male orc War2; hp 13 each; see Appendix I.

➤ **Dire Wolf, Advanced:** hp 75; see Appendix I.

APL 6 (EL 9)

➤ **Per:** Male human Ftr6; hp 61; see Appendix I.

➤ **Orcs (5):** Male orc Bbn2; hp 19 each; see Appendix I.

➤ **Dire Wolf, Advanced (2):** hp 75; see Appendix I.

APL 8 (EL 11)

➤ **Per:** Male human Ftr8; hp 79; see Appendix I.

➤ **Orcs (5):** Male orc Bbn3; hp 27 each; see Appendix I.

➤ **Dire Wolf, Advanced (4):** hp 75; see Appendix I.

If the characters search Per after the fight, they find a note (Player Handout 2).

If the characters search for Per's group's mounts after the fight, it takes a Search check (DC 15) to find where they've been hidden in a gully nearby. This Search check takes about 10 minutes, due to the size of the area they are searching. Characters who take 20 take almost four hours. Most likely, this means that the orcs from Encounter 7 catch up to them while they are searching. In this case, assume that any characters searching for horses are away from the group when the orcs attack.

Development: If the characters fight and win, give them a night to rest and prepare spells, and then proceed to Encounter 7. If the characters surrender Ingo to Per proceed to Conclusion C. If they fight and lose, proceed to Conclusion D.

ENCOUNTER 7

The characters are tracked down and set upon by orcs and gnolls sent from Riftcrag and led by one of Cranzer's half-orc lieutenants. The characters can make Listen and Spot checks to hear or see the orcs approaching. Check below to see how far away the orcs are when the characters notice them.

CHECK DC	Encounter Distance
20	200 ft.
10	100 ft.
5	50 ft.
-	25 ft.

As soon as the characters spot the approaching orcs, move into initiative order. If the characters can't beat a DC 10 Listen/Spot check, then they are surprised. The orcs move quickly to engage the party. Their primary goal is to recapture Sir Ingo. Their secondary goal is to kill or capture as many of Myrr's men and the characters as possible. Remember that the orcs are approaching from behind the party.

Once the orcs move within 40 ft. of the party, you can use the map provided as DM Aid 6, but keep in mind that

with everyone on horseback, the action may easily leave the extent of the map provided. Use your judgment on the area around the map. Note that, as this is winter, the bushes and trees on the map are bare.

If the characters have Myrr with them, there are actually triple the regular troops (orc warriors or barbarians) but two thirds of them are occupied fighting Myrr and his men. Let the outcome of the battle be determined by how well the characters do. If they characters win this fight, then Myrr and his men finish off their share of Cranzer's troops. If the characters lose, then Myrr's band is overpowered or driven off.

If the characters are still searching for Per's horses from Encounter 6, then any characters actively searching for horses are away from the main group when the orcs attack, and it takes them 1d6 rounds to rejoin the group once they become aware of the orcs.

Tactics: The orcs with lances charge the characters on horseback. If they have the opportunity, they wheel about and come back for another charge attack. The cleric uses his most powerful spells first, working his way down the list, and avoiding melee if possible. If he has *hold person* available, he tries to use it on Sir Ingo to keep him from escaping. If not, he tries to use *summon monster* spells to kill Sir Ingo's horse, unseating him. The gnoll gladly wades into battle, attacking half-orcs first, humans, second, and other races third. If given a choice between a spellcaster of any race and a non-spellcaster of that same race, the gnoll goes after the spellcaster first.

APL 4 (EL 7)

➤ **Half-orc Lieutenant:** Male half-orc Bbn1/Ftr2; hp 30; see Appendix I.

➤ **Orcs (5):** Male orc War2; hp 13 each; see Appendix I.

➤ **Orc Priest:** Male orc Clr3 (Iuz); hp 24; see Appendix I.

➤ **Gnoll Tracker:** Male gnoll Rgr2; hp 37; see Appendix I.

APL 6 (EL 9)

➤ **Half-orc Lieutenant:** Male half-orc Bbn1/Ftr4; hp 46; see Appendix I.

➤ **Orc (5):** Male orc Bbn2; hp 19 each; see Appendix I.

➤ **Orc Priest:** Male orc Clr5 (Iuz); hp 38; see Appendix I.

➤ **Gnoll Tracker:** Male gnoll Rgr4; hp 53; see Appendix I.

APL 8 (EL 11)

➤ **Half-orc Lieutenant:** Male half-orc Bbn1/Ftr6; hp 62; see Appendix I.

➤ **Orc (5):** Male orc Bbn3; hp 26 each; see Appendix I.

➤ **Orc Priest:** Male orc Clr7 (Iuz); hp 73; see Appendix I.

👉 **Gnoll Tracker:** Male gnoll Rgr6; hp 69; see Appendix I.

Development: If the characters are not with Myrr and defeat the orcs, proceed to Conclusion B. If Sir Ingo is captured, proceed to Conclusion E. If the characters agreed to accompany Myrr and take Sir Ingo to see the Plar, proceed to Conclusion F.

CONCLUSION

Conclusion A: The characters choose not see Sir Ingo to safety, they are unable to track him down, or manage to start a fight with him.

If the party doesn't take the job:

Your group decides that one human is not worth your time and effort to liberate from all the armies of the Old One. Surely, the morrow will bring you a less defended mark.

Conclusion B: The characters successfully deliver Sir Ingo back to his home in the Shield Lands.

As the sun sets in front of you, Sir Ingo points to a fortified city silhouetted against the horizon.

"There, my friends, is Critwall. I thank you for your aid in freeing me and seeing me back to my home. I wish I had some way to repay you properly, but I am a poor knight, and I have lost what little fortune I had battling the Old One's occupation of my homeland. However, know that I count you as my friends, and if ever you have need, I shall stand ready to aid you."

Waving farewell to your group, Sir Ingo spurs his horse on toward home as the last sliver of the sun sinks below the horizon.

Conclusion C: The characters turned Sir Ingo in at the end to save their own hides, or fought Per and lost. If the party fought and lost, they are left for dead, but if any characters survive the fight, they can attempt to save the lives of their comrades.

As the sun sets on the western horizon, you gather yourselves to seek some village or town where you can rest and resupply. Sir Ingo is back in the hands of the Old One, and you don't envy him his time in Dorakaa, before the half-fiend's throne.

Conclusion D: The characters lost the fight with Per's orcs, allowing Sir Ingo to be recaptured:

Despite your best efforts, Sir Ingo has been recaptured by the forces of the Old One, and will shortly be answering the demigod's questions.

Any survivors from Encounter 5 that did not flee the fight are left for dead.

Conclusion E: The characters lost the fight with Cranzer's orcs, allowing Sir Ingo to be recaptured:

Despite your best efforts, Sir Ingo has been recaptured by the forces of the Old One, and will shortly be answering the demigod's questions.

Any survivors from Encounter 3 or 7 that did not flee the fight are captured and publicly flogged, earning Whip Scars. They are also stripped of their weapons and armor (if any) before being expelled from the city:

Some of you, however, have more immediate concerns as Cranzer's troops drag you back to Riftcrag, where punishment awaits you.

Conclusion F: The party successfully delivers Sir Ingo to his meeting with Tarren Moskol, and did not kill any of Myrr's men.

Evening comes early in the Tangles, as the trees that make up the dense forest reach up to swallow the sun from view. The men and elves that live in the Tangles greet you and your friends cordially.

You are brought before Tarren Moskol, who greets Sir Ingo as a guest, and thanks your group for their part in delivering the ambassador to him safely.

It's obvious that some long negotiations will take place between Sir Ingo and Tarren, but fortunately, you won't have to sit through them. Tonight you have the hospitality of Moskol's Legion, and a place to sleep that's as safe as any in the Bandit Kingdoms.

If the characters attacked and killed any of Myrr's men, then they do not get an influence point with Tarren Moskol and are kicked out of the Tangles.

You are brought before Tarren Moskol, who greets Sir Ingo as a guest, then turns to address you.

"You have attacked and slain men I knew and led, which would normally sentence you to death. However, as you have brought this knight to us, I am ready to forbear this far. You will be taken, unharmed, to the edge of the Tangles and there set free, to go where you will. It would be unwise for you to return to the forest."

At his gesture, a large number of guards come forward to escort you out of the woods.

The sun hangs low in the sky to the west as you set out, once again, to find a safe place to rest for the night. Such are few and far between in the Bandit Kingdoms.

Conclusion G: The party loses the fight with Myrr, and Sir Ingo is recaptured by Cranzer's orcs.

Despite your efforts, Sir Ingo has been lead off to parts unknown, and you and your companions have been left for dead. After healing what hurts you can, you make your way to the nearest village, hoping for some peace and quiet. Not too likely, in the Bandit Kingdoms.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3

Defeat the orcs and rescue Sir Ingo.

APL 4	140 XP
APL 6	240 XP
APL 8	300 XP

Encounter 4

Negotiate successfully with Myrr.

APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Encounter 5

Gaining the trust of Fen and his family.

APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Encounter 6

Defeating Per and his orcs.

APL 4	170 XP
APL 6	240 XP
APL 8	330 XP

Encounter 7

Defeating the half-orc and his forces.

APL 4	170 XP
APL 6	240 XP
APL 8	330 XP

Total Possible Experience

APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that

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

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

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

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

TREASURE KEY:

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

Encounter 3

Defeat the orcs, strip them of their gear and horses.

APL 4: L: 140 gp; C: 0 gp; M: *potion of cure light wounds* (Value 5 gp per character)

APL 6: L: 140 gp; C: 0 gp; M: *potion of cure light wounds* (Value 5 gp per character)

APL 8: L: 140 gp; C: 0 gp; M: *potion of cure light wounds* (Value 5 gp per character)

Encounter 5

Earn the trust of Fen and his family to the point of friendship. This is only for characters that go the extra mile. (Help out around the farm, roleplay in some conversation, and do things to ingratiate themselves to their hosts.)

APL 4: L: 0 gp; C: 0 gp; M: *ring of warmth* (Value 210 gp per character)

APL 6: L: 0 gp; C: 0 gp; M: *ring of warmth* (Value 210 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: *ring of warmth* (Value 210 gp per character)

Encounter 6

Defeat Per and his orcs, strip them of their gear and horses.

APL 4: L: 131 gp; C: 0 gp; M: 0

APL 6: L: 131 gp; C: 0 gp; M: 0

APL 8: L: 131 gp; C: 0 gp; M: 0

Encounter 7

Defeat the half-orc and his forces.

APL 4: L: 102 gp; C: 0 gp; M: *cloak of resistance +1* (Value 100 gp per character); *potion of haste* (Value 75 gp per character)

APL 6: L: 102 gp; C: 0 gp; M: *cloak of resistance +1* (Value 100 gp per character); *potion of haste* (Value 75 gp per character)

APL 8: L: 102 gp; C: 0 gp; M: *cloak of resistance +1* (Value 100 gp per character); *potion of haste* (Value 75 gp per character)

Conclusion

Successfully rescued Sir Ingo and returned him to Critwall. Up to 100 gp each depending on the beginning of the adventure negotiations.

APL 4: L: 100 gp; C: 0 gp; M: 0

APL 6: L: 100 gp; C: 0 gp; M: 0

APL 8: L: 100 gp; C: 0 gp; M: 0

Total Possible Treasure

APL 4: 863 gp

APL 6: 863 gp

APL 8: 863 gp

Each character also receives *Influence from The Gauntlet*, as appropriate:

- Influence point with Sir Ingo of the Shield Lands (*Conclusion B & F*).
- Influence point with Lutz's employer (*Conclusion C & D*).
- Enmity of Lutz's employer (*Conclusion E*).
- Influence point that can be used either with Sir Ingo of the Shield Lands or with Tarren Moskol (*Conclusion F*).

Characters who were captured at the end of Encounter 3 or 7 also earn *Whip Scars*.

APPENDIX I: NPCS

ENCOUNTER 1

☛ **Lutz:** Male human Rog2/Sor4; Medium-size humanoid (human); HD 2D6+4D4+12; hp 34; Init +8; Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atks +5 melee (1d6+2/18-20, rapier) or +7 ranged (1d4+2/19-20, thrown dagger); SA Sneak attack, spells; SQ Evasion; AL N; SV Fort +5, Ref +8, Will +7; Str 14, Dex 18, Con 15, Int 10, Wis 12, Cha 16.

Skills and Feats: Appraise +5, Bluff +8, Concentration +8, Diplomacy +12, Forgery +5, Gather Information +8, Innuendo +5, Read Lips +5, Sense Motive +6, Spellcraft +6, Spot +6; Combat Casting, Great Fortitude, Improved Initiative, Iron Will.

Spells Known (6/7/4; base DC = 13 + spell level): 0—*detect magic, detect poison, light, mage hand, ray of frost, read magic*; 1st—*animate rope, mage armor, magic missile*; 2nd—*Melf's acid arrow*.

Possessions: rapier, 3 daggers.

ENCOUNTER 3

APL 4 (EL 6)

☛ **Orc Sergeant:** Male orc Ftr3; CR 3; Medium-size humanoid (orc); HD 3d10+3; hp 25; Init +4; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atks +6 melee (1d12+3/x3, greataxe) or +3 ranged (1d6+2, javelin); SA Spells; SQ Darkvision 60 ft., light sensitivity, rebuke undead; AL CE; SV Fort +3, Ref +1, Will +0; Str 15, Dex 10, Con 13, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +1, Ride +6, Spot +1; Alertness, Improved Initiative, Quick Draw, Weapon Focus (greataxe).

Possessions: scale mail, greataxe, 3 javelins, light horse, *potion of cure light wounds*.

☛ **Orc (3):** Male orc War2; CR 1; Medium-size humanoid (orc); HD 2d8; hp 13 each; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atks +4 melee (1d12+3/x3, greataxe) or +2 ranged (1d6+2, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Ride +5; Power Attack.

Possessions: scale mail, greataxe, 3 javelins, light horse.

☛ **Orc Priest:** Male orc Clr3; CR 3; Medium-size humanoid (orc); HD 3d8+6; hp 24; Init +4; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atks +4 melee (1d8+2, morningstar) or +3 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitivity, rebuke undead; AL CE; SV Fort +5, Ref +3, Will +6; Str 14, Dex 10, Con 14, Int 8, Wis 16, Cha 6.

Skills and Feats: Concentration +6, Knowledge (religion) +1; Improved Initiative, Lightning Reflexes.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—*guidance, resistance* (3); 1st—*bane, doom,*

*protection from good**, *summon monster I*; 2nd—*death knell, invisibility**, *silence*.

*Domain spell. *Deity:* Iuz; *Domains:* Evil (Casts evil spells at +1 caster level); *Trickery* (Bluff, Disguise and Hide are class skills).

Possessions: splint mail, morningstar, light crossbow, 10 masterwork bolts, large wooden shield, light horse.

APL 6 (EL 8)

☛ **Orc Sergeant:** Male orc Ftr4; CR 4; Medium-size humanoid (orc); HD 4d10+8, hp 36; Init +4; Spd 20 ft.; AC 14 (touch 10; flat-footed 14); Atks +7 melee (1d12+5/x3, greataxe) or +4 ranged (1d6+2, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +1, Will +0; Str 15, Dex 10, Con 14, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +1, Ride +7, Spot +1; Alertness, Improved Initiative, Quick Draw, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: scale mail, greataxe, 3 javelins, light horse, *potion of cure light wounds*.

☛ **Orc (3):** Male orc Bbn2; CR 2; Medium-size humanoid (orc); HD 2d12; hp 19 each; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atks +4 melee (1d12+3/x3, greataxe) or +2 ranged (1d6+2, javelin); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Handle Animal +4, Listen +4, Ride +5, Spot +1; Power Attack.

Possessions: scale mail, greataxe, 3 javelins, light horse.

☛ **Orc Priest:** Male orc Clr6; CR 6; Medium-size humanoid (orc); HD 6d8+12; hp 45; Init +4; Spd 20 ft.; AC 18 (touch 10; flat-footed 18); Atks +6 melee (1d8+2, morningstar) or +4 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitivity, rebuke undead; AL CE; SV Fort +7, Ref +4, Will +8; Str 14, Dex 10, Con 14, Int 8, Wis 17, Cha 6.

Skills and Feats: Concentration +9, Knowledge (religion) +1; Combat Casting, Improved Initiative, Lightning Reflexes.

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0—*cure minor wounds, guidance, resistance* (3); 1st—*bane, cure light wounds, doom, protection from good**, *summon monster I*; 2nd—*death knell, hold person* (2), *invisibility**, *silence*; 3rd—*bestow curse, magic circle against good**, *prayer, summon monster III*.

*Domain spell. *Deity:* Iuz; *Domains:* Evil (Casts evil spells at +1 caster level); *Trickery* (Bluff, Disguise and Hide are class skills).

Possessions: splint mail, morningstar, light crossbow, 10 masterwork bolts, large wooden shield, light horse.

APL 8 (EL 10)

👉 **Orc Sergeant:** Male orc Ftr6; CR 6; Medium-size humanoid (orc); HD 6d10+12; hp 67; Init +4; Spd 20 ft.; AC 14 (+4 for scale mail); Atks +9/+4 melee (1d12+5/x3, greataxe) or +6/+1 ranged (1d6+2, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +7, Ref +2, Will +3; Str 15, Dex 10, Con 14, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +1, Ride +9, Spot +1; Alertness, Improved Initiative, Iron Will, Power Attack, Quick Draw, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: scale mail, greataxe, 3 javelins, light horse, *potion of cure light wounds*.

👉 **Orc (3):** Male orc Bbn3; CR 3; Medium-size humanoid (orc); HD 3d12; hp 26 each; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atks +5 melee (1d12+3/x3, greataxe) or +3 ranged (1d6+2, javelin); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +1, Will +0; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Handle Animal +5, Listen +5, Ride +6, Spot +1; Cleave, Power Attack.

Possessions: scale mail, greataxe, 3 javelins, light horse.

👉 **Orc Priest:** Male orc Clr8 (Iuz); CR 8; Medium-size humanoid (orc); HD 8d8+16; hp 59; Init +4; Spd 20 ft.; AC 18 (touch 10; flat-footed 18); Atks +8/+3 melee (1d8+2, morningstar) or +7 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitivity, rebuke undead; AL CE; SV Fort +8, Ref +4, Will +10; Str 14, Dex 10, Con 14, Int 8, Wis 18, Cha 6.

Skills and Feats: Concentration +11, Knowledge (religion) +1; Combat Casting, Improved Initiative, Lightning Reflexes.

Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level): 0—*cure minor wounds, guidance, resistance* (4); 1st—*bane, cure light wounds, doom, protection from good**, *summon monster I* (2); 2nd—*death knell, hold person* (3), *invisibility**, *silence*; 3rd—*bestow curse, magic circle against good**, *prayer, summon monster III* (2); 4th—*divine power, poison, summon monster IV, unholy blight**.

*Domain spell. *Deity:* Iuz; *Domains:* Evil (Casts evil spells at +1 caster level); *Trickery* (Bluff, Disguise and Hide are class skills).

Possessions: splint mail, morningstar, light crossbow, 10 masterwork bolts, large wooden shield, light horse.

Sir Ingo

Use the following stats for Sir Ingo if he does not have equipment.

👉 **Sir Ingo:** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+12; hp 44; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atks +7 melee

(1d3+3 subdual, unarmed); AL NG; SV Fort +7, Ref +1, Will +1; Str 16, Dex 10, Con 16, Int 10, Wis 11, Cha 10.

Skills and Feats: Craft (armorsmithing) +1, Diplomacy +3, Handle Animal +7, Ride +7; Alertness, Cleave, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: none.

These stats should be used if he scavenges armor and weapons off the orc corpses. He would, of course, prefer a long sword. If the characters can provide him one, wields the sword two-handed. Adjust his information as necessary based on the equipment he is provided.

👉 **Sir Ingo:** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+12; hp 44; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atks +7 melee (1d12+4/x3, greataxe); AL NG; SV Fort +7, Ref +1, Will +1; Str 16, Dex 10, Con 16, Int 10, Wis 11, Cha 10.

Skills and Feats: Craft (armorsmithing) +1, Diplomacy +3, Handle Animal +7, Ride +7; Alertness, Cleave, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: scalemail, greataxe.

Description: Sir Ingo is a bit below average height at 5 ft. 8 in. tall. He has short-cropped light brown hair and green eyes, with a prominent, sharply aquiline nose.

Background: Sir Ingo's family comes from Axeport. He was still a boy when the Horned Society sacked the city, and his father sent him with his mother to Admundfort. He never saw his father again, but assumes that he died defending Axeport. He and his mother fled Admundfort a few years later when Iuz's forces took the city. He lived after that in Furyondy, and eagerly volunteered when King Belvor IV declared the Great Northern Crusade, and received his knighthood for valor displayed in the early months of that campaign. Sir Ingo is a veteran of the Shield Lands survivors' battles against Iuz to reclaim Critwall. He has followed Countess Katarina into blood and death, surviving where others have not, and holds her in the highest esteem. However, he feels that the forces she leads, while certainly valiant, are too small to deal directly with Iuz's armies. He has learned that others in the Shield Lands feel the same way, which has led him to undertake an unofficial embassy to Tarren Moskol. He hopes he can lay the foundations for an agreement whereby the Shield Lands can provide weapons and armor to Moskol's Legion. In exchange, the men and elves would harass Iuz's forces when they are able, provide a safe haven for agents from the Shield Lands traveling through enemy lands, exchange information about their mutual enemy, Iuz, and his forces, and coordinate actions against Iuz.

Notes on playing Sir Ingo: Ingo is a tough man, a veteran of many battles. He is brave enough to travel alone into the Bandit Kingdoms on an uncertain mission, carried on by the hope that he will be able to

shift the balance of power against Iuz, giving the Shield Landers a chance to break the stalemate they've been in for the past four years. He is seeking an alliance that will provide his people with enough advantage to gain and hold territory against Iuz's forces. He feels that if the Shield Lands can just break the stalemate, they will be able to continue their advances, reclaiming more of what was once theirs. He is proud and knows that his cause is morally correct.

Sir Ingo in combat: This knight is a brave man, always seeking to attack the leader of his enemies first, as befits a knight. He won't ignore other dangers, but if given a clear path to an enemy leader, he will take it. Sir Ingo fights alongside the characters against any forces that he believes are hostile. This includes the forces in Encounters 6 and 7, and possibly Encounter 4.

ENCOUNTER 4

APL 4 (EL 8)

➤ **Myrr:** Male human Ftr3/Rog3; CR 6; Medium-size humanoid (human); HD 3d6+3d10+12; hp 44; Init +2 (Dex); Spd 30 ft.; AC 15; Atks +6 melee (1d8+2/19-20, longsword) and +5 melee (1d6+1/19-20, short sword) or +7 ranged (1d8/x3, longbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +6, Ref +6, Will +3; Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Appraise +6, Bluff +7, Escape Artist +8, Hide +8, Intimidate +7, Listen +7, Move Silently +8, Ride +11, Spot +7, Tumble +8; Ambidexterity, Dodge, Power Attack, Quick Draw, Two-Weapon Fighting, Weapon Focus (long sword).

Possessions: light horse, studded leather, long sword, short sword.

➤ **Tangles Ranger (4):** Male human Rgr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20 each; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +3 melee (1d6+2/18-20, scimitar) and +2 melee (1d6+1/19-20, short sword) or +4 ranged (1d8/x3, longbow); SA Favored Enemy (orcs +1); AL N; SV Fort +5, Ref +2, Will +0; Str 15, Dex 15, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Hide +7, Listen +5, Move Silently +7, Spot +5, Wilderness Lore +4; Track, Weapon Focus (scimitar).

Possessions: light horse, studded leather, longbow, 20 arrows, scimitar, short sword.

➤ **Hector:** Male human Sor2; CR 2; Medium-size humanoid (human); HD 2d4+4; hp 11; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +1 melee (1d8, morningstar) or +3 ranged (1d8/19-20, light crossbow); SA Spells; AL CN; SV Fort +2, Ref +2, Will +3; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +7; Scry +5, Spellcraft +5; Combat Casting, Spell Focus (Enchantment).

Spells Known (6/5; base DC = 13 + spell level): 0—*daze, detect magic, ray of frost, read magic, resistance*; 1st—*shield, sleep*.

Enchantment Spells (base DC = 15 + spell level).

Possessions: light horse, light crossbow, 10 bolts, morningstar.

APL 6 (EL 10)

➤ **Myrr:** Male human Ftr4/Rog4; CR 8; Medium-size humanoid (human); HD 4d6+4d10+16; hp 58; Init +3; Spd 30 ft.; AC 16; (touch 13, flat-footed 13); Atks +8/+3 melee (1d8+4/19-20, long sword) and +7 melee (1d6+1/19-20, short sword) or +10/+5 ranged (1d8/x3, longbow); SA Sneak attack +2d6; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +7, Ref +7, Will +3; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Appraise +7, Bluff +8, Escape Artist +10, Hide +10, Intimidate +8, Listen +8, Move Silently +10, Ride +14, Spot +8, Tumble +10; Ambidexterity, Dodge, Power Attack, Quick Draw, Two-Weapon Fighting, Weapon Focus (long sword), Weapon Specialization (long sword).

Possessions: light horse, studded leather, long sword, short sword.

➤ **Tangles Ranger (4):** Male human Rgr2/Rog1; CR 3; Medium-size humanoid (human); HD 1d6+2d10+6; hp 26 each; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +3 melee (1d6+2/18-20, scimitar) and +2 melee (1d6+1/19-20, short sword) or +4 ranged (1d8/x3, longbow); SA Favored Enemy (orcs +1), sneak attack +1d6; AL N; SV Fort +5, Ref +4, Will +0; Str 15, Dex 15, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Hide +8, Listen +5, Move Silently +7, Sense Motive +5, Spot +5, Use Rope +5, Wilderness Lore +4; Improved Initiative, Track, Weapon Focus (scimitar).

Possessions: light horse, studded leather, longbow, 20 arrows, scimitar, short sword.

➤ **Hector:** Male human Sor3; CR 3; Medium-size humanoid (human); HD 3d4+6; hp 16; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +1 melee (1d8, morningstar) or +3 ranged (1d8/19-20, light crossbow); SA Spells; AL CN; SV Fort +3, Ref +3, Will +3; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +8; Scry +6, Spellcraft +6; Combat Casting, Improved Initiative, Spell Focus (Enchantment).

Spells Known (6/6; base DC = 13 + spell level): 0—*daze, detect magic, ray of frost, read magic, resistance*; 1st—*magic missile, shield, sleep*.

Enchantment Spells (base DC = 15 + spell level).

Possessions: light horse, light crossbow, 10 bolts, morningstar.

APL 8 (EL 12)

➤ **Myrr:** Male human Ftr5/Rog5; CR 10; Medium-size humanoid (human); HD 5d6+5d10+20; hp 72; Init +3;

Spd 30 ft.; AC 16; (touch 13, flat-footed 13); Atks +9/+4 melee (1d8+4/17-20, long sword) and +8 melee (1d6+1/19-20, short sword) or +11/+6 ranged (1d8/x3, longbow); SA Sneak attack +3d6; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +7, Ref +7, Will +3; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Appraise +8, Bluff +9, Escape Artist +11, Hide +12, Intimidate +9, Listen +9, Move Silently +11, Ride +16, Spot +9, Tumble +11; Ambidexterity, Dodge, Improved Critical (long sword), Power Attack, Quick Draw, Two-Weapon Fighting, Weapon Focus (long sword), Weapon Specialization (long sword).

Possessions: light horse, studded leather, long sword, short sword.

➤ **Tangles Ranger (4):** Male human Rgr3/Rog2; CR 5; Medium-size humanoid (human); HD 2d6+3d10+10; hp 40 each; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +5 melee (1d6+2/18-20, scimitar) and +4 melee (1d6+1/19-20, short sword) or +7 ranged (1d8/x3, longbow); SA Favored Enemy (orcs +1), sneak attack +1d6; SQ Evasion; AL N; SV Fort +5, Ref +7, Will +1; Str 15, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Hide +10, Listen +6, Move Silently +10, Sense Motive +7, Spot +7, Use Rope +7, Wilderness Lore +5; Improved Initiative, Track, Weapon Focus (scimitar).

Possessions: light horse, studded leather, longbow, 20 arrows, scimitar, short sword.

➤ **Hector:** Male human Sor5; CR 5; Medium-size humanoid (human); HD 5d4+10; hp 26; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +2 melee (1d8, morningstar) or +4 ranged (1d8/19-20, light crossbow); SA Spells; AL CN; SV Fort +3, Ref +3, Will +4; Str 10, Dex 15, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +10; Scry +8, Spellcraft +8; Combat Casting, Improved Initiative, Spell Focus (Enchantment).

Spells Known (6/7/5; base DC = 13 + spell level): 0—*daze, detect magic, ghost sound, ray of frost, read magic, resistance*; 1st—*mage armor, magic missile, shield, sleep*; 2nd—*flaming sphere, Tasha's hideous laughter*.

Enchantment Spells (base DC = 15 + spell level).

Possessions: light horse, light crossbow, 10 bolts, morningstar.

ENCOUNTER 5

All APLs

➤ **Fen:** Male human War7; CR 6; Medium-size humanoid (human); HD 7d8+14; hp 52; Init +5; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atks +10/+5 melee (1d6+3, light mace) or +11/+6 melee (1d8+3/x3, shortspear); AL N; SV Fort +7, Ref +3, Will +4; Str 16, Dex 12, Con 14, Int 16, Wis 14, Cha 13.

Skills and Feats: Climb +8, Handle Animal +11, Intimidate +11, Jump +8, Listen +4, Profession (farmer)

+7, Ride +11, Spot +4, Swim +13; Alertness, Improved Initiative, Quick Draw, Weapon Focus (shortspear).

Possessions: chain shirt, light mace, shortspear, small steel shield.

➤ **Bodwyn:** Female human Drd6; CR 6; Medium-size humanoid (human); HD 6d8+6; hp 37; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +6 melee (1d6, sickle) or +7 ranged (1d4, sling); SQ Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, *wildshape*; AL N; SV Fort +6, Ref +4, Will +8; Str 10, Dex 14, Con 13, Int 12, Wis 16, Cha 13.

Skills and Feats: Concentration +10, Heal +12, Knowledge (nature) +10, Profession (farmer) +12, Spellcraft +10, Wilderness Lore +12; Improved Initiative, Track, Weapon Finesse (sickle), Weapon Focus (sling).

Spells Prepared (5/4/4/3; base DC = 13 + spell level): 0—*cure minor wounds* (2), *light, purify food and drink, resistance*; 1st—*cure light wounds, entangle, obscuring mist, summon nature's ally I*; 2nd—*barkskin, fire trap, soften earth and stone, summon swarm*; 3rd—*cure moderate wounds, meld into stone, snare*.

Possessions: leather armor, small wooden shield, sickle, sling, 10 bullets.

➤ **Leigh:** Female human Drd4/War2; Medium-size humanoid (human); HD 6d8+6; hp 37; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +6 melee (1d8+1/x3, longspear) or +6 melee (1d6+1, sickle); SQ Nature sense, animal companion, woodland stride, trackless step, resist nature's lure; AL N; SV Fort +8, Ref +5, Will +6; Str 12, Dex 14, Con 12, Int 10, Wis 15, Cha 14.

Skills and Feats: Climb +5, Concentration +6, Handle Animal +7, Heal +4, Knowledge (nature) +4, Listen +4, Profession (farmer) +6, Ride +9, Spot +4, Wilderness Lore +7. *Feats:* Alertness, Improved Initiative, Lightning Reflexes, Track.

Spells Prepared (5/4/3; base DC = 12 + spell level): 0—*cure minor wounds* (2), *light, purify food and drink, resistance*; 1st—*cure light wounds, entangle, obscuring mist, summon nature's ally I*; 2nd—*barkskin, tree shape, warp wood*.

Possessions: leather armor, small wooden shield, longspear, sickle.

ENCOUNTER 6

APL 4 (EL 7)

➤ **Per:** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+12; hp 40; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atks +8 (2d6+6/19-20, greatsword) or +6 ranged (1d10/19-20, heavy crossbow); AL NE; SV Fort +7, Ref +3, Will +1; Str 17, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +5, Jump +5, Ride +8; Cleave, Improved Initiative, Power Attack, Quick Draw, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: masterwork breastplate, greatsword.

➤ **Orcs (5):** Male orc War2; CR 1; Medium-size humanoid (orc); HD 2d8; hp 13; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atks +5 melee (1d12+3/x3, greataxe) or +2 ranged (1d6+2, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Ride +5; Weapon Focus (greataxe).

Possessions: scale mail, greataxe, 3 javelins.

➤ **Dire Wolf, Advanced 9 HD:** CR 4; Large animal; HD 9d8+27; hp 75; Init +2; Spd 50 ft.; AC 14 (touch 11, flat-footed 12); Atks +13/+8 melee (1d8+10, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Trip; SQ Scent; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +11, Listen +12, Move Silently +11, Spot +12, Wilderness Lore +7 (+11 when tracking by scent).

APL 6 (EL 9)

➤ **Per:** Male human Ftr6; CR 6; Medium-size humanoid (human); HD 6d10+21; hp 61; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atks +10/+5 (2d6+6/19-20, greatsword) or +8 ranged (1d10/19-20, heavy crossbow); AL NE; SV Fort +8, Ref +4, Will +2; Str 17, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +7, Jump +7, Ride +8; Cleave, Improved Initiative, Power Attack, Quick Draw, Sunder, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: masterwork breastplate, greatsword.

➤ **Orcs (5):** Male orc Bbn2; Medium-size humanoid (orc); HD 2d12; hp 19 each; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atks +5 melee (1d12+3/x3, greataxe) or +2 ranged (1d6+2, javelin); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +1, Will +0; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Handle Animal +4, Listen +4, Ride +5; Weapon Focus (greataxe).

Possessions: scale mail, greataxe, 3 javelins.

➤ **Dire Wolf, Advanced 9 HD (2):** CR 4; Large animal; HD 9d8+27; hp 75 each; Init +2; Spd 50 ft.; AC 14 (touch 11, flat-footed 12); Atks +13/+8 melee (1d8+10, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Trip; SQ Scent; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +11, Listen +12, Move Silently +11, Spot +12, Wilderness Lore +7 (+11 when tracking by scent).

APL 8 (EL 11)

➤ **Per:** Male human Ftr8; CR 8; Medium-size humanoid (human); HD 8d10+27; hp 79; Init +6; Spd 20 ft.; AC 17

(touch 12, flat-footed 15); Atks +13/+8 (2d6+8/17-20, greatsword) or +10 ranged (1d10/19-20, heavy crossbow); AL NE; SV Fort +9, Ref +4, Will +2; Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +9, Jump +10, Ride +8; Cleave, Improved Critical (greatsword), Improved Initiative, Power Attack, Quick Draw, Sunder, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: masterwork breastplate, greatsword.

➤ **Orcs (5):** Male orc Bbn3; Medium-size humanoid (orc); HD 3d12; hp 27 each; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atks +6 melee (1d12+3/x3, greataxe) or +3 ranged (1d6+2, javelin); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +2, Will +1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Handle Animal +5, Listen +5, Ride +6; Power Attack, Weapon Focus (greataxe).

Possessions: scale mail, greataxe, 3 javelins.

➤ **Dire Wolf, Advanced 9 HD (4):** CR 4; Large animal; HD 9d8+27; hp 75 each; Init +2; Spd 50 ft.; AC 14 (touch 11, flat-footed 12); Atks +13/+8 melee (1d8+10, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Trip; SQ Scent; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +11, Listen +12, Move Silently +11, Spot +12, Wilderness Lore +7 (+11 when tracking by scent).

ENCOUNTER 7

APL 4 (EL 7)

➤ **Half-orc Lieutenant:** Male half-orc Bbn1/Ftr2; CR 3; Medium-size humanoid (orc); HD 1d12+2d10 +6, hp 30; Init +6; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atks +8 melee (1d12+6/x3, greataxe) or +7 melee (1d8+4/x3, heavy lance) or +5 ranged (1d6+2, javelin); SA Rage; SQ Darkvision 60 ft., fast movement; AL CE; SV Fort +8, Ref +3, Will +1; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Handle Animal +4, Listen +4, Ride +8, Wilderness Lore +4; Improved Initiative, Mounted Combat, Quick Draw, Weapon Focus (greataxe).

Possessions: cloak of resistance +1, scale mail, greataxe, heavy lance, light horse, 3 javelins, *potion of haste*.

➤ **Orcs (5):** Male orc War2; CR 1; Medium-size humanoid (orc); HD 2d8; hp 13 each; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atks +5 melee (1d12+3/x3, greataxe) or +4 melee (1d8+2/x3, heavy lance) or +2 ranged (1d6+2, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Ride +5; Weapon Focus (greataxe).

Possessions: scale mail, greataxe, 3 javelins, heavy lance, light horse.

Orc Priest: Male orc Clr3; CR 3; Medium-size humanoid (orc); HD 3d8+6; hp 24; Init +4; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atks +4 melee (1d8+2, morningstar) or +3 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitivity, rebuke undead; AL CE; SV Fort +5, Ref +3, Will +6; Str 14, Dex 10, Con 14, Int 8, Wis 16, Cha 6.

Skills and Feats: Concentration +6, Knowledge (religion) +1; Improved Initiative, Lightning Reflexes.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—*guidance, resistance* (3); 1st—*bane, doom, protection from good**, *summon monster I*; 2nd—*death knell, invisibility**, *silence*.

*Domain spell. *Deity:* Iuz; *Domains:* Evil (Casts evil spells at +1 caster level); *Trickery* (Bluff, Disguise and Hide are class skills).

Possessions: splint mail, morningstar, light crossbow, 10 masterwork bolts, large wooden shield, light horse.

Gnoll Tracker: Male gnoll Rgr2; CR 3; Medium-size humanoid (gnoll); HD 2d8+2d10+12; hp 37; Init +2 (Dex); Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +5 melee (1d8+4/x3, battleaxe) and +5 melee (1d6+2/19-20, shortsword) or +5 ranged (1d6/x3, shortbow); SA Favored Enemy (orc +1); SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +2, Will +2; Str 18, Dex 14, Con 16, Int 8, Wis 14, Cha 8.

Skills and Feats: Hide +7, Listen +5; Move Silently +7, Spot +5, Wilderness Lore +9; Power Attack, Track, Skill Focus (Wilderness Lore).

Possessions: studded leather armor, battleaxe, short sword, shortbow, 20 arrows, light horse.

APL 6 (EL 9)

Half-orc Lieutenant: Male half-orc Bbn1/Ftr4; CR 5; Medium-size humanoid (orc); HD 1d12+4d10+10, hp 46; Init +6; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atks +10 melee (1d12+6/x3, greataxe) or +9 melee (1d8+4/x3, heavy lance) or +7 ranged (1d6+2, javelin); SA Rage; SQ Darkvision 60 ft., fast movement; AL CE; SV Fort +9, Ref +4, Will +2; Str 18, Dex 15, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Handle Animal +6, Listen +4, Ride +10, Wilderness Lore +4; Improved Initiative, Mounted Combat, Quick Draw, Weapon Focus (greataxe).

Possessions: *cloak of resistance* +1, scale mail, greataxe, heavy lance, light horse, javelin, *potion of haste*.

Orc (5): Male orc Bbn2; CR 2; Medium-size humanoid (orc); HD 2d12; hp 19 each; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atks +4 melee (1d12+3/x3, greataxe) or +2 ranged (1d6+2, javelin); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Handle Animal +4, Listen +4, Ride +5, Spot +1; Power Attack.

Possessions: scale mail, greataxe, javelin, light horse.

Orc Priest: Male orc Clr5; CR 5; Medium-size humanoid (orc); HD 5d8+10; hp 38; Init +4 (Improved Initiative); Spd 20 ft.; AC 18 (touch 10; flat-footed 18); Atks +5 melee (1d8+2, morningstar) or +3 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitivity, rebuke undead; AL CE; SV Fort +6, Ref +1, Will +7; Str 14, Dex 10, Con 14, Int 8, Wis 17, Cha 6.

Skills and Feats: Concentration +8, Knowledge (religion) +1; Combat Casting, Improved Initiative.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—*cure minor wounds, guidance, resistance* (3); 1st—*bane, cure light wounds, doom, protection from good**, *summon monster I*; 2nd—*death knell, hold person, invisibility**, *silence*; 3rd—*bestow curse, magic circle against good**, *summon monster III*.

*Domain spell. *Deity:* Iuz; *Domains:* Evil (Casts evil spells at +1 caster level); *Trickery* (Bluff, Disguise and Hide are class skills).

Possessions: splint mail, morningstar, light crossbow, 10 masterwork bolts, large wooden shield, light horse.

Gnoll Tracker: Male gnoll Rgr4; CR 5; Medium-size humanoid (gnoll); HD 2d8+4d10+16; hp 53; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +8 melee (1d8+4/x3, battleaxe) and +7 melee (1d6+2/19-20, shortsword) or +7 ranged (1d6/x3, shortbow); SA Favored Enemy (orcs +1); SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +2, Will +2; Str 18, Dex 15, Con 16, Int 8, Wis 14, Cha 8.

Skills and Feats: Hide +9, Listen +5; Move Silently +9, Spot +5, Wilderness Lore +11; Power Attack, Track, Skill Focus (Wilderness Lore), Weapon Focus (battleaxe).

Possessions: studded leather armor, battleaxe, short sword, shortbow, 20 arrows, light horse.

APL 8 (EL 11)

Half-orc Lieutenant: Male half-orc Bbn1/Ftr6; CR 7; Medium-size humanoid (orc); HD 1d12+6d10+14, hp 62; Init +6; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atks +12/+7 melee (1d12+8/x3, greataxe) or +11 melee (1d8+4/x3, heavy lance) or +9 ranged (1d6+2, javelin); SA Rage; SQ Darkvision 60 ft., fast movement; AL CE; SV Fort +10, Ref +5, Will +3; Str 18, Dex 15, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Handle Animal +8, Listen +4, Ride +12, Wilderness Lore +4; Improved Initiative, Mounted Combat, Quick Draw, Ride-By Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: *cloak of resistance* +1, scale mail, greataxe, heavy lance, light horse, javelin, *potion of haste*.

Orc (5): Male orc Bbn3; CR 3; Medium-size humanoid (orc); HD 3d12; hp 26 each; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atks +5 melee (1d12+3/x3, greataxe) or +3 ranged (1d6+2, javelin); SA Rage; SQ

Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +1, Will +0; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Handle Animal +5, Listen +5, Ride +6, Spot +1; Cleave, Power Attack.

Possessions: scale mail, greataxe, javelin, light horse.

➤ **Orc Priest:** Male orc Clr7; CR 7; Medium-size humanoid (orc); HD 7d8+20; hp 73; Init +4 (Improved Initiative); Spd 20 ft.; AC 18 (touch 10; flat-footed 18); Atks +7 melee (1d8+2, morningstar) or +6 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitivity, rebuke undead; AL CE; SV Fort +7, Ref +4, Will +9; Str 14, Dex 10, Con 14, Int 8, Wis 17, Cha 6.

Skills and Feats: Concentration +10, Knowledge (religion) +1; Combat Casting, Improved Initiative, Lightning Reflexes.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0—*cure minor wounds, guidance, resistance* (4); 1st—*bane, cure light wounds, doom, protection from good**, *summon monster I* (2); 2nd—*death knell, hold person* (3), *invisibility**, *silence*; 3rd—*bestow curse, magic circle against good**, *summon monster III* (2); 4th—*divine power, summon monster IV, unholy blight**.

*Domain spell; Deity: Iuz; Domains: Evil (Casts evil spells at +1 caster level); Trickery (Bluff, Disguise and Hide are class skills).

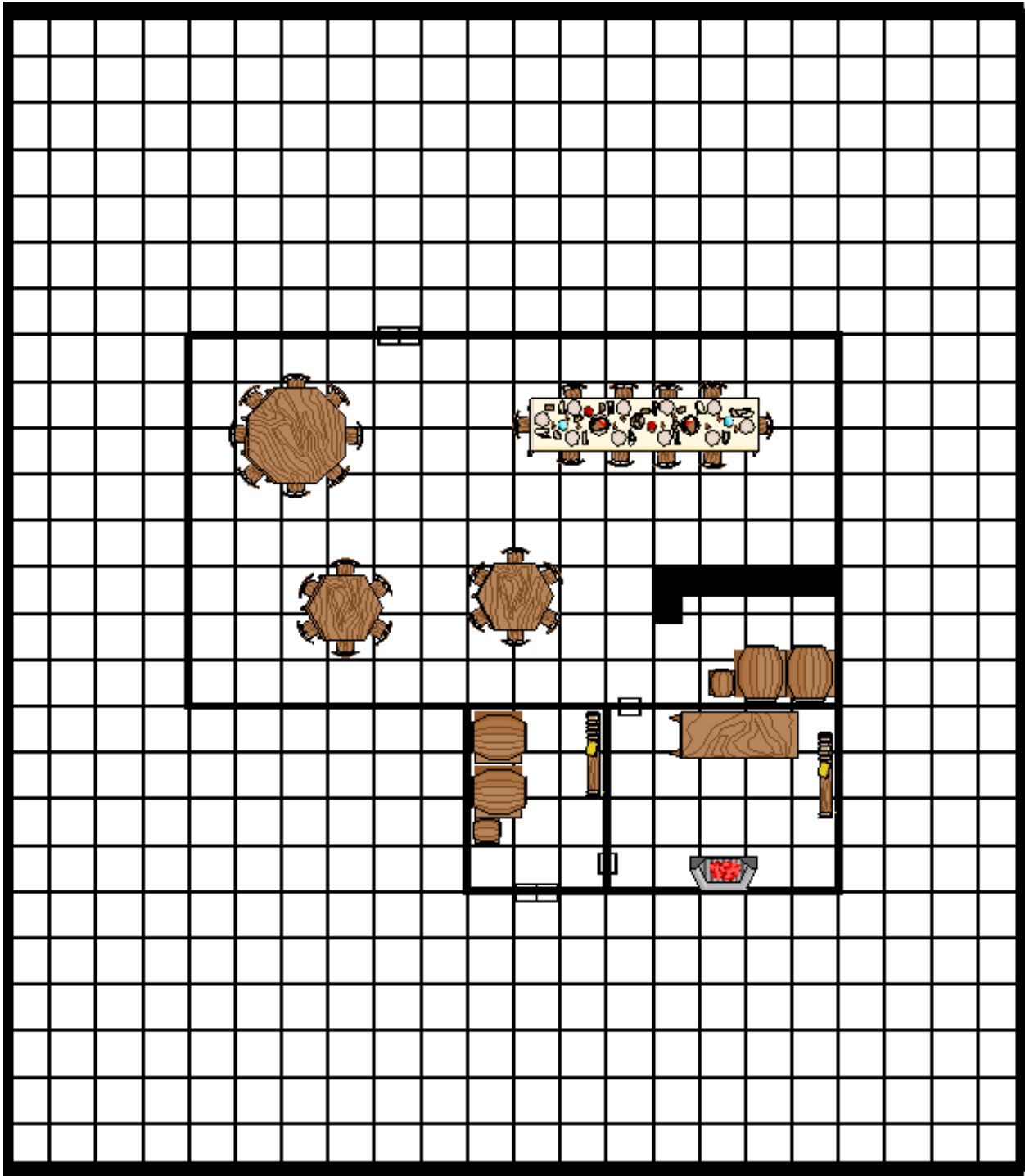
Possessions: splint mail, morningstar, light crossbow, 10 masterwork bolts, large wooden shield, light horse.

➤ **Gnoll Tracker:** Male gnoll Rgr6; CR 7; Medium-size humanoid (gnoll); HD 2d8+6d10+20; hp 69; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +10/+5 melee (1d8+4/x3, battleaxe) and +9 melee (1d6+2/19-20, short sword) or +9 ranged (1d6/x3, shortbow); SA Favored Enemy (orcs +2, humans +1); SQ Darkvision 60 ft.; AL CE; SV Fort +9, Ref +3, Will +3; Str 18, Dex 15, Con 16, Int 8, Wis 14, Cha 8.

Skills and Feats: Hide +11, Listen +5; Move Silently +11, Spot +5, Wilderness Lore +13; Point Blank Shot, Power Attack, Track, Skill Focus (Wilderness Lore), Weapon Focus (battleaxe).

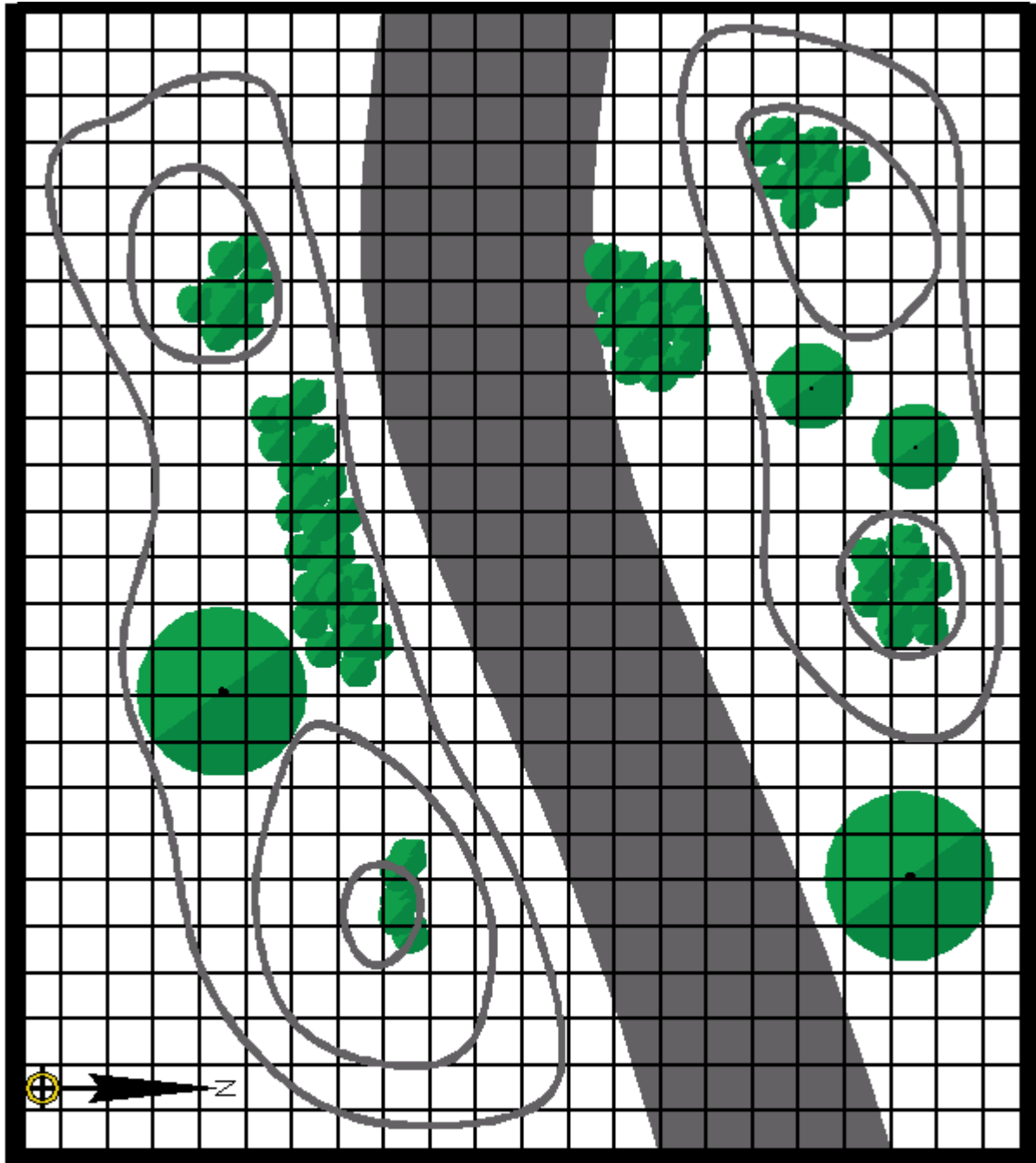
Possessions: studded leather armor, battleaxe, short sword, shortbow, 20 arrows, light horse.

MAP OF THE SILVER VEIN TAVERN (ENCOUNTER ONE)







Scale: One square = 5 ft.

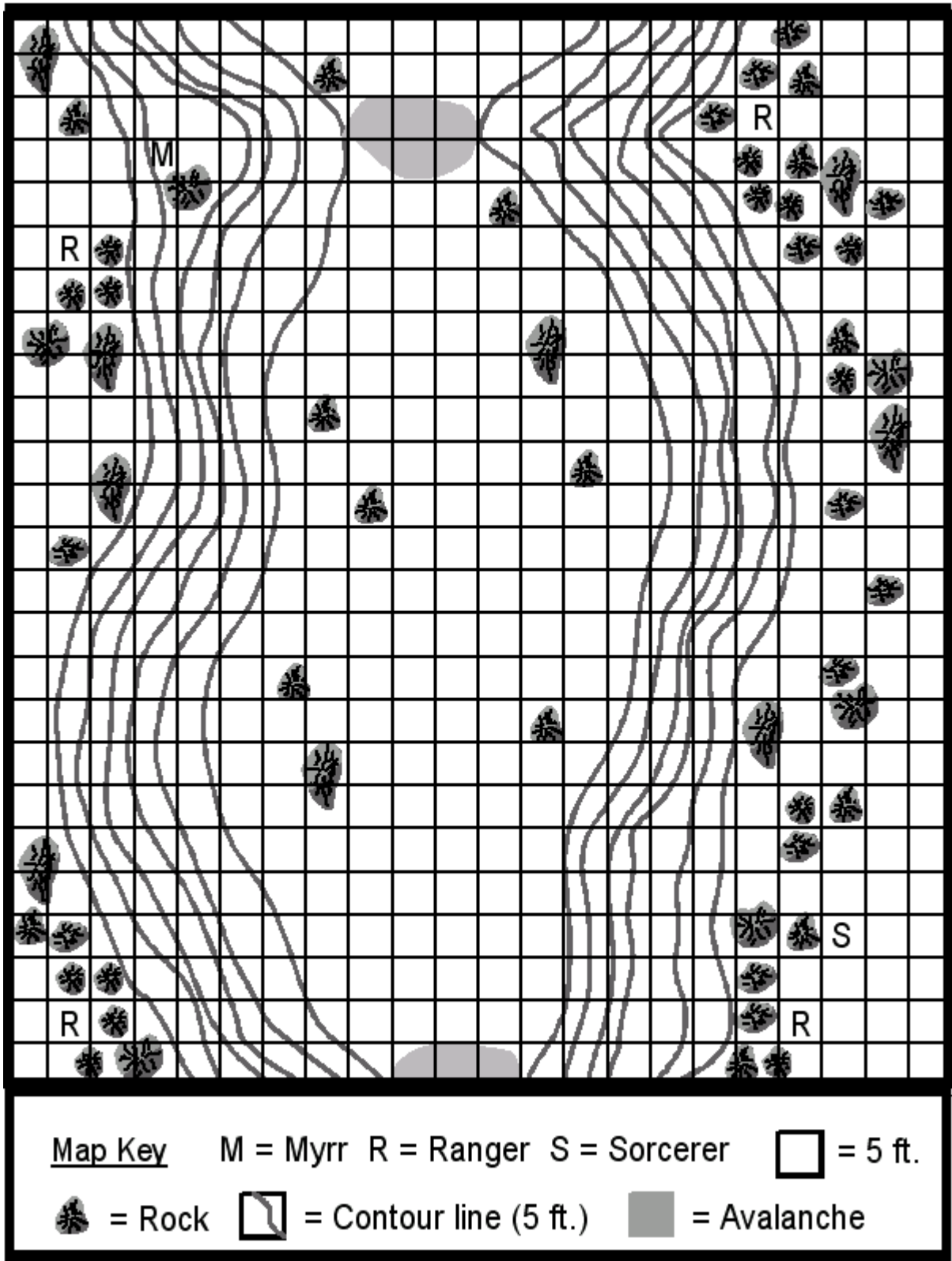
AMBUSH MAP FOR ENCOUNTER TWO AND THREE



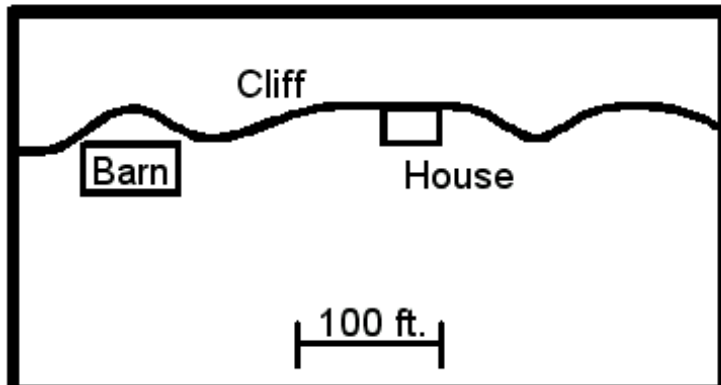
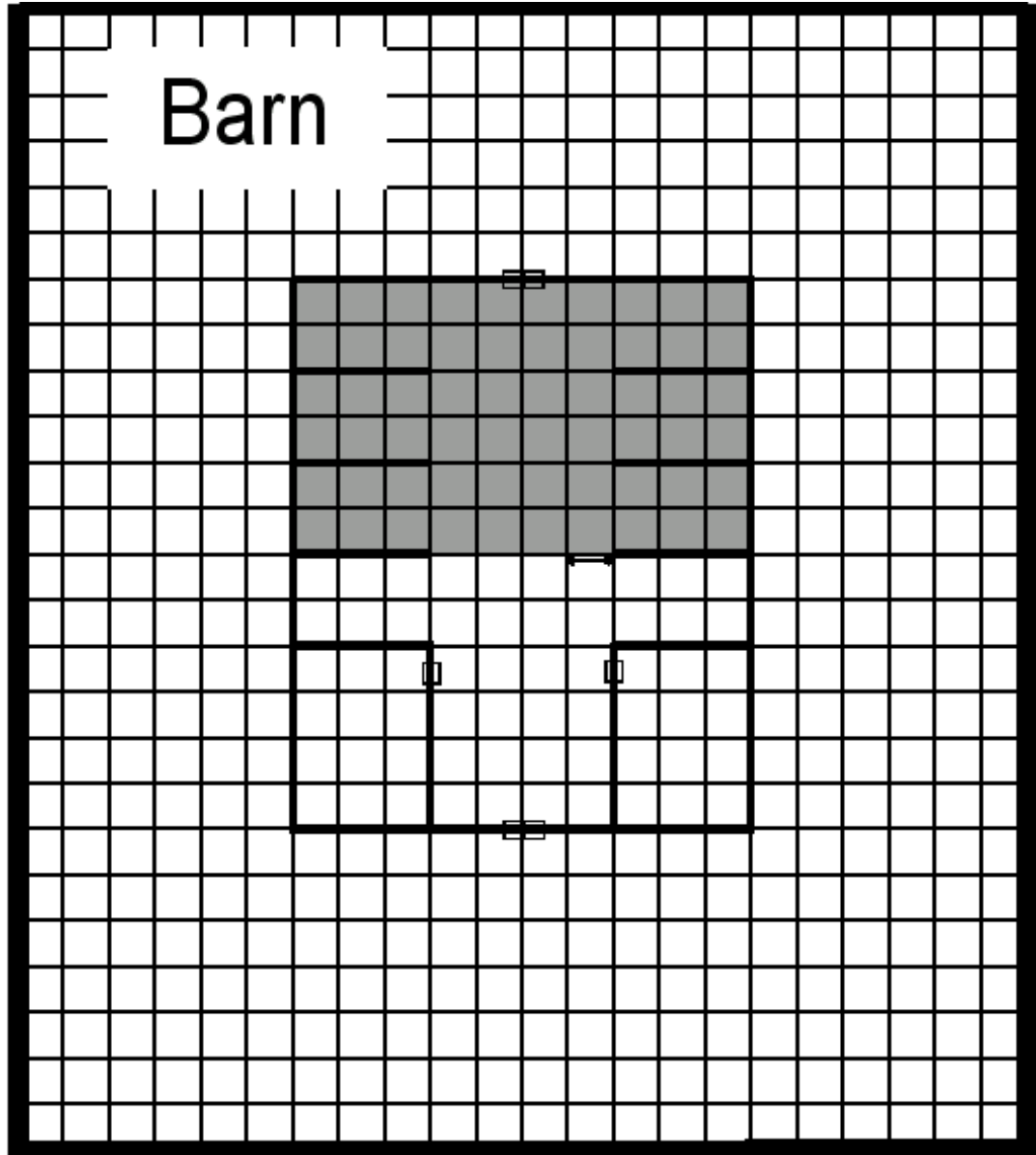
Map Key

 = bushes	 = tree	 = 5 ft.
		 = road

MAP FOR ENCOUNTER FOUR (MYRR)



MAP OF THE BARN AND FARM (ENCOUNTER 5)



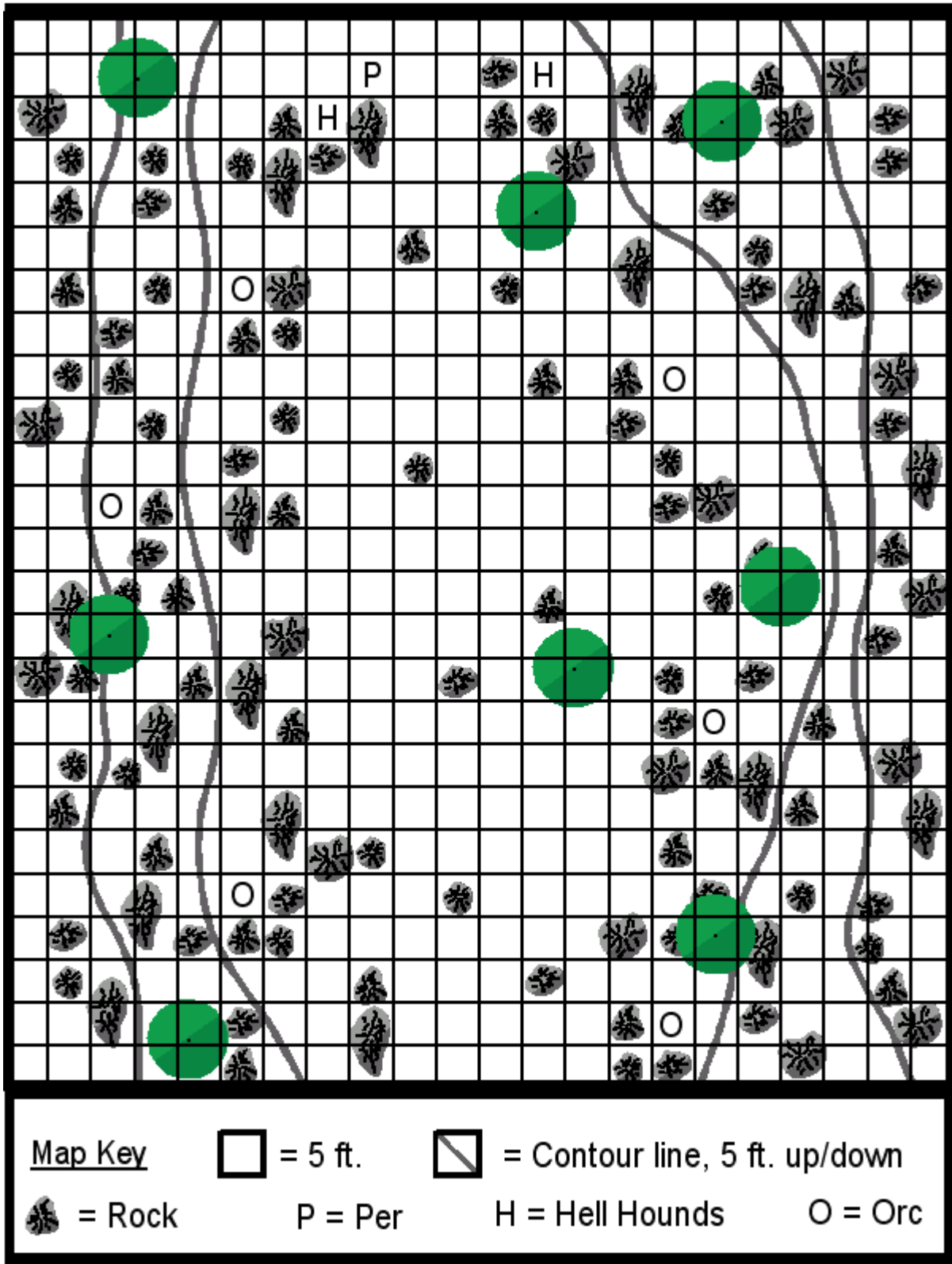
Barn
Map key

□ = 5 ft.

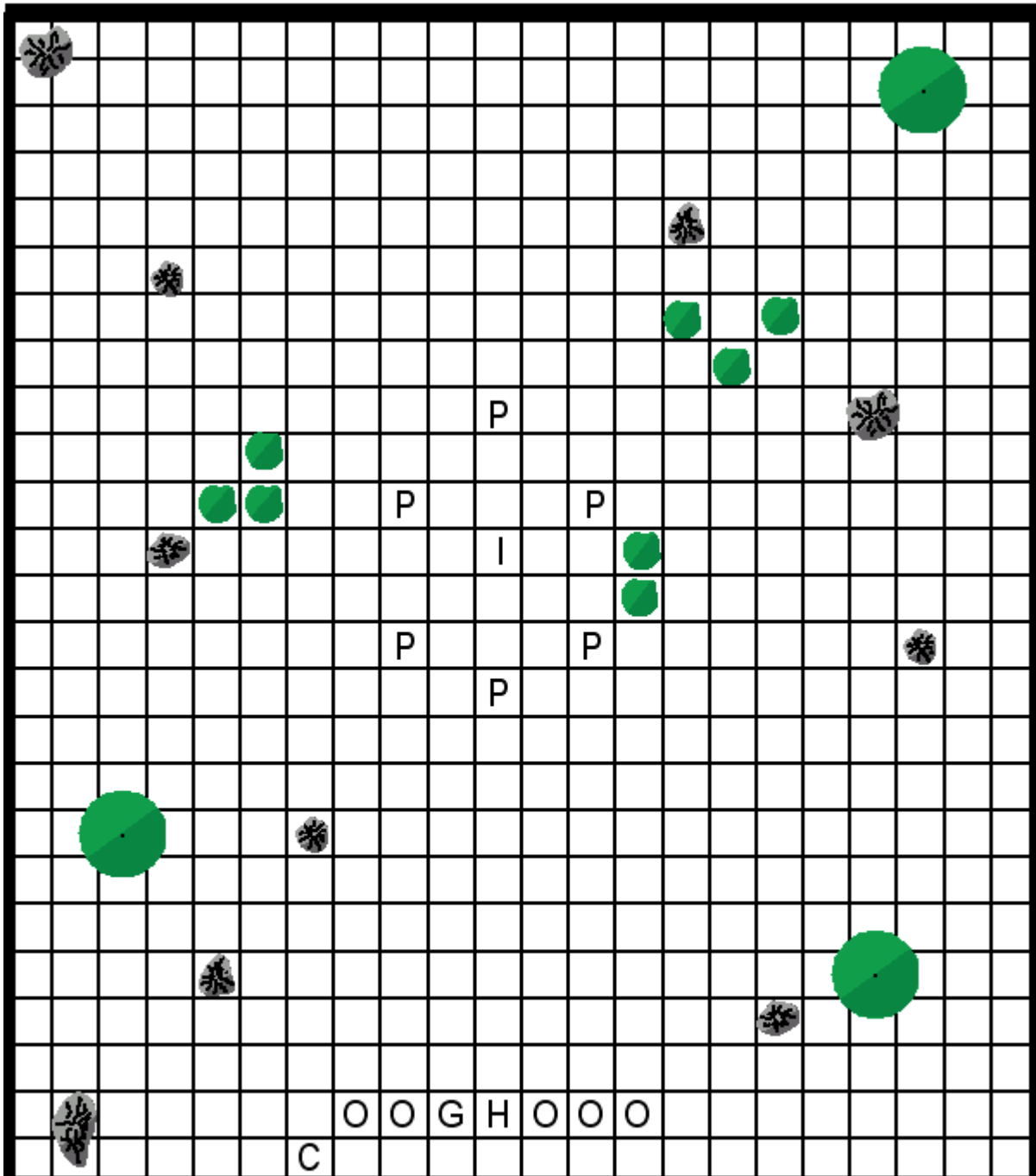
■ = hay loft

↔ = ladder

MAP FOR ENCOUNTER SIX (PER)

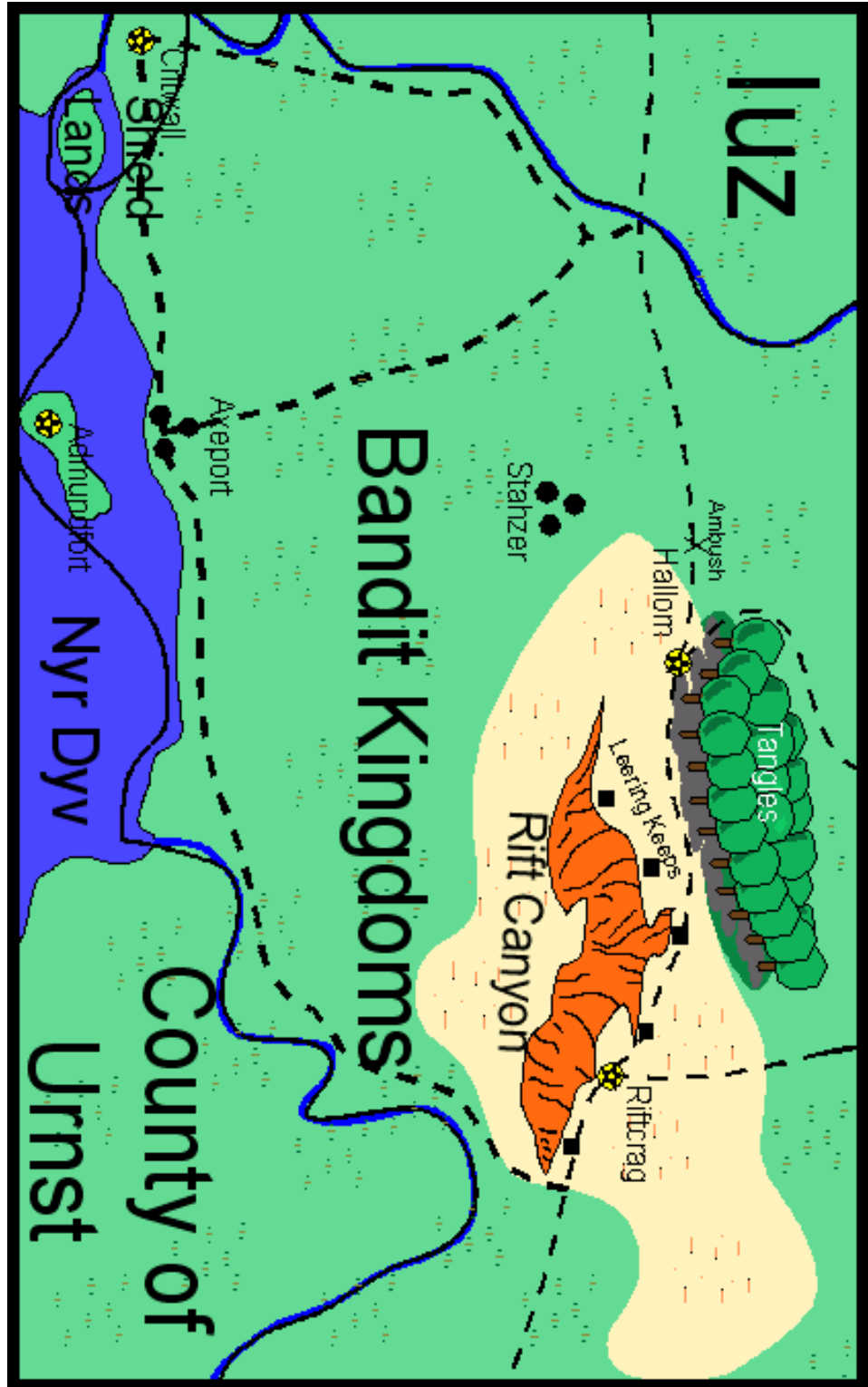


MAP FOR ENCOUNTER SEVEN (CRANZER'S ORCS)



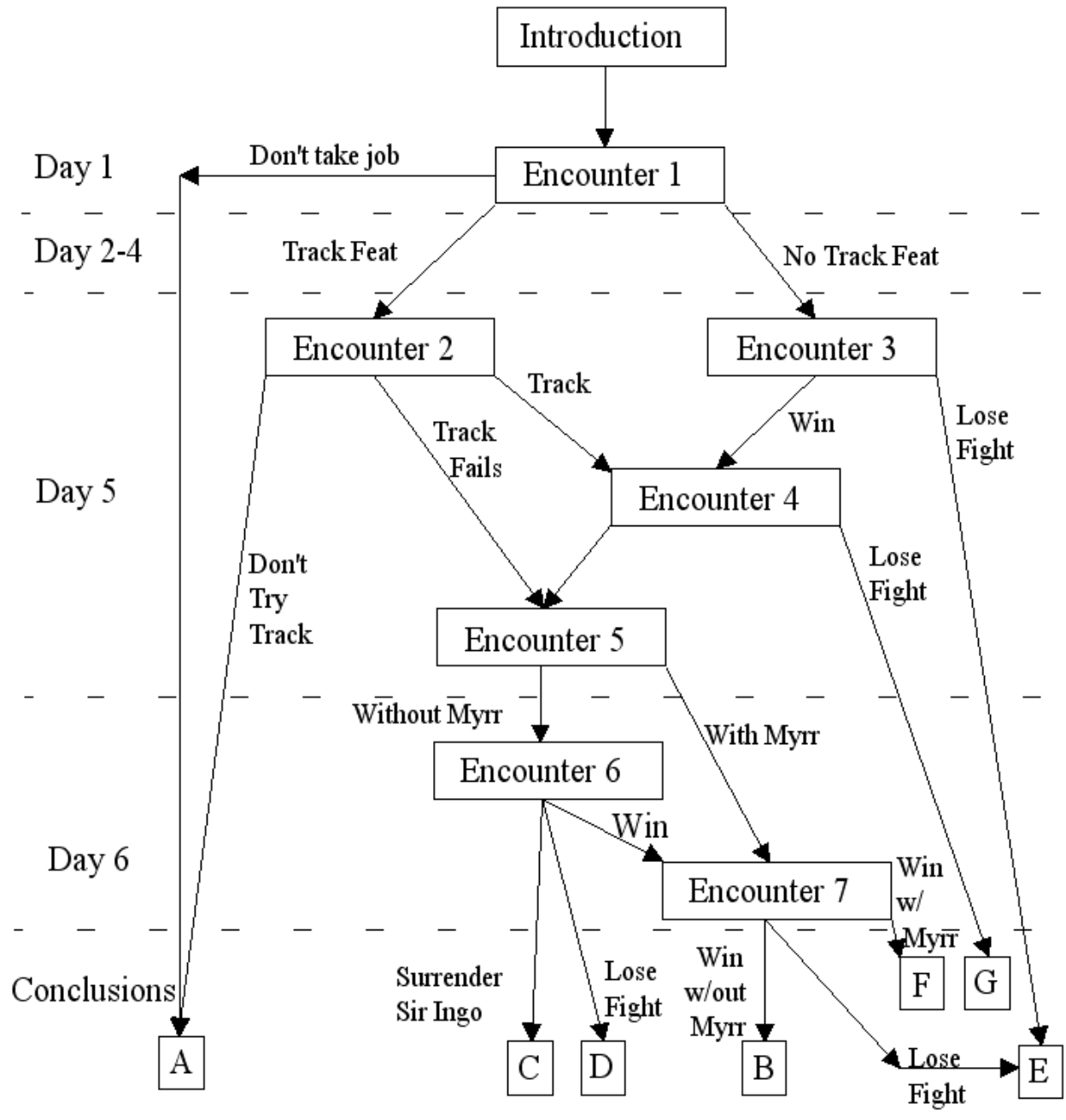
Map Key P = PC I = Sir Ingo C = Orc Cleric
 H = Half-orc Lieutenant O = Orc G = Gnoll Tracker

SOUTHERN BANDIT KINGDOMS



Not necessarily to scale – just for general reference.

ADVENTURE FLOWCHART AND TIMELINE



PLAYER HANDOUT 1

Sir Ingo's Journal

18 Fireseek, 591CY

It has been almost three years since we took back Critwall from the Old One's forces. The Countess still speaks of the Shield Lands rising again, but we see no progress. Surely there must be some way to turn the tide against his hordes.

20 Planting, 591CY

I've heard rumors that not all the subjects of the Old One in the old Bandit Kingdoms are content with his rule. While the men of those lands are surely untrustworthy, they gain nothing from the orcs' occupation. Perhaps we can find a way to aid each other in our struggles against the Old One.

3 Goodmonth, 591CY

I finally confessed to my friend, Ambur that I thought we should treat with some of the bandits in the Old One's realm so that we can all benefit from his overthrow. Ambur reminded me that the Lady will have nothing to do with lawless ruffians, but surely some of them are as interested as we in ridding their lands of his rule?

26 Ready'reat, 591CY

Sendomir has put me in touch with others who feel as I do. We met in a tavern last night, and agreed that someone should be sent into the Old One's realm to contact the group calling themselves Moskol's Legion, although I've heard that one of the Old One's minions also claims that title. Bards tell us that this group has opposed his forces and held the forest against his incursions.

15 Readyng, 592CY

Why did I say I'd come to this forsaken land? Just trying to find this forest will surely be the death of me. Already I've nearly been caught by three orc patrols. The entire country is naught by ruins and orcs. Trithereon guide me in this quest to seek aid against those who have wronged the Shield Lands.

PLAYER HANDOUT 2

Per's Note

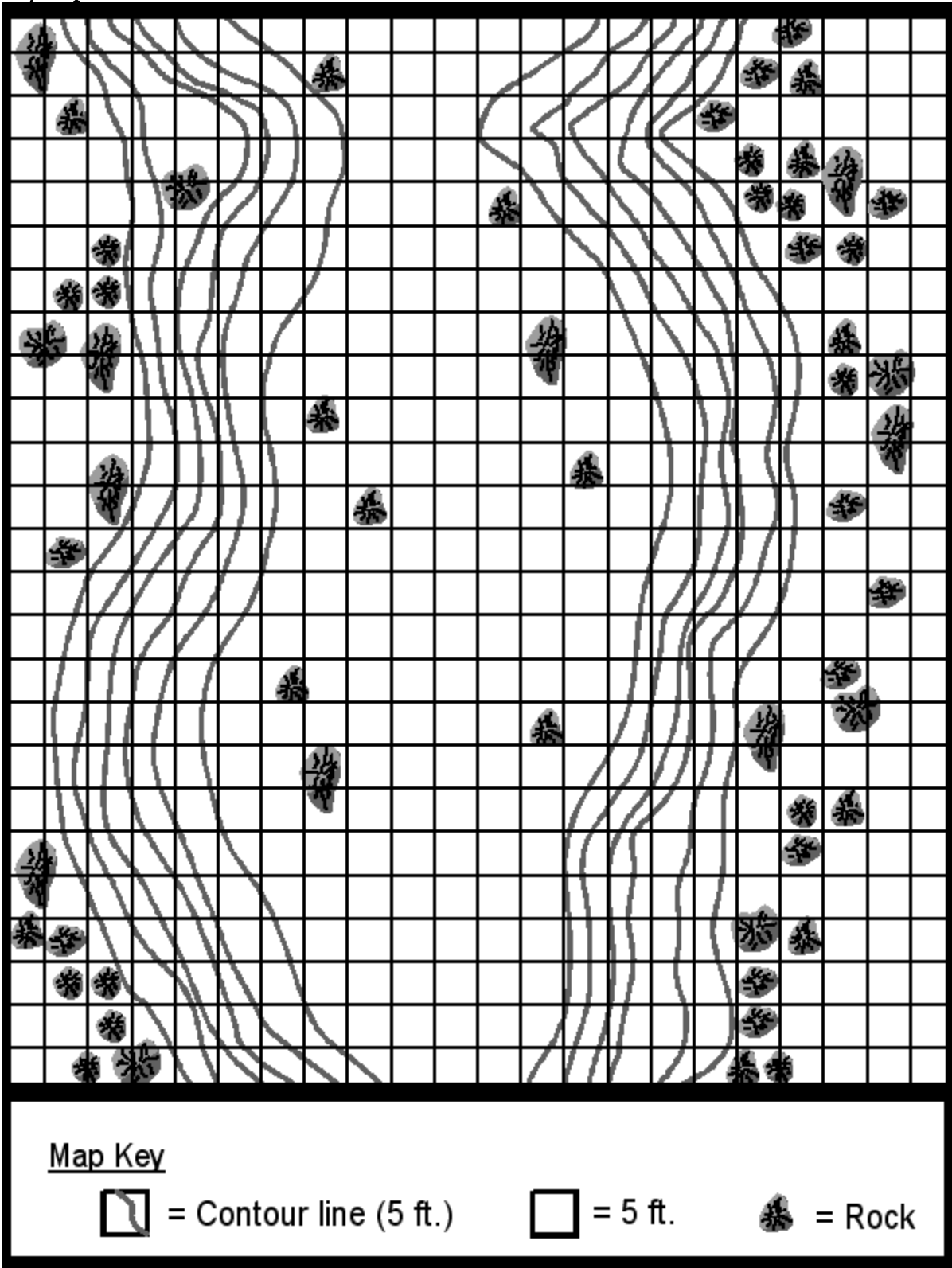
Per,

Head toward the Shield Lands, and be ready to set an ambush. There is a group that has been hired to free the knight and return him to his homeland. Recapture the knight. Do with the others what you will. I shall keep you informed as to their progress.

L

PLAYER HANDOUT 3

Valley Map



CRITICAL EVENTS SUMMARY

If you are running this event at the premier, please fill out this form and return it to the Bandit Kingdoms triad (bkpoc@earthlink.net) and the author (sirthorkull@charter.net). Thanks!

Did Sir Ingo survive?

Where did Sir Ingo wind up (Tangles/Shield Lands/Dorakaa)?

Which conclusion (A-G) did the characters finish the module on?

Did the characters become aware that the same person that sets Per on their trail hired Lutz?

Did the characters choose to fight Myrr or negotiate with him?

Did Myrr survive?

Did Per survive?

Did the characters fight the farmers in Encounter Five? If so, did they win or lose? If they won, which farmers, if any, survived? If they didn't fight, did they get the *ring of warmth*?

Did anything particularly interesting or unusual happen during your run of this event? If so, please describe:

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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