

PER4-07

A Nation Mocked

Part 1 – “Tonder Flosch”

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

Version 1.0

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On the borders of the Vesve in the Kershane Pass, the fight begins to drive the evil out of the great forest and to restore Highfolk, a nation mocked by an enemy that will not show its hand. Part one of the “A Nation Mocked” series. An adventure designed for Average Party Levels 2 to 12.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

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

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 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. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

A Nation Mocked is the beginning of a new major plot arc for Perrenland. In the finale of the Voormann's Daughter series, "Regicide", Perrenland broke its isolationist policy and tore up the non-aggression pact with Iuz. Now the new Voormann, Orgus Bildgear, is determined to secure Perrenland's borders.

In Bildgear's mind the best way to facilitate this is to drive back the suspected Iuzian sponsored evil in the Vesve and to restore the nation of Highfolk to its original territory, thus creating a buffer zone of sorts. Mustering two large armies, one of 6,000 soldiers in the Kershane (pass called the 1st Armie); and the other in Sepia uplands with 4000 soldiers (called the 2nd Armie), Bildgear intends to make a dual thrust into the Vesve to secure several key strategic features.

This scenario will cover the destruction of the 1st Armie by superior forces in the Kershane pass (on the border of Perrenland and the Vesve). This will bring about a national crisis that will be focus of the next two years of Perrenland's core plotline.

This scenario is basically an "escape and survive" scenario. By the end, PCs will gain sure knowledge that Perrenland has been led into a trap with its eyes wide open. With a significant portion of Perrenland's army in tatters, PCs will learn that whilst focused on the east the old nemesis of Perrenland, Iggwilv the mother of Iuz, has invaded the Mounds of Dawn and is threatening Schwartzenuin itself.

Adventure Summary

The PCs find themselves part of the deployment of troops and patriots on the border of the Vesve in the Kershane pass. They have arrived at rear of the 1st Armie. In the opening encounter they get the latest information and news from the front a few miles ahead.

In **Encounter One** the PCs find that they have been assigned to a reconnaissance company (called "Madriga's Jaegers") under the command of a female paladin of Pelor called Madriga.

In **Encounter Two** the PCs find themselves heading north as part of a reconnaissance mission commanded by Madriga. This carries the PCs to the northern flank of the main lines, and to the hastily constructed *Fort Schwartzenuin*. Here, they learn some important information.

In **Encounter Three** the PCs are scouting for the location of the Ford and the Perrenland northern flank. They arrive overlooking the Ford of Nestor. Here, they encounter the "White Eye" Bugbear brigade. The "White Eyes" have destroyed the strong force of Perrenland troops (the northern flank) sent to secure The Ford. The flank of

the unsuspecting 1st Armie at the Bridge of Nestor, some 8 miles away, is now wide open to surprise attack! Without some kind of advance warning it will be a slaughter!

In **Encounter Four** the PCs need to make their way to Fort Schwartzenuin. With pursuit never far behind, they arrive at the Fort and must defeat the White Eyes that have overrun it. Here they rescue Safia and learn more important information.

In **Encounter Five** the PCs arrive at the front lines and deliver their findings to the hard pressed 1st Armie. If they arrive early the army can start retreating and losses will be reduced.

In **Encounter Six** Madriga reappears with dire warnings about a company of Vrocks. At this point all hell breaks loose as these Vrocks descend upon the command pavilion and the PCs. The PCs also have an opportunity to alter the Perrenland plot line by rescuing the commander of 1st Armie, VanOostl, or they can leave him to die.

In **Encounter Seven** the PCs who should have escaped from the Vrocks now must rescue the battle standard of the 1st Armie and are tasked with taking it to Forgardt.

In the **Conclusion** the PCs arrive back at the rear supply garrison of Forgardt. Here they pass on their sad news and learn that the witch, Iggwilv, has invaded the Mounds of Dawn and is threatening Schwartzenuin! Perrenland is, unfortunately, a nation mocked!

Rough Timeline (if relevant)

Day 0:

- ☛ 1st Armie pushes out into the Vesve for the Nestor river

Day 1:

- ☛ 1st Armie secures Bridge of Nestor, Fort Schwartzenuin established, Guthrie's group reaches the Ford, Guthrie's group attacked.

Day 2:

- ☛ 8:00am – Guthrie's armie-group defeated.
- ☛ 10:40am – PCs arrive at Ford.
- ☛ 11:00am – Fort Schwartzenuin attacked by White-eyes
- ☛ 12:00pm – Fight at Fort Schwartzenuin finished, main force begins to move towards the bridge
- ☛ 12:00pm – Initial Iuzian attacks at the Bridge
- ☛ 1:00pm – PCs expected to arrive at Fort Schwartzenuin by foot (**Encounter 4**).
- ☛ 2:30pm – Advance elements of the White eyes attack at Katz creek
- ☛ 4:00pm – PCs expected to arrive at bridge.
- ☛ 4:20pm – Vrock arrive at bridge.

DM's Preparation

Before You Begin Play

It is important for the DM to now ascertain if any PCs have a rank of Auchrotter (NCO) or higher in the Auszug, Landwehr or Pax. This is important both as it *will determine how the PCs are treated* (saluted and orders obeyed) *on the field of battle*. In addition, *any PCs with a strong aura of good*, especially members of the Old Kerk or Grove and other Paladins and clerics of 5th level or higher (as per the rules governing the *detect good* spell) will also be subject to this ruling. Troops will ask for their blessing or call out benedictions.

Finally, any Bard of the Voice will be *asked for inspiration* and treated with the highest levels of deference and respect. It is also important to remember that any PC with a level of 8th or higher is quite a well-recognised figure in Perrenland – the higher the level the greater the recognition factor. Groups of troops and individual officers will instantly recognise such individuals, and the PCs may find that their name is called out in salutations during general play.

For example, "Kavos...Kavos of Kord is with us!"

Things like that. The PCs at these levels are literally beginning to become folk heroes!

IMPORTANT DMs NOTE RE- DIVINATION MAGIC: At some stage, the PCs may decide to cast some form of divination magic. The Nation Mocked series will be introducing the following effect into Perrenland regional scenarios. The following divination spells will no longer function correctly in a Perrenland regional scenario. They can still be cast but the follow effects occur instead:

Speak with dead: The corpse lets out a deep groan and says the following "your doom is at hand mortal" and then implodes and turns to dust.

Divination: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Sending: Works normally if sent from the sanctified temple of the caster's god to another temple of the caster's god. Otherwise it instead delivers a *Sonic Burst* spell instead of a message.

Commune with Nature: Works normally if cast from a Grove or similar natural holy place sacred to the PC. Otherwise the PC receives the effects of a *Doom* spell cast at 9th level and an overwhelming feeling that the land is being blighted.

Dream: The PC suffers the effects of *Nightmare* at their caster level.

Commune: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Scrying and Scrying, Greater: The PC's sensor ends up in an unexpected place, the Scryer's Hall in Dorakka. Instead of seeing what they thought they would see they instead see the following.

Your view is of a large flame lit cavern. Seated in a semi-circle must be upwards of two-dozen Clerics of Iuz, within the circle sits a further four clerics. Your sensor is directly above the centre of the four. They are looking directly at you. One of them begins casting a spell and you instantly recognise it as a summoning spell. What do you do?

If the PCs fail to dismiss their scrying spell they are subject to the following effect.

APL 2: *Summon Monster II* (Fiendish monstrous spider, Medium).

APL 4: *Summon Monster IV*(Howler).

APL 6: *Summon Monster VI* (Fiendish monstrous spider, Huge).

APL 8: *Summon Monster VII*(Fiendish Girallon).

APL 10: *Summon Monster VIII*(Vrock)

APL 12: *Summon Monster IX*(Hezrou)

The PCs get no XP for this encounter as they could have avoided it. The Summoned Monster will stay for APL + 2 rounds.

Contact other plane: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per turn).

Whispering Wind: The spell causes a loud farting sound when it reaches its destination, and the air is filled with quite a horrid stench in a 20ft radius. Its message is lost.

Introduction

Give players **Player Handout #1**. Give them a minute to read it, then begin by reading or paraphrasing the following box text:

The small Roodberg fortress of Forgardt rests upon a cleared hill overlooking the wall of trees that is the Vesve Forest. Less than a mile away, the largest

remaining forest in the Flanaess hardly looks like its reputation suggests, full of darkness and evil. It looks quite tranquil with the bright autumn sun dappling the ground around ancient sprawling oaks and elms.

Below you in the courtyard of the fortress, and sprawled around the base of the outer walls, are hundreds of wagons and picketed mules. Forgardt is the headquarters of the 1st Armie and from here supplies and information head to and from the front. You know that some five miles away, spread over a large front, the bulk of the army is slowly probing its way into the forest, looking to make contact with the enemy that is rumoured to be there.

You find that you have been assigned to a small irregular unit of less than one hundred, called Madriga's Jaegers (or "hunters"). The officer who first assigned you to the unit mentioned that those with special skill were being put to good use in some irregular outfits.

Having been shown your tents, and still waiting to be briefed, you find yourselves off duty with some time to kill. At least the food may be better here! The smell of sausages and fried onions cooking in the camp kitchen just over yonder is enough to get your mouths watering.

This is a good opportunity for the PCs to get some food and do some role-playing (ie. gather information).

At The Camp Kitchen

As you arrive, you see a short waiting line of men and women being served by a couple of happy-go-lucky cooks. It looks like you have arrived just before the main rush. You line up behind two officers from the 5th Auszugen. They are having a rather heated, though well suppressed, argument. One of them you hear quite clearly:

"I tell you we are moving too fast! We have not yet linked up with any of the elements of the 2nd Armie, so the gods only know what is to the north of our flank! Why they put Gutherie in command of the left flank is beyond me!"

The other officer quickly replies.

"Shhh Gavyan! This is not the time or the place to continue this conversation!"

After they get their snag and onion sandwich they quickly head back over to the main command tower where all the top brass have their quarters.

The cooks will serve the PCs their sausages and onion sandwich at this stage. They are typically jovial and will exchange banter for banter, but they know nothing of real import. A large number of mixed officers and troops are lounging around on the ground or on crates around

the camp kitchen. Let PCs mingle if they wish, but don't take more than 10 minutes play time.

PCs who have cast a *hero's feast*: These PCs will probably not be all that hungry. In which case make it their turn in the duty roster to be serving the troops at the camp kitchen thus giving them an opportunity to participate in the role-playing.

Mingling Around the Camp Kitchen

As you enjoy the warmth of the sun and the delicious taste of your snag sandwich you are amongst many troops. Now may be a good time to start a conversation.

The PCs can, with either good role-playing or Gather Information checks (DC 15), find out the following tidbits of information.

- That the main army has moved further forward - faster than expected - and is more like seven miles ahead, and is holding at a place called the "Bridge of Nestor". This was one of the early objectives of the offensive, allowing the establishment of a solid defensive line and strong point.
- That the commander of 1st Armie, VanOostl, will be moving in the morning to the front line. Forgardt (where the PCs are currently at) is to become a reserve supply station and fall back position.
- That forward elements of the new 8th Kershane Auszugen have encountered sizable formations of goblinoids heading towards our front, and have apparently been conducting a skirmish style of warfare with them as they fall back to the main lines. These goblinoids are flying blood red flags with no other symbol.
- That a full Fahnlein (120 troops) of the 6th Auszug has been badly bloodied in an ambush but have managed to take prisoners, some of them human but most of them orc.
- That the baggage drivers are concerned with the state of the road back up the Kershane pass. As it has been torn to shreds by the movement of so many troops over the last few weeks. Supplies and reinforcements are going to be slow to arrive.
- That the Voormann has sent one of his own personal aides to keep an eye on how events unfold.

Development: Once the PCs have learned all they can one of the members of their unit an NCO locates them and summons them to Madriga's command tent.

Go to **encounter 1**.

Encounter One Madriga's Jaegers

The PCs tents are located some distance apart from the rest of the units stationed in or around the fortress. Madriga's tent sits some distance away again.

The NCO takes you directly to your commander's tent. With a quick nod of his head he indicates for you all to enter. Once inside the tent you see that your commander is seated behind a trestle table covered in books and maps. She looks up as you enter.

This is Madriga, a close advisor of Voormann Bildgear himself. She has been assigned to the 1st Armie to use her unique skills and background to aid the offensive against Iuz. Madriga was featured in name only in the scenario PER4-05 "Regicide", where she was introduced as a new advisor to Orgus Bildgear. Madriga was, for many years, a spy and assassin in the service of Iuz. Undergoing a magically enforced alignment change in a misadventure into a temple of Pelor, she now serves the great god Pelor as a paladin dedicated to ridding the world of her former master's evil.

"Ah, good folk! Thank you for coming! Please be at ease. I am Madriga, your commander of sorts I suppose, although that sits ill with me. As you no doubt understand this is an irregular unit assigned to 1st Armie. In their wisdom the commanders of the Armie have decided to call us "Madriga's Jaegers", not an entirely inaccurate name, as we will be hunting in a way ... hunting the location of the enemy!

I have need of people who have special skills and you have been recognised as just the sort I require. My duties demand that I only pick those who are willing to undertake rather unorthodox missions. Let me stress that I need heroes, but those heroes will need to know when to run and when to fight.

I know some of you would rather be with your regular units. No doubt others amongst you have little love for military duties of any kind. Times and troubles bend us all to their will, and Pelor in his greatness has us here to serve as best we can. First, however, let me answer your questions if I can."

DMs Note: It is going to be nearly impossible to cover all the sorts of questions PCs could throw up at this stage. If a question goes beyond the scope of the adventure information it would be best to role-play it out that Madriga either gives them a vague reply or bluntly say's that it is privileged information.

Information On Madriga Herself

For those suspicious types, both Madriga and her rapier radiate a strong aura of goodness and lawfulness.

She has a blazing sunburst symbol of Pelor over her left breast and the design of the hilt on her rapier is also a sunburst.

She has a golden holy symbol of Pelor worked in relief against the bronze holy symbols of the Old Kerk.

A Spot check (DC 15) reveals several books that appear to be arcane studies, possibly spell books on a bench behind her.

A Spot check (DC 25) reveals a small medallion of a bear with knotted rope with a sapphire insert just tucked under her leather vest. A Knowledge (local) DC 20 or Knowledge (history) DC 18 or Knowledge (arcana) DC 15 will recognise this as the medallion of a mid-high ranking member Perrenland's Den Zauberguild, a guild of arcane spell casters in the service of the Voormann.

Information On The Unit If the PCs Enquire

The unit she has been assigned to put together is under the nominal command of the 1st Armie.

The unit has been tasked with scouting and reconnaissance duties to gather intelligence on enemy troop activity.

The unit is required to operate without identifying insignia and members are to keep their mouths shut at all times concerning unit activities - loose lips sink ships. All troops will be out of uniform. If absolutely required to identify yourselves, please simply refer to yourself and the unit as "Null". This will go some way to securing discretion amongst other troops.

At times the unit will be broken down into small teams so that it can gather information over a large area.

The Secret Password (all PCs are told this)

All units of 1st Armie are using the following identifying technique. If unsure of one another the challenge issued will be "Tonder" and the reply must be "Flosch".

Current Mission

The unit is to leave just before first light and head north. More information will be forth coming once we are moving.

Supplies, Horses etc

Those with mounts are welcome to bring them although at times they may need to dismount. Supplies can be requisitioned from the quartermaster up to the value of 150gp of standard players handbook equipment. Horses will be loaned to the PCs but should be returned afterwards (not that this will happen) but the principle should still be seen to apply.

Creatures:

☛ **Madriga:** female human (flan) Rog2, Wiz7, Pal2, Ass1, hp 60. (See Appendix One).

If any PCs openly reject the mission they are free to leave the table but miss the rest of this adventure. Do try and coax such PCs as much as possible to run with the plot hook.

Give the PCs the rest of the afternoon to secure equipment and prepare. If this is a home play game then feel free to add in other normal NPCs like the quartermaster (Weibel) or if the PCs have asked for horses then the horse master (Horsritter). In convention play avoid drawing out this encounter.

At this stage head to **Encounter Two**.

Encounter Two Fort Schwartzen

In Encounter Two the PCs find themselves a part of Madriga's Jaegers who are heading north on a reconnaissance mission. This carries the PCs to the northern flank of the main lines of the 1st Armie located roughly northeast along the line of the River Nestor (see DMs map). Specifically, the PCs are heading towards the feature called the Ford of Nestor. On the way they encounter some Landwehr troops that have been left to hold a position they have called "Fort Schwartzen". Here they can learn some information before proceeding to the ford itself.

It is almost dawn as your unit of about 100 specialists heads out of the camp. Your fellow troops have the look of seasoned troops, all their gear is high quality but very practical, some no doubt have magical equipment. For the most part they are silent and scowl at any conversation.

For about an hour you hustle in relative silence, before Madriga calls a halt and gathers everyone around for a briefing. She says the following:

"The area to the north of the main force is being held by elements of the 5th Auszugen, supported by elements of the Schwartzenbruin cantonal Landwehr. Reports to hand indicate that there is a ford across the River Nestor somewhere 4-5 miles north east of our current location. The Nestor is basically the border of Perrenland and it will serve us well as a defensive line if we can secure both the bridge of Nestor and the ford of Nestor. The 5th were assigned with securing it, but we have had no report from their sector since they established a defensive position and began pushing on to the ford, although we have sent several messages to them.

We will therefore be approaching with the expectation that they may have run into a problem. Reports we have to hand seem to indicate that the main counter thrust against us will occur at the Bridge. I find this far too suspicious and I feel that the main thrust may be directed at the ford. We go to investigate. Are there any questions?

The PCs can ask what they will. Again, it is impossible to predict what they will ask but here are some of the answers to the most typical questions they may ask:

How big was the force sent to secure the ford?

"About 500 from the 5th plus around 800 Landwehr from Schwartzenbruin.

Who is in command of this force?

"The Pfalzgraf of the Roodberg clan Gutherie Roodberg, these are his lands and he has much to lose, so although not a proven tactician he is a good choice. He has hunted for years in these parts and knows the lay of the land better than most. His second in command Irgan Hallt is a good officer by all accounts."

How long has it been since a report came in from this sector?

"More than a day now and that stated that they had constructed a defendable fall back position as ordered about two miles from the supposed position of the ford, and would be leaving 50 men to garrison it before pushing on to the ford in the morning (yesterday morning)."

What is the area of the ford like?

"I am told that it is a heavily forested hilly part of the river where for a time it levels out before going through a small set of rapids to the south. It is said that the ford itself is perhaps 60ft across and maybe 150 ft feet wide and that a man can cross with the water no higher than his knees over a pebbly bottom."

Any other questions the PCs may have, should be answered from the available material as best you can. It is OK for Madriga to give replies like:

"That I do not know."

or

"Let us hope that lord Pelor knows the answer to that and will guide us despite our ignorance."

Once the PCs are satisfied continue...

Madriga then splits your company up into teams, and gives you orders to spread out. For the next two hours you make a windy path towards your objective. The land is, at times, quite steep and you traverse several rises, and through several troughs in the land. The trees are growing larger and thicker as you move deeper into the true Vesve forest. Your team has been assigned to the left flank, and the valley you are all heading down is beginning to rise. Suddenly, from out of the trees directly ahead of you, a voice calls out a challenge in Stamtal (Perrender common):

“Tonder!”

The company has arrived at the garrison left by Gutherie to defend this fall-back position. Around fifty men from the Schwartzenbruin canton Landwehr defend and patrol this area. A Rotte (10) of these troops are out some 500ft from Fort Schwartzen and have spotted the PCs. They have longbows are well hidden (Spot DC 25), have cover, and have called the official password challenge. At this stage the PCs need to reply with “Flosh”. If they do not, the challenge will be made one more time, a failed reply will cause a volley of arrows to be fired over the PCs from their left flank. Let one volley be fired before an NPC trooper from the PCs unit calls out “Flosh” causing the hidden archers to stop.

Once “Flosh” has been spoken aloud, the PCs see the following:

After the proper reply has been made, a man steps out from cover onto the trail behind you. He pulls back his obviously elven cloak and raises his hand in greetings and peace. He has a long-composite bow in his hand, a longsword at his hip and is dressed in leather armor. He is middle aged and obviously flanked with his olive skin and dark eyes. He says, “Greetings! I am Auchrotter Raolf Bruinsvagger of the 3rd DritteRotte 1st Schwarter. What company is this I see arriving in our sector?”

DMs Note: PCs can attempt to spot the rest of his troops – they still require a Spot check DC 25. A successful result will reveal that there are maybe a dozen well-hidden archers who have a line of sight on the PCs.

Auchrotter (sergeant) Raolf is still suspicious of the PCs. He knows that many humans have found their way into the service of Iuz. He is a seasoned campaigner and will quickly work out the make-up of the PCs from their equipment and gear. He will not call up the rest of his Rotte and they will remain in place if he takes the PCs to the fort.

Development: PCs should remember that their mission is clandestine and their unit ID is to be kept secret. If they *do* mention what their mission is, or use the “Null” identifier, then Encounter Four will be more difficult. This is because the fort is set to fall to the enemy and under interrogation their subsequent prisoners reveal valuable information about the PCs and Madriga’s company, allowing the bugbears to set a better trap as a result. PCs who use fake identities or identities from real units they are in are doing well and will get the result they are after, acceptance. Play this out as you feel fit, but don’t try too hard to trap the PCs into making a mistake.

Once Auchrotter Raolf is happy with the PC’s replies he will offer to lead them to Fort Schwartzen. He will not offer to reveal any other information saying that he is not at liberty to discuss anything with the PCs.

If the PCs are hesitant to go to the fort, then Madriga will accept the offer when she joins them presently.

Read the following

Soon you are joined by Madriga and the rest of the company and are led to a quite well camouflaged (but roughly constructed) fort of sorts. It is made of a few downed trees per side, cleverly arranged and supported with earth banking to provide very effective cover. The fort is protected by a 60ft natural rise up the hill, and its archers overlook the most logical way to traverse this area. You all overhear the commander of the garrison talking to Madriga at the gate.

“Welcome to Fort Schwartzen commander. Did you not get our messages? Two were sent yesterday as per orders. The 5th have secured the ford after a brief skirmish with some Orcs who were there before them. No other messages have come through to us from them, but I expect one to come through soon, it’s been more than half a day.” At this stage Madriga leans down closer to the commander and you lose your ability to hear the conversation.

DMs Note: A PC who makes a Listen check DC 20, or uses clairaudience or some other magical means to listen will hear her telling the commander that she will be pushing on to the ford. She advises him that if he has not heard from her or Gutherie’s troops by 3pm (6 hours away) to pack up and get back to Forgardt. This is an order, not a suggestion.

DMs note: Fort Schwartzen is position 6 on Map #1.

Continue...

As Madriga is having her quiet conversation, a young female guard from the fort wanders over to where you all are and looks you up and down. She is quite pretty,

*with big green eyes. She beams friendly smiles as she hands you all water skins. Then she says:
“So what unit are you with then?”*

Development: PCs should remember that their mission is clandestine and their unit ID is to be kept secret. If they do mention that what their mission is, or use the “Null” identifier, then Encounter 4 will be more difficult. This is because the fort is set to fall to the enemy and under interrogation their subsequent prisoners reveal valuable information about the PC and Madriga’s company allowing the bugbears to set a better trap as a result. PCs who use fake identities or identities from real units they are in are doing well and will get the result they are after, acceptance. Play this out as you feel fit, but don’t try too hard to trap the PCs into making a mistake.

PCs can of course question the guard as well.

Safia is a chatterbox and, once prompted, she pours out the following before taking a breath:

My name Safia Bruinsreelf, and I am from the city of Schwardenbruin, and this is my first posting and it is all very exciting but a bit scary. I’m 17 and the best shot in my unit with the longbow. All the rest of the troop went forward to the ford yesterday and had a fight with some Orcs but drove them off suffering only a few wounded who were quickly cared for. My eldest brother is the Commander of the contingent of Schwardenbruin Landwehr that went forward, his name is Bernin. If you see him make sure you tell him for me that he is to be careful and please remind him to change his socks once a day so that his feet don’t get rot, like da told us.

She knows little else of import, but play it out as you see fit. Once the PCs wrap up their conversation they see the following:

Madriga takes aside five men of your company, says a few words, and within moments they are speeding back the way you have come. Giving the Commander of the fort a quick salute, she turns to you all and says:

“We go forward and we go quickly! Leave behind anything that could slow you down!”

With that, she and the rest of the company begin to hustle forward.

Proceed to Encounter Three.

Encounter Three The Ford of Nestor

Madriga will drive a fierce pace for the next hour - making double time to the ford. As this is the second hour of hustle this day, the PCs will each take one point of non-lethal damage, and suffer the effects of *fatigue* (see page 163 of the *Players Handbook*). Note that the PCs can avoid being fatigued by using horses, or with spells such as *Lesser Restoration*.

Once at the ford the PCs encounter the white eye Bugbear brigade. The white eyes have destroyed a strong force of Perrender troops sent to secure the ford. The flank of the unsuspecting 1st Uber-Auszug at the Bridge of Nestor some 8 miles away is now wide open to surprise attack. Without warning it will be a slaughter. With the enemy aware they have been discovered Madriga breaks the company into its smallest cohesive components issuing orders that at all costs the main body must be warned. The PCs find themselves on their own.

At the Ford, 10.30am

After an hour of almost reckless haste you are surprised when Madriga pulls everyone up and the quiet word is sent down the line to ready weapons and spread out into smaller groups. You are to head roughly eastwards. She gives the following additional instructions:

- 1) *“If you make contact with our troops tell them of the rest of our company’s approach.”*
- 2) *“If you make contact with the enemy use discretion instead of valour and mark their positions and number so that we can report back to the 1st Armie.”*
- 3) *“If this area is held against us, we will rally back at Fort Schwarden.”*

Your party finds itself to the far left of the line as you begin to edge you way forward into the woods.

Let the PCs move forward for about 10 minutes of game time, build tension as you can. Then get the PCs to make a Listen check (DC 10).

Successful Listen check: *You can hear the sounds of running water not far ahead!*

Continuing forward

PCs that use good scouting tactics will, within a few minutes of continuing forward, begin to climb a low rise. Though the trees they will find the following:

Ahead of you the ground begins to rise a little and you can see that the trees are beginning to thin out. The sound of running water is getting louder, but

another noise is beginning to become apparent as well, voices, many of them. What do you do?

PCs that sneak forward at this stage will not be revealed to the pickets. Those who decide to continue to walk forward without precaution (such as being *invisible* and *silenced*) will automatically be spotted unless they make a Hide check DC 20 and Move Silently check DC 20. Either way what they see when they top the rise is this. (Player Map Number 2).

Explain the map to the players using (or paraphrasing) the following description:

Below you it is quite a scene. Across the lightly wooded glade, running downhill from your current position, you can see the river to your left about 100ft away. About 100ft along it again is the start of the ford. In the glade, which is about 600ft across, are the corpses of what must be the bulk of the troops sent here to defend the ford. Intermingled amongst them are many large goblinoid like creatures, cut down in turn. The majority of the Perrender troops seem at some point in the battle to have formed a defensive square and have been pretty much cut down in formation. Large numbers of goblinoids litter the ground as well.

Standing not more than 60ft from your current location are two large 7ft tall goblinoids, their backs are to you and they are watching the valley below. They are armed with longswords and brutal looking swords. Crossing the ford and marching into Perrenland along a muddy trail are hundreds more of these creatures. You can clearly see several large red banners with unmistakable unit insignia on them. A large white eye dominates the centre of the banner nearest to you along with several large letters in what could be goblinoid.

Any PC with a favoured enemy of goblinoid will instantly know that these are bugbears that belong to the “white eye” nation. The “white eye” is an aggressive nation that lairs within the western mountainous areas of the Vesve but has no known loyalty to Iuz.

Any PC who can read goblinoid will know these are bugbears and can make out what the markings are, the banner nearest the PCs says basically 4th company 3rd battalion 2nd regiment “white eye” brigade. This indicates a high level of organisation.

Any PC who makes a DC 15 Spot check will see a number of other pickets standing at other vantage points, watching the valley.

Any PC who makes a DC 25 Listen check (and understands goblinoid) can hear the following

conversation going on between the two pickets 60 feet away:

BUG1: “Beats me why weeze can’t eetz dem Brog.”

BUG2: “Coz weeze can’t fool, gotta push on hards and fast like, catch dem humanz by surpiz like. Stills itz a big waste of juicy meetz like.”

BUG1: “He, He, He...dem never gona seez us coming threaz regiments of da “white eyes” gona smashem, gona bashem and breakem”

DMs Note: The “white eye” nation has recently converted over to Iuz via the machination of one of his Boneheart. Now more than 3,000 of the brutes have been formed up into a very powerful military unit and have been tasked with leading the Van of an attacking force against the unsuspecting Perrender northern flank. PCs who manage to capture and interrogate a “white eye” at any point will learn this information. Role-play any captive as being fearless and extremely proud of their standing in the new army of the old one.

Being Spotted By The Pickets

Any PC who walked to the top of the rise instead of crawling is quickly spotted unless they make a Hide check Vs. Bugbear Spot checks. Being spotted will cause the alarm to be raised and the company of “white eyes” who have been tasked with guarding the advance will respond, and the pair of bugbears closest to the PCs will charge up the slope, screaming in goblinoid:

White eye battle cry:

“Harz ga hrack! Krog dam, nak dam, slis gar dar cog! Hanz far Fraz-Ogg, Fraz-Ogg!”

Translated, this means:

“Here be foes! Crush them, break them, eat from their bones! Give them the White eye, white eye!”

PC Options

1) They can stay and fight (ie. Attack the pickets): Bad Option.

If the PCs stay and fight or if they have surprise and decide to take out the pickets they are still spotted. They are attacked by many “White Eyes” (and gain no XP). Use the same number of “white eyes” for the appropriate APL from Encounter 4. If the PCs manage to survive this they can again choose to flee, if they still refuse to retreat then attack them with another group of “white eyes”, and another and so forth until they are either dead, captured or flee.

2) They can surrender: Really bad option. “The Fools Option”

If the PCs surrender they are disarmed, losing all equipment, interrogated brutally until they reveal all, and are dragged away as slaves to the Empire of Iuz. Luckily some 2 TUs later whilst heading to Dorakka they are rescued and make it back to Perrenland, after an additional TU. Due to their poor treatment they have each lost 1 permanent point of Charisma and Constitution. They miss out on the rest of this adventure.

3) They can retreat and follow Madriga's orders: Best Option.

If the PC decide to retreat then go to **Retreat**

Retreat

With little difficulty you quickly use the terrain to fade back into the woods in good order. Around you, you get the feeling that others are moving in stealth as well, but are they friend or foe?

Looking for Gutherie Roodberg

PCs who deliberately look for Gutherie Roodberg the commander of the slaughtered Perrender troops will of course incur the danger of being spotted by the pickets. Only PCs who have played Pfalzgraf's Fury or Lost Souls will know what he looks like. If they deliberately do so they will find no trace of him.

Encounter Four Fort Schwartzen

Development: If the PCs did mention what their mission was to Safia, or identified themselves (as noted in Encounter 2), then the battle in this encounter is a bit harder, as the White-Eyes are expecting trouble. The White-Eyes will have each consumed a potion of *false life*.

In Encounter Four the PCs need to make their way to the Fort Schwartzen. This can be played out in two different ways.

Getting to Fort Schwartzen will not prove to be difficult unless the PCs have alerted the "White Eyes" to their presence.

If the "White Eyes" are aware of the PCs make this tense with the PCs catching glimpses of, or hearing, pursuit that is never far behind them.

The Lay of the Land

The area of the Vesve forest the PCs are in is quite hilly as, in reality, they are still on the slopes of the Clatspur Mountains. Many natural paths seem to exist within the forest, and most have been made by generations of animals. The PCs are still technically in Perrenland (in the Kershane pass). They have not yet crossed the river

Nestor into the Vesve proper. They should be discouraged from doing so in this scenario, as that would infringe on the region of Highfolk and is against the cross regional plot agreement we have with the Highfolk triad.

Staying on Track

PCs should be making for Fort Schwartzen and this is easy for them to do. PCs who insist on doing a big loop or get off task should be made to have a difficult trip. Play fatigue rules, spoil their rations, make it rain and become boggy.

Teleporting Out of Trouble (or similar options)

PCs who decide to teleport (or similar) out of here are free to do so. They may possibly avoid Encounter 4 as a result and they get no XP for doing this. Teleporting to the Bridge of Nestor takes the PCs to Encounter 5.

At some point, the PCs will arrive at Fort Schwartzen via the wilderness trail. The Fort has been overrun by the "White Eyes" and everyone either killed, or captured. The White eyes attacked along the hidden trail (see map). They have been very careful to avoid using the wilderness trail and PCs who use tracking will not pick up any goblinoid activity along the wilderness trail. Any PC who deliberately decides to check 50ft or so into the forest on either side of the wilderness trail will pick up lots of goblinoid footprints heading towards the fort and should be given an opportunity to approach the fort prepared for a surprise.

Once the PCs get close enough to the fort to see it read the following:

As you approach the Fort, a sudden scream of agony from the fort breaks the silence. Some harsh guttural goblinoid laughter from several voices quickly follows it. This is rapidly followed by another scream!

DMs Note: Some "White Eyes" are in the process of interrogating young Safia. Her location is marked on the map, put the bugbears around her. The PCs have a chance to rescue her. Depending on the audience at your table make her state after rescue as grim as possible. She will be on zero hit points and semi-conscious. The PCs can get the drop on the White Eyes if they use good tactics. Most parties should be able to catch them flat-footed. They will not negotiate.

Creatures:

All APLs

☞ **Safia Bruinsrelf:** human female, Ftr1, hp6; (see Appendix one).

APL 2 (EL4)

☛ **White eye bugbear**, male Bugbear (2): hp 22, 22 see Appendix 1.

APL 4 (EL6)

☛ **White eye bugbear**, male Bugbear, Ftr 1 (3): hp 29, 29, 29 see Appendix 1.

APL 6 (EL8)

☛ **White eye bugbear**, male Bugbear, Ftr 3 (3): hp 43, 43, 43 see Appendix 1.

APL 8 (EL10)

☛ **White eye bugbear**, male Bugbear, Ftr 5 (3): hp 57, 57, 57 see Appendix 1.

APL 10 (EL12)

☛ **White eye bugbear**, male Bugbear, Ftr 7 (3): hp 71, 71, 71 see Appendix 1.

APL 12 (EL14)

☛ **White eye bugbear**, male Bugbear, Ftr 9 (3): hp 85, 85, 85 see Appendix 1.

Tactics: The white eyes will usually open the encounter by throwing a javelin (beware of accidental crossfire if these are javelins of lightning). They will then close and depending on circumstance either use reach (longspears) to counter mounted opponents, or hack and slash (longswords) to take apart opponents on foot, or a mix of the two. Obviously at higher APLs they will use their longswords in preference to their longspear.

Make good use of their intimidate skill to try and demoralize the PCs (*Players Handbook* page 76) at APL4 or higher (do this with the initial battle cry only).

At all APLs their feats will make this a dangerous encounter, use them to best effect.

The main vulnerability of these creatures is magic, and they know it. They will quickly target effective PC spell casters for special attention.

Treasure

APL 2 – loot 40gp.

APL 4 – loot 84gp.

APL 6 – loot 173gp.

APL 8 & 10–loot 6gp, magic– 3x +1 longsword (579gp), 3x +1 chainshirt (312gp), 9x Javelins of *Lightning* (1125gp), 3x Potion of *Cure Serious Wounds* (186gp), 3x Potion of *Heroism* (186gp).

APL 12–loot 6gp, magic– 3x +2 longsword (2078gp), 3x +2 chainshirt (1062gp), 9x Javelins of *Lightning* (1125gp), 3x Potion of *Cure Serious Wounds* (186gp), 3x Potion of *Heroism* (186gp), 3x Belt of Giants Strength +4 (4000gp).

Questioning Safia Bruinsrelf

Safia is clearly exhausted and will require magical healing to be able to communicate and leave with the PCs, which she will insist upon doing. She will give a disjointed account about the attack on Fort Schwartz, about how hundreds of bugbears overwhelmed the defenders. She can remember being knocked out; she will not talk about what they did to her during any torture. She did, however, overhear the following when her captives though she had fainted once more:

That the trap was set to close upon the foolish humans at the bridge and that they would receive no warning when the “Vrocks” attacked.

She asks the PCs what the Vrocks may be.

At this stage the PCs should realise that they need to warn the 1st Armie at the Bridge of Nestor and should make their way there. PCs who hesitate over this course of action will be prompted by Safia about how this is the right thing to do. She will set out on her own if they insist on remaining or delaying.

GETTING TO THE BRIDGE

Once the PCs decide that warning the 1st Armie is the right thing to do they can set off. The PCs have about 12 miles to cover, again mostly through hills following a trail. As a result the trip could take 3 hours. Note that being mounted on the way back is not an advantage as the PCs draw more attention and thus have to tangent from the trail often. Thus regardless of mode of travel the PCs will arrive either early or late (see below). To add justification for this timeframe make sure you point out how many groups of “White Eyes” there are and that the PCs have had to lay low on several occasions. Feel free to add in near miss encounters if this is a home game. The PCs can’t hustle.

PCs who go to Forgardt instead are given an escort and taken to the Bridge of Nestor so that they can recount their tale directly. As they are travelling by road, they should arrive there on time.

Early or Late

PCs who do their best to go directly to the bridge get to arrive early, including PCs who choose to go to Forgardt first. PCs who muck about and otherwise waste time arrive just before the Vrocks attack and there warning is to late.

Go to **Encounter 5**.

Encounter Five Nestor Bridge

The DM should now refer to Map 4.

Finally, you must be drawing close to the Bridge of Nestor. Breaking out of the thicker woodland you can see two low hills before you, with a narrow pass between. Flying prominently from both hills is the red and white flag of Perrenland. As the wind shifts around you can hear the sounds of battle. A Company of the 5th Auszug their red and white battle flags flapping above their heads comes running past you heading towards the hills.

An officer in the front yells out:

“All of us have been ordered to the front, the left flank is holding but everyone will be needed. FOR PERRENLAND” and he runs off.

What do you do?

DMs Note: The Bridge of Nestor is under heavy assault. Luckily, however, the “white eyes” assault was partially held up because the full body did not arrive in time to support the first assault. The presence of Madriga’s company (the PCs) at the ford in the rear causing some tactical concern amongst the “white eye” leadership causing them to divert considerable resources so as to retain the element of surprise and to keep the movement of the Vrocks secret. Thus the assault of the “white eyes”, although a surprise did not have the full weight it needed to overwhelm the Perrender defences, and a defensive line has been established along the western bank of Katz creek, a shallow but not insignificant natural obstacle. The current situation is that the left flank is under extreme pressure, whilst the bridge is holding. As a result the Perrender commanders have committed all of the reserves to reinforce the left flank.

Reporting In

The PCs at this stage should report into the Auszug commanders. These commanders have had no report concerning Gutherie or troop movements so the PCs information will be vital. If the PCs decide to do this read the following.

As you make your way towards the bridge, you can see that both hills, especially the one on your left, are heavily engaged. Running from the base of that hill towards the road at a lazy angle are many troops, more than two thousand you would estimate, mostly pike backed with archers. They are lined up on the western bank of a small creek, behind stakes and a hastily thrown-up earth works. Behind them closer to

you are perhaps two hundred light cavalry. Near them is some sort of command pavilion and a busy field hospital.

At The Command Pavilion

DMs Note: Some PCs may have officer rank within the Auszug, Pax Mercuri or Landwehr meta-orgs. They can simply state this and be recognised, saluted as appropriate and taken directly to the commanders of the 1st Armie. Otherwise the PCs will have to convince the NCO first before they are allowed access to the commanders of the 1st Armie.

As you move through the command pavilion the sound of wounded men being tended is not very pleasant. You can see nearly a dozen members of the Aid-Auszug going about their business. A long line of wounded men still waits to be attended to. By the looks of it the Aid-Auszug have long ago run out of magical forms of healing, and many empty potion vials and expired wands lay on a table. Once they are patched up, the men are moved to a shaded area behind the main hospital tent. It is obvious that some will not last much longer without magical healing.

Development: If a PC or PCs decide to help out with the wounded by using their own magic, or donating wands or potions etc these PCs receive the “Blessings of Old Kerk” favour. See below. For those wanting to budget healing, there are APL x2 critical soldiers.

Read on...

A female NCO of the 6th Auszugen according to her insignia must have realised that you have a travelled look about you and comes over to you. “Salutations, you are?”

The PCs can get to the commanders of the 1st Armie through this woman (see above).

Talking To The Commanders

You are quickly led into the command tent itself. Standing around a sand table covered in unit markers are three very senior officers, two from the Auszug and one from the Landwehr, one of them is the 1st Armies commander himself.

These are the three Commanders of the moment:

☛ **Auchauszegán Taanar VanOostl:** male human (flan)
Rng12 is the commander of the entire 1st Armie.

☛ **Auchauszegan Herzog Roodenhuis:** male human (flan) Pal10 is the second in command of 1st Armie, commander of the 5th Auszug.

☛ **Auchauszegan DasLandwehr Hrana Bruinserst:** female human (flan) Fgt9 is the commander of the Landwehr troops committed to the 1st Armie, and technically third in command of 1st Armie.

PC DEPENDANT REACTIONS

At APLs 2-6 the reaction to the PCs from VanOostl will be:

He (VanOostl) looks up as you enter and says

“Who have we got here?”

At APLs 8 or higher the reaction to the PCs will be:

He (VanOostl) looks up as you enter and says

“Your reputations precede you “Comraden” (brothers in arms), I am Auchauszegan (General) Taanar VanOostl and I have heard a great deal about your exploits in the last few months. I am glad to see that at least someone has decided to report in from the northern flank. Madriga is not generally this tardy. So tell me how far away is Gutherie and his troops, the messengers I sent yesterday did not report back, we need them to come up and reinforce us as quickly as possible.”

Role-Playing Notes:

VanOostl is a typical no nonsense veteran Commander. He likes straight talk and will curse frequently if he feels like it. At the moment he is a commander in crisis, he does not know what has delayed the return of Gutherie's troops but has hinged his strategy on them arriving soon to reinforce his position. The “white-eye” troops he suspects to be no more than 1000 strong.

If the PCs report the truth to him that Gutherie's army has been annihilated and that the “white eyes” are more than 3000 strong and may have Vrocks in support he will go white and sit down. The other two commanders will look at each other and call for strong wine, which the NCO will arrive with quickly. Ask the PCs to explain in detail what they have seen. When they have finished he will say the following:

“I thank you for this news, although it is very bad news indeed. I would ask you to remain nearby a few minutes before I assign you to the lines, you can carry some important messages for me as most of my staff

have been committed to the lines to replace casualties and I have no sub-commanders left. Please leave us for now and take a few moments rest, you will need it.”

As you are escorted out by the NCO you can hear VanOostl saying:

“...retreat will be difficult, but we must get the army out of this mess and back beyond the monastery of St Cuthbert's. It must be held at all costs. Send a detachment of the Cavalry to each of the settlements back along the Kershane pass to warn the folk...”

“But we need the cavalry sir...”

“I said send them damn it!”

DMs Note: If the PCs have arrived early, then VanOostl will proceed to organise an orderly retreat. Cavalry will be sent out to the endangered settlements, and the 1st Armie will proceed to pull back to Forgardt. Some losses will be taken as the Armie disengages from the forces of Iuz and the “White Eyes”, however it will be manageable. Moreover more of 1st Armie will be saved from destruction when the Vrocks attack because they can disperse in good order. See the critical events summary at the end of this scenario.

In this situation, read out or paraphrase the following:

The field is soon abuzz with messengers, the cavalry are dispatched to the various settlements and the retreat is sounded. Showing the discipline for which they are famous, the Perrenese troops begin their fallback and are soon heading back to Forgardt with archers keeping the Iuzian's in place.

If the PCs arrived late then VanOostl will not get an opportunity to organise a retreat and 1st Armie gets smashed.

Move to Encounter 6.

Treasure

Blessing of the Old Kerk

Due to your selflessness towards the Perrender wounded in “A Nation Mocked” you have received the blessing of the Old Kerk. If during your adventuring career you are struck down by a blow and fail to stabilize before reaching -10 hit points this blessing is enacted and you instantly heal 1d4 points of damage. This blessing will work only once. Note: PCs dropped below -10 in one hit do not benefit from this blessing.

Encounter Six All Hell Breaks Loose

There are now two clear options. If the PCs have arrived **late** play **Option One**, otherwise play **Option Two**. These options principally affect the scene of this encounter. It will either occur immediately after the briefing (Option One), or it will occur somewhere on the road back to Forgardt (Option Two). It will also directly affect the outcome of the whole affair in the critical events summary.

Option One – At The Bridge

If the PCs have arrived late read the following.

As you await your orders outside the command tent you are surprised to see a group of around twenty horsemen ride up. A bloodstained and battered Madriga is at their head. Amongst them are some of your company and members of the Schwartzenbruin Landwehr. Leaping from her horse, Madriga approaches where you are awaiting your next set of orders and says:

“So you got the message through then, I see we still hold, what is the situation?”

DMs Note: Madriga has been through a tough time; she has been battling to get the survivors of her group back to the front lines. Let the PCs fill her in. When they have finished she will sigh and shake her head and say.

“Then the news I have will not help the situation.” With that she enters the command tent. Shortly inside you can hear a very heated discussion and the word “Vrock” is repeated several times.

Development: Madriga has witnessed the crossing of the “Ford of Nestor” of a large company of Vrocks. These creatures, if launched against the Perrender army in conjunction with the humanoid troops, will wreak havoc. Madriga has just suggested that the 1st Armie scatter like the wind immediately. She has volunteered to make a rear guard action with a few hundred volunteers. She automatically considers all members of her company part of this group of volunteers. Unfortunately this is not going to happen, as the Vrocks are about to attack.

Emerging from the command tent Madriga and several of the top commanders call you over and together with the twenty or so survivors of the massacre at the ford of Nestor you all head over to a wagon. You are ordered to unload several small crates,

and Madriga begins breaking one open. Inside you can see about fifty vials. She begins handing two to each of you and everyone else present, as she works she says.

“These vials contain a special oil (bless weapon) to coat your weapons with, they will be needed soon, as the Old one is about to unleash his secret weapon in this battle a company of demons called Vrocks they...”

Suddenly it is as if the sun has been blotted out.

Let the PCs make a Spot check DC 5.

A gloom has descended upon the left flank of the Perrender line at Katz creek. Approaching the Perrender lines in the air you can see over one hundred creatures that appear to be a cross between a large human and a huge vulture. They have strong, sinewy limbs covered with what could be small grey feathers. Each has a long neck topped with a vulture's head. Even from here you can see their milky white eyes gleaming demonically. The “White Eye” Bugbears now seem to be driven into a frenzy and as one they charge the stunned Perrender pikemen. Many of these demonic creatures swoop from the air and begin falling upon the rear of the pike men. Others are heading in your direction. Madriga is praying.

She has just cast a *bless* spell on the party.

Around you all hell breaks loose as the Perrender lines come under heavy assault.

Proceed to Encounter 6A.

Option Two – On the Road to Forgardt

If the PCs have not arrived late read the following.

As you ride near the commanders towards Forgardt, you are surprised to see a group of around twenty horsemen ride up. A bloodstained and battered Madriga is at their head. Amongst them are some of your company and members of the Schwartzenbruin Landwehr. Madriga approaches where you are and says:

“So you got the message through in time then, I see, what is the situation?”

DMs Note: Madriga has been through a tough time; she has been battling to get the survivors of her group back to the front lines. Let the PCs fill her in. When they have finished she will sigh and shake her head and say.

“Then the news I have will not help the situation.” With that she pushes forward to the commanders. Shortly you can hear a very heated discussion and the word “Vrock” is repeated several times.

Development: Madriga has witnessed the crossing of the “Ford of Nestor” of a large company of Vrocks. These creatures, if launched against the Perrender army in conjunction with the humanoid troops, will wreak havoc. Madriga has just suggested that the 1st Armie scatter like the wind immediately. She has volunteered to make a rear guard action with a few hundred volunteers. She automatically considers all members of her company part of this group of volunteers. Unfortunately this is not going to happen, as the Vrocks are about to attack.

Madriga and several of the top commanders call you over and together with the twenty or so survivors of the massacre at the ford of Nestor you all head over to a wagon. You are ordered to unload several small crates, and Madriga begins breaking one open. Inside you can see about fifty vials. She begins handing two to each of you and everyone else present, as she works she says.

“These vials contain a special oil (bless weapon) to coat your weapons with, they will be needed soon, as the Old one is about to unleash his secret weapon in this battle a company of demons called Vrocks they...”

Suddenly it is as if the sun has been blotted out.

Let the PCs make a Spot check DC 5.

A gloom has descended upon the left flank of the retreating Perrender column. Approaching the Perrender troops in the air you can see over one hundred creatures that appear to be a cross between a large human and a huge vulture. They have strong, sinewy limbs covered with what could be small grey feathers. Each has a long neck topped with a vulture’s head. Even from here you can see their milky white eyes gleaming demonically. A large force of “White Eye” Bugbears also charges out from the forest to the north of the road. Many of these demonic creatures swoop from the air and begin falling upon the pike men. Others are heading in your direction. Madriga is praying.

She has just cast a *bless* spell on the party.

Around you all hell breaks loose as the Perrender force comes under heavy assault.

Proceed to Encounter 6A.

Encounter 6A

DMs Note: The PCs have this one opportunity to use the potion of *bless weapon* for their own benefit. All these potions have a caster level of 3rd and will allow weapons to bypass the Vrock’s damage reduction.

THE STANDARD

As the Vrocks fly toward you, Auchauszegán Taanar VanOostl motions to your group and shouts at you all, “You must secure the standard! It must get back to Forgardt.” He is pointing at the standard of the 1st Armie. Suddenly a beam of green light strikes him in the chest and a shimmering emerald field surrounds him and his arms go slack. A Vrock drops out of the air towards him an evil gleam in its eye. Madriga rushes towards him weapon drawn. What do you do?

DMs Note: VanOostl has just been hit simultaneously by a dimensional anchor and by a feebleminded spell. PCs can make appropriate spellcraft checks to determine this. As a result he will not defend himself because he is in shock. He will, however, move with the PCs if they lead him away.

PC Actions: PCs who stay and fight can buy VanOostl a ticket out. See the critical events summary at the end of the scenario. If they obey his last order and go to the standard (the subject of Encounter 7) he is captured. It is intentionally possible for the PCs to be able to achieve both objectives. This encounter is a test of their ability to rationalise between orders and a dramatic change in circumstances.

At all APLs Madriga will support the PCs if they stay to help VanOostl. If Safia is with the PCs she will charge the nearest Vrock with a fury.

DMs Note: PCs who manage to resolve the *feeblemind* issue will find that VanOostl is quite a strong ally in a fight with Vrock.

Creatures:

APL 2 (EL 4)

➤ **Vrock**, large outsider: hp 35, see *Monster Manual* page 48. NB: This Vrock has been injured already, and has already used its screech and spores abilities reducing the EL.

APL 4 (EL 6)

☛ **Vrock**, large outsider: hp 45, see *Monster Manual* page 48. NB: This Vrock has been injured already and has already used its spores ability, reducing the EL.

APL 6 (EL 8)

☛ **Vrock**, large outsider: hp 115, see *Monster Manual* page 48.

APL 8 (EL 10)

☛ **Vrock (2)**, large outsider: hp 115 each, see *Monster Manual* page 48. At this APL due to the presence of Madriga and the potion of *bless weapon* the CR of the Vrocks are 8.

APL 10 (EL 12)

☛ **Vrock (3)**, large outsider: hp 115 each, see *Monster Manual* page 48. At this APL Madriga does little other than flee with VanOostl and the Vrocks will concentrate on the PCs.

APL 12 (EL 14)

☛ **Vrock (6)**, large outsider: hp 115 each, see *Monster Manual* page 48. At this APL Madriga does little other than flee with VanOostl and the Vrocks will concentrate on the PCs.

Tactics: The Vrocks will not use their Dance of Ruin ability, as this is too indiscriminate to work in helping them capture their targets. They will use their stunning screech ability.

APL2-6: At this APL the Vrock uses subdual damage only, regardless of the PCs status or rank. It will attack Madriga every odd numbered round. It will attempt to flee with the first downed victim. This will require a grapple attempt.

APL8-12: At these APLs the Vrocks will attack whoever is the slowest or radiates the most "goodness". Each will attempt to flee with the first downed victim it can. This will require a grapple attempt.

Development: If the PCs save VanOostl they gain the Favour of VanOostl. Madriga will tell the PCs to secure the standard and then, taking VanOostl in tow, go and rally the troops as best she can. If Safia is still alive, she will be left with the PCs.

Move to **Encounter 7**.

Treasure:

Favour of VanOostl

Due to your actions in helping to save the commander of the 1st Armie you have the gratitude and favour of him. This can be used to gain promotion within any of Perrenland's "Fighting Forces" meta-organisations. It also

removes the "Traitorous Reputation" penalty featured in the regional scenario Regicide from an afflicted PC.

Encounter Seven Saving The Colours

Finally, you are approaching the standard. The Vrocks seem to have decided there are better targets back near the command area. However, two bugbears are charging towards the standard through the bodies of the standard's honour guard and many humanoids.

The PCs are now free of the Vrocks. The party start 30 feet away from the standard of the 1st Armie, and 30 feet past the standard are the two bugbears. The bugbears are all that is left of a company that was ordered to take the colours.

Tactics: The white eyes will usually open the encounter by throwing a javelin. They will then close, grab the standard and attempt to leave. They will use their feats to best effect.

The Standard of the 1st Armie

The standard not only symbolises the might of Perrenland, but also is magical. When held by a person who regards themselves as a Perrenlander, it radiates a Widened Magic Circle against Chaos as well as providing a +1 Morale bonus to saves to all allies of the holder within the same 20' radius.

Creatures:

APL 2 (EL4)

☛ **White eye bugbear**, male Bugbear (2): hp 22, 22 see Appendix 1.

APL 4 (EL6)

☛ **White eye bugbear**, male Bugbear, Ftr 1 (3): hp 29, 29, 29 see Appendix 1.

APL 6 (EL8)

☛ **White eye bugbear**, male Bugbear, Ftr 3 (3): hp 43, 43, 43 see Appendix 1.

APL 8 (EL10)

☛ **White eye bugbear**, male Bugbear, Ftr 5 (3): hp 57, 57, 57 see Appendix 1.

APL 10 (EL12)

☛ **White eye bugbear**, male Bugbear, Ftr 7 (3): hp 71, 71, 71 see Appendix 1.

APL 12 (EL14)

➤ **White eye bugbear**, male Bugbear, Ftr 9 (3): hp 85, 85, 85 see Appendix 1.

Treasure (note: these Bugbears have some plunder with them they got off a dead Kershane officer).

APL 2 – loot 40gp, magic– ring of wizardry I (1666gp) +1 mithril chain shirt (175gp), +1 magical +2 mighty long composite bow of seeking (716gp), Beregnor's Spellbook (333gp, see below).

APL 4 – loot 84gp, magic– ring of wizardry I (1666gp) +1 mithril chain shirt (175gp), +1 magical +2 mighty long composite bow of seeking (716gp), Beregnor's Spellbook (333gp, see below).

APL 6 – loot 173gp, magic– ring of wizardry I (1666gp) +1 mithril chain shirt (175gp), +1 magical +2 mighty long composite bow of seeking (716gp), Beregnor's Spellbook (333gp, see below).

APL 8 & 10–loot 6gp, magic– 3x +1 longsword (579gp), 3x +1 chainshirt (312gp), 9x Javelins of *Lightning* (1125gp), 3x Potion of *Cure Serious Wounds* (186gp), 3x Potion of *Heroism* (186gp), ring of wizardry I (1666gp), +2 mithril chain shirt (425gp), +1 magical +2 mighty long composite bow of seeking (716gp), Beregnor's Spellbook (333gp, see below).

APL 12–loot 6gp, magic– 3x +2 longsword (2078gp), 3x +2 chainshirt (1062gp), 9x Javelins of *Lightning* (1125gp), 3x Potion of *Cure Serious Wounds* (186gp), 3x Potion of *Heroism* (186gp), 3x Belt of Giants Strength +4 (4000gp), ring of wizardry I (1666gp), +2 mithril chain shirt (425gp), +1 magical +2 mighty long composite bow of seeking (716gp), Beregnor's Spellbook (333gp, see below).

Beregnor's Spellbook

1st: Disguise Self, Electric Orb, Lesser, Enlarge Person, Expeditious Retreat, Obscuring Mist, Shield. 2nd: Alter Self, Cat's Grace, Glitterdust, Web, Whispering Wind. 3rd: Blink, Fly, Invisibility Sphere, Slow. 4th: Dimension Door, Electric Orb, Polymorph.
Value: 2000 gp.

Conclusion

For a couple of hours now you have climbed back up the Kershane Pass towards the garrison at Forgardt. As you have done so, sporadic attacks against retreating troops have continued. Many bodies of both friend and foe mark a path of destruction back up the pass.

If the PCs have the flag of the 1st Armie:

Quite a few soldiers from a number of different formations have gathered to you, the colours of the 1st Armie drawing them in as if by magic. Together, nearly a hundred of you have organised an effective defence and casualty collection. The saving of the colours is seen as a small yet important victory.

If the PCs do not have the flag of the 1st Armie:

You have seen small groups of soldiers, sometimes running, sometime walking, but all with a dejected look about them and an air of mistrust.

Continue...

Now you see the small fortress village of Forgardt up ahead. The flag of Perrenland still flies above it and a patrol of soldiers is heading down to meet you. As they draw near their commander calls a halt and asks:

"What news from the front?"

As you tell your story you see a look of horror form on his face. This is not the news he was hoping for. As you finish he bows his head saying:

"It is a sad day for Perrenland, however, that is but part of it. Whilst we where busy here the witch queen Iggwilv descended from the Yatils in the West with an army and defeated us in Nederboden. She is driving towards Schwartzbruin, it seems, and all is a panic.

If what you say is true, we will have to fall back and regroup to defend the Monastery of St Cuthbert. If we fail, Perrenland will fall between the hammer of Iuz and the anvil of Iggwilv."

Later that evening in Forgardt, another small group of badly wounded survivors arrives. Rumours quickly spread through the camp that your commander Madriga is dead, killed as she led a charge against a band of a thousand bugbears that blocked the retreat.

The End

Experience Point Summary

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

Encounter Four

Experience objective: Defeating the Ambush
APL2 120 xp; APL4 180 xp; APL6 240 xp;
APL8 300 xp; APL10 360 xp; APL12 420 xp.

Encounter Six

Experience objective: Defeating the Vrock
APL2 120 xp; APL4 180 xp; APL6 240 xp;
APL8 300 xp; APL10 360 xp; APL12 420 xp.

Encounter Seven

Experience objective: Defeating the Bugbears
APL2 120 xp; APL4 180 xp; APL6 240 xp;
APL8 300 xp; APL10 360 xp; APL12 420 xp.

Story Award

Objective(s) met: Avoiding a fight at the ford
APL2 30 xp; APL4 60 xp; APL6 60 xp;
APL8 60 xp; APL10 60 xp; APL12 60 xp;

Objective(s) met: Getting to the Bridge of Nestor
APL2 15 xp; APL4 30 xp; APL6 30 xp;
APL8 30 xp; APL10 30 xp; APL12 30 xp;

Objective(s) met: Rescuing the standard.
APL2 15 xp; APL4 30 xp; APL6 30 xp;
APL8 30 xp; APL10 30 xp; APL12 30 xp;

Discretionary roleplaying award

APL2 30 xp; APL4 75 xp; APL6 120 xp;
APL8 165 xp; APL10 210 xp; APL12 255 xp.

Total possible experience:

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

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Four:

APL 2: L: 40 gp; C: 0 gp; M: 0 gp

APL 4: L: 58 gp; C: 0 gp; M: 0 gp

APL 6: L: 173 gp; C: 0 gp; M: 0 gp

APL 8: L: 6 gp; C: 0 gp; M: 2391 gp

APL 10: L: 6 gp; C: 0 gp; M: 2391 gp

APL 12: L: 6 gp; C: 0 gp; M: 8641 gp

Encounter Seven:

APL 2: L: 40 gp; C: 0 gp; M: 2891 gp

APL 4: L: 84 gp; C: 0 gp; M: 2891 gp

APL 6: L: 173 gp; C: 0 gp; M: 2891 gp

APL 8: L: 6 gp; C: 0 gp; M: 3946 gp

APL 10: L: 6 gp; C: 0 gp; M: 5528 gp

APL 12: L: 6 gp; C: 0 gp; M: 11777 gp

Total Possible Treasure

APL 2: L: 80 gp; C: 0 gp; M: 2891 gp - Total: 450 gp

APL 4: L: 142 gp; C: 0 gp; M: 2891 gp - Total: 650 gp

APL 6: L: 346 gp; C: 0 gp; M: 2891 gp - Total: 900 gp

APL 8: L: 12 gp; C: 0 gp; M: 6337 gp - Total: 1300 gp

APL 10: L: 12 gp; C: 0 gp; M: 7919 gp - Total: 2300 gp

APL 12: L: 12 gp; C: 0 gp; M: 20418 gp - Total: 3300 gp

Special

Favour of VanOostl

Due to your actions in helping to save the commander of the 1st Armie you have the gratitude and favour of him. This can be used to gain promotion within any of Perrenland's "Fighting Forces" meta-organisations. It also removes the "traitorous reputation" penalty featured in the regional scenario Regicide from an afflicted PC.

Blessing of the Old Kerk

Due to your selflessness towards the Perrender wounded in "A Nation Mocked" you have received the blessing of the Old Kerk. If during your adventuring career you are struck down by a blow and fail to stabilize before reaching -10 hit points this blessing is enacted and you instantly heal 1d4 points of damage. This blessing will work only once. Note: PCs dropped below -10 in one hit does not benefit from this blessing.

The Fools Option

You surrendered at the Ford of Nestor. Consequently you have been disarmed, losing all equipment, interrogated brutally until you reveal everything and begged for mercy. Luckily some 2 TUs later whilst heading to Dorakka you were rescued and made it back to Perrenland, after an additional TU. Due to the poor treatment you received and some psychological damage you have lost a point of Charisma and a point of Constitution for the next year. This loss can be restored with a *restoration* spell.

Beregnor's Spellbook

1st: Disguise Self, Electric Orb, Lesser, Enlarge Person, Expeditious Retreat, Obscuring Mist, Shield. 2nd: Alter

Self, Cat's Grace, Glitterdust, Web, Whispering Wind. 3rd: Blink, Fly, Invisibility Sphere, Slow. 4th: Dimension Door, Electric Orb, Polymorph.

Value: 2000 gp.

Items for the Adventure Record

Item Access

APL 2-6:

- *Ring of Wizardry I* (adventure, DMG)
- *+1 magic +2 mighty long composite bow of seeking* (adventure, DMG)
- *+1 Mithral Chainshirt* (adventure, DMG)
- Beregnor's Spellbook (adventure, See Above)

APL 8-10 (APL 2-6 plus)

- *Javelin of Lightning* (adventure, DMG)
- *+2 Mithral Chain Shirt* (adventure, DMG)

APL 12: (APL 2-10 plus)

- *Longsword +2* (adventure, DMG)
- *Chainshirt +2* (adventure, DMG)
- *Belt of Giant Strength +4* (adventure, DMG)

Appendix One

ENCOUNTER FOUR and SEVEN

APL 2 (EL4)

☛ **White-Eye Bugbear (2):** Medium humanoid (goblinoid); CR 2; HD 3d8+6, hp 22; Init +1; Spd 20 ft; AC 21 (touch 11, flat-footed 20), (+1 Dex, +5 Breastplate, +3 natural, +2 large wooden shield); BA/G +2/+4, Atk +5 melee (1d8+3, longspear) or +5 melee (1d8+3 19-20x2, longspear), or +3 missile (1d6, javelin); Full Atk +5 melee (1d8+3, longspear) or +5 melee (1d8+3 19-20x2, longspear), or +3 missile (1d6, javelin); SQ Darkvision 60ft, scent; AL CE, SV Fort +5, Ref +4, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb+0, Hide +0, Listen +4, Move Silently +0, Spot +4; Power Attack, Toughness.

Possessions: Breastplate, longspear, longsword, 3 javelins, large wooden shield (spiked), backpack, 3 days trail rations, waterskin, flint and steel.

APL 4 (EL6)

☛ **White-Eye Bugbear (advanced) (3):** Medium humanoid (goblinoid), Ftr 1; CR 3; HD 3d8+6 (bugbear) + 1d10+2 (fighter), hp 29; Init +1; Spd 20 ft; AC 21 (touch 11, flat-footed 20), (+1 Dex, +5 Breastplate, +3 natural, +2 large wooden shield); BA/G +3/+5, Atk +6 melee (1d8+3, longspear) or +6 melee (1d8+3 19-20x2, longspear), or +4 missile (1d6, javelin); Full Atk +6 melee (1d8+3, longspear) or +6 melee (1d8+3 19-20x2, longspear), or +4 missile (1d6, javelin); SQ Darkvision 60ft, scent; AL CE, SV Fort +7, Ref +4, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb+0, Hide +0, Intimidate +2, Listen +4, Move Silently +0, Spot +4; Cleave, Power Attack, Toughness.

Possessions: Breastplate, longspear, longsword, 3 javelins, large wooden shield (spiked), backpack, 3 days trail rations, waterskin, flint and steel.

APL 6 (EL8)

☛ **White-Eye Bugbear (advanced) (3):** Medium humanoid (goblinoid), Ftr 3; CR 5; HD 3d8+6 (bugbear) + 3d10+6 (fighter), hp 43; Init +2; Spd 20 ft; AC 22 (touch 12, flat-footed 20), (+2 Dex, +5 MW Breastplate, +3 natural, +2 large wooden shield); BA/G +5/+7, Atk +7 melee (1d8+3, longspear) or +9 melee (1d8+3 19-20x2, MW longspear), or +7 missile (1d6, javelin); Full Atk +7 melee (1d8+3, longspear) or +9 melee (1d8+3 19-20x2, MW longspear), or +7 missile

(1d6, javelin); SQ Darkvision 60ft, scent; AL CE, SV Fort +8, Ref +6, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb+1, Hide +1, Intimidate +11, Listen +4, Move Silently +1, Spot +4; Cleave, Power Attack, Skill Focus (intimidate), Toughness, Weapon Focus (longsword).

Possessions: MW Breastplate, longspear, MW longsword, 3 javelins, large wooden shield (spiked), backpack, 3 days trail rations, waterskin, flint and steel.

APL 8 (EL10)

☛ **White-Eye Bugbear (advanced) (3):** Medium humanoid (goblinoid), Ftr 5; CR 7; HD 3d8+6 (bugbear), + 5d10+10 (fighter), hp 57; Init +2; Spd 30 ft; AC 22 (touch 12, flat-footed 20), (+2 Dex, +5 chainshirt +1, +3 natural, +2 large wooden shield); BA/G +7/+10, Atk* +13 melee (1d8+5, longspear) or +15 melee (1d8+7 17-20x2, MW longspear), or +11 missile (5d6 lightning bolt reflex DC14, javelin of lightning); Full Atk* +13/+8 melee (1d8+5, longspear) or +15/+10 melee (1d8+7 17-20x2, MW longspear), or +11/+6 missile (5d6 lightning bolt reflex DC14, javelin of lightning); SQ Darkvision 60ft, scent; AL CE, SV* Fort +11, Ref +8, Will +4; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats:* Climb+7, Hide +6, Intimidate +13, Listen +6, Move Silently +6, Spot +6; Cleave, Dodge, Improved Critical (longsword), Power Attack, Skill Focus (intimidate), Toughness, Weapon Focus (longsword), Weapon Specialisation (longsword).

Possessions: +1 Chainshirt, longspear, +1 longsword, 3 javelins of lightning, large wooden shield (spiked), backpack, 3 days trail rations, waterskin, flint and steel, potion of *cure serious wounds*, Potion of *heroism*.

*Please note that the +2 morale bonus from pre-drinking a potion of *heroism* has been applied already.

APL 10 (EL12)

☛ **White-Eye Bugbear (advanced) (3):** Medium humanoid (goblinoid), Ftr 7; CR 9; HD 3d8+6 (bugbear), + 7d10+14 (fighter), hp 71; Init +2; Spd 30 ft; AC 22 (touch 12, flat-footed 20), (+2 Dex, +5 chainshirt +1, +3 natural, +2 large wooden shield); BA/G +9/+12, Atk* +15 melee (1d8+5, longspear) or +17 melee (1d8+7 17-20x2, MW longspear), or +13 missile (5d6 lightning bolt reflex DC14, javelin of lightning); Full Atk* +15/+10 melee (1d8+5, longspear) or +17/+12 melee (1d8+7 17-20x2, MW longspear), or +13/+8 missile (5d6 lightning bolt reflex DC14, javelin of lightning); SQ Darkvision 60ft, scent; AL CE, SV* Fort

+12, Ref +9, Will +5; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats:* Climb+9, Hide +6, Intimidate +15, Listen +6, Move Silently +6, Spot +6; Cleave, Dodge, Improved Critical (longsword), Power Attack, Skill Focus (intimidate), Toughness, Weapon Focus (longsword), Weapon Specialisation (longsword).

Possessions: +1 Chainshirt, longspear, +1 longsword, 3 javelins of lightning, large wooden shield (spiked), backpack, 3 days trail rations, waterskin, flint and steel, potion of *cure serious wounds*, Potion of *heroism*.

*Please note that the +2 morale bonus from pre-drinking a potion of *heroism* has been applied already.

APL 12 (EL14)

☛ **White-Eye Bugbear (advanced) (3):** Medium humanoid (goblinoid), Ftr 9; CR 11; HD 3d8+6 (bugbear), +9d10+18 (fighter), hp 85; Init +2; Spd 30 ft; AC 22 (touch 12, flat-footed 20), (+2 Dex, +5 chainshirt +1, +3 natural, +2 large wooden shield); BA/G +11/+16, Atk* +20 melee (1d8+7, longspear) or +23 melee (1d8+9 17-20x2, +2 longsword), or +18 missile (5d6 lightning bolt reflex DC14, javelin of lightning); Full Atk* +20/+15 melee (1d8+7, longspear) or +23/+18 melee (1d8+9 17-20x2, +2 longsword), or +18/+13 missile (5d6 lightning bolt reflex DC14, javelin of lightning); SQ Darkvision 60ft, scent; AL CE, SV* Fort +15, Ref +12, Will +8; Str 22, Dex 15, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats:* Climb+13, Hide +9, Intimidate +19, Listen +8, Move Silently +8, Spot +8; Cleave, Improved Critical (longsword), Mobility, Power Attack, Skill Focus (intimidate), Spring Attack, Toughness, Weapon Focus (longsword), Weapon Specialisation (longsword).

Possessions: +2 Chainshirt, longspear, +2 longsword, 3 javelins of lightning, large wooden shield (spiked), backpack, 3 days trail rations, waterskin, flint and steel, potion of *cure serious wounds*, potion of *greater heroism*, *belt of giant strength* +4.

*Please note that the +4 morale bonus from pre-drinking a potion of *greater heroism* has been applied already.

MADRIGA and VAN OOSTL

ALL APLs

☛ **Madriga:** Female human (Flan), Rog2, Wiz7, Ass1, Pal2; CR 12; Medium humanoid HD 2d6+2 (Rog) + 7d4+7 (Wiz) + 1d6+1 (Ass) + 2d10+2 (Pal), hp 60; Init +8; Spd 30 ft; AC 20 (touch 16, flat-footed 16), (+4 Dex, +2, +4 mage armor, +2 Vs evil); BA/G +6/+6, Atk +12 melee (1d6+2 (15-20x2)), +2 Holy Rapier), Full Atk +12/+7 melee (1d6+2 (15-20x2), +2 Holy Rapier); SA Sneak Attack +2d6, Evasion, Trap finding, Death attack, Poison Use, Aura of Good, Detect Evil, Smite Evil 1/day, Divine Grace, Lay on Hands; AL LG, SV Fort +6, Ref +11, Will +6; Str 10, Dex 18, Con 13, Int 16, Wis 12, Cha 14.

Skills and Feats: Appraise +6, Balance +8, Bluff +7, Concentration +13, Decipher Script +7, Diplomacy +6, Disguise +7, Escape Artist +8, Forgery +6, Gather Information +6, Hide +13, Knowledge (arcane) +14, Knowledge (local) +6, Knowledge (religion) +9, Listen +6, Move Silently +13, Ride +8, Sense Motive +6, Spellcraft +15, Spot +6, Tumble +9; Dodge, Greater Spell Penetration, Improved Initiative, Mobility, Scribe Scroll, Spell Penetration, Spring Attack, Weapon Finesse (Rapier).

Possessions: +2 Holy rapier (+2d6 vs Evil), Ring of Wizardry I, Wand of Foxes Cunning (12 charges), Cloak of Charisma +2, Medallion of Thoughts.

Spells Per Day (4, 5(10), 4, 3, 2)

Spells Available, base DC = 13 + spell level): 0— *Arcane Mark, Detect Magic, Light, Mage Message* 1st— ~~6x Magic Missile, Mage Armor, Protection from Evil, Shield~~; 2nd— *Darkvision, False Life, Tasha's Hideous Laughter, Web*; 3rd— *Deep Slumber, Keen Edge, Fire Ball*, 4th— *Crushing Despair, Shout*.

*Spells with strike through are spell Madriga has up and running.

☛ **VanOostl:** Male human (Flan), Rng12; CR 12; Medium humanoid HD 12d8+36 (Rgr), hp 100; Init +8; Spd 30 ft; AC 26 (touch 16, flat-footed 22), (+4 Dex, +3 buckler +2, +7 Chainshirt +3, +2 Ring of Protection +2); BA/G +12/+16, Atk +18 melee (1d8+6 (19-20x2)), +2 Holy Longsword), Full Atk +16/+11/+6 melee (1d8+6 (19-20x2)), +2 Holy Longsword) & +16/+11/+6 offhand melee, (1d6+4 (19-20x2), +2 Axiomatic Shortsword); SA Combat Style (two weapon combat), Endurance, Animal Companion, Improved Combat Style, Woodland Stride, Swift Tracker, Evasion, Combat Style Mastery, Favoured enemy (Goblinoid +4 dam), Favoured Enemy (Orc +4 dam), Favoured Enemy (Demons +2 dam); AL LG, SV Fort +6, Ref +11, Will +6; Str 14, Dex 14, Con 12, Int 16, Wis 14, Cha 16.

Skills and Feats: Climb +8, Concentration +7, Diplomacy +10, Handle Animal +9, Heal +6, Hide +19, Jump +8, Knowledge (dungeon) +11, Knowledge (geo) +11, Knowledge (local) +8, Knowledge (nature) +11, Listen +12, Move Silently +14, Profession (soldier) +13, Ride +14, Search +7, Spot +13, Survival +14, Swim +8, Use Rope +8; Combat Expertise, Improved Combat Expertise, Improved Buckler Defense, Improved Favoured Enemy, Improved Toughness (+12hp), Arcane Strike.

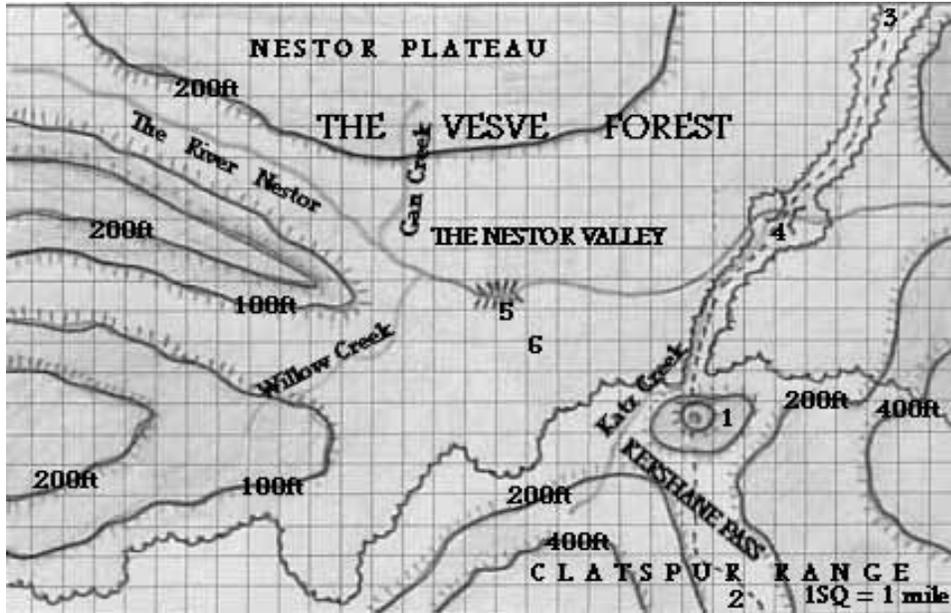
Possessions: +2 Holy longsword (+2d6 vs Evil), +2 Axiomatic Shortsword (+2d6 vs Chaos), Buckler +2 Light Fortification, Chainshirt +3, Ring of Protection +2, Cloak of resistance +2, Gloves Of Dexterity +4, Girdle of Giant Strength +4, Amulet of Health +4. Spells Per Day (2, 2, 2)

Spells Available, base DC = 12 + spell level): 1st— *Entangle, Resist Energy*; 2nd— *Barkskin, Protection from Evil*; 3rd— *Cure Moderate Wounds, Neutralise Poison*.

Appendix Two

Battle of the Nestor Valley Maps

MAP 1: THE NESTOR VALLEY



KEY (note up = East)

- 1: Forgardt 2: Road up Kershane Pass 3: Road to Chendl 4: Nestor Bridge
5: Nestor Ford 6: Fort Schwartzen.

MAP 2: BATTLE OF NESTOR FORD



KEY (note up = East)

1: Nestor Ford

3: Madriga's Company

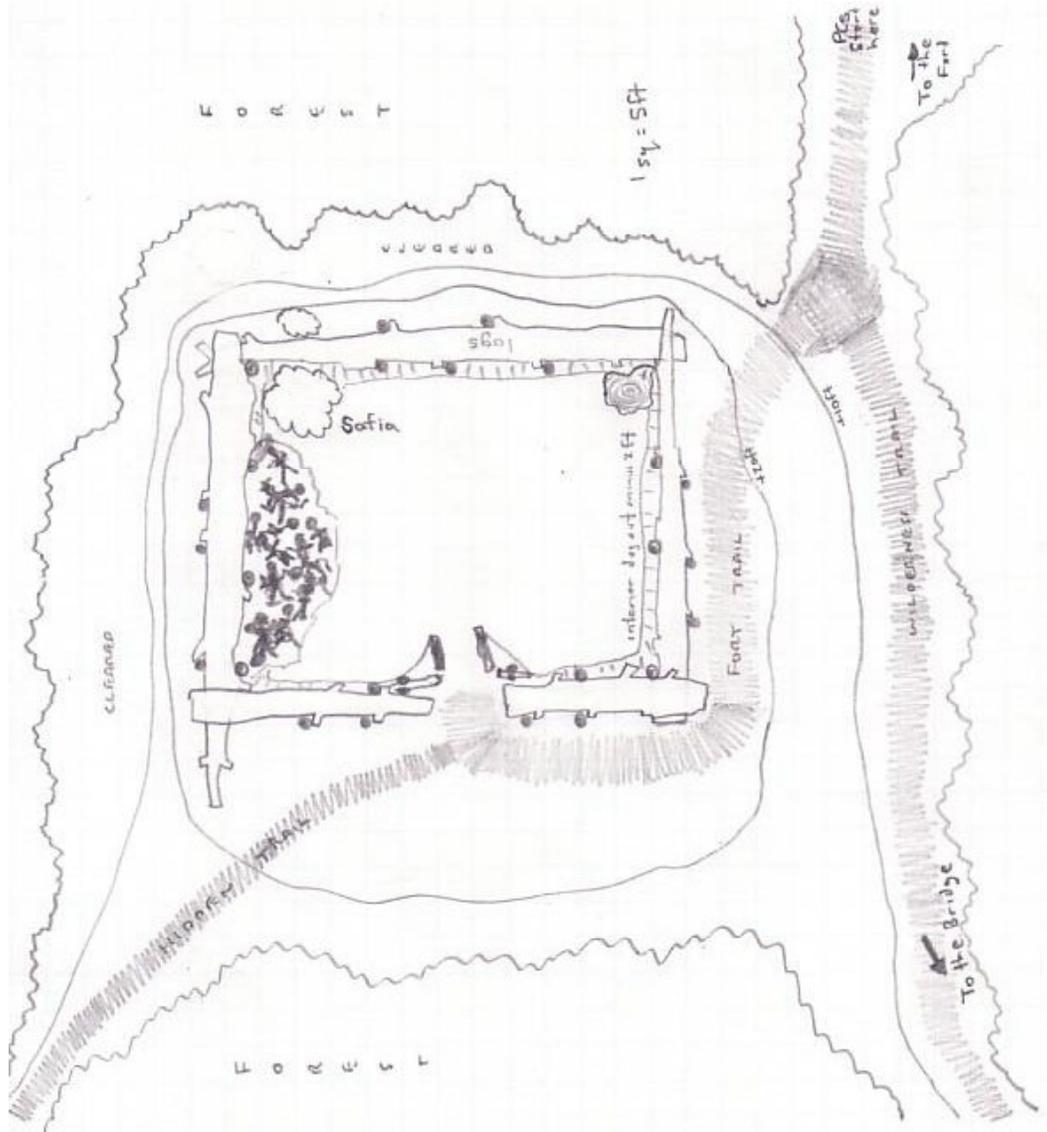
5: Bugbear advance

White eye symbol = pickets

2: Bugbear Rear (waiting to cross)

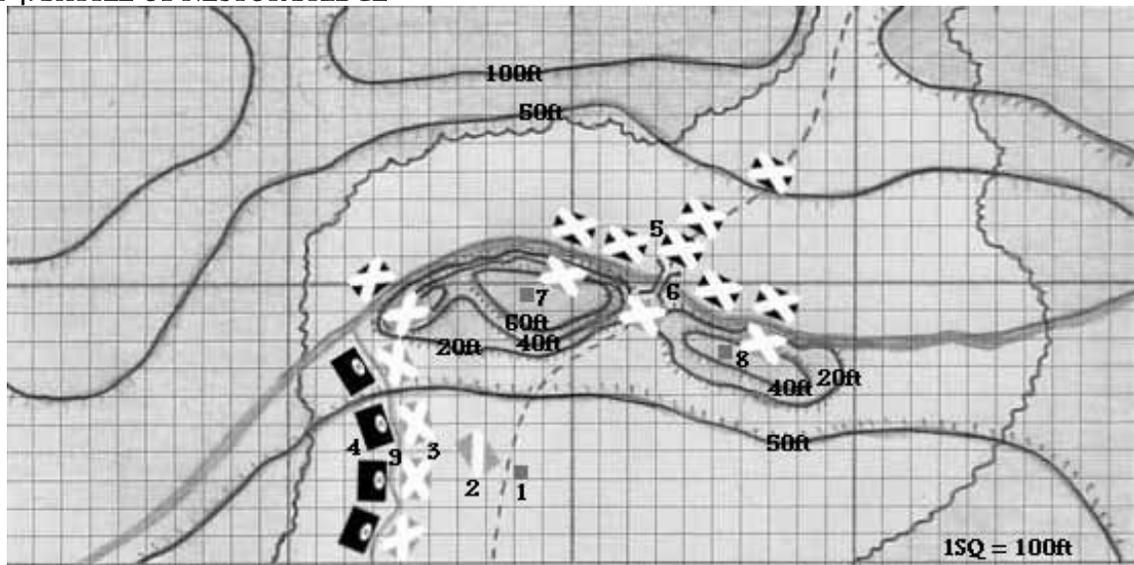
4: Perrender Square

MAP 3: ENCOUNTER AT FORT SCHWARTZEN



The Fort is on a hill about 40 feet above the forest floor. The hill slopes upwards in a 45-degree angle. The log walls for the fort are 10ft high on the outside face but a firing step inside allows for the defenders to attack over the top with the benefits of cover. Defenders behind the wall gain a +4 to reflex saves to avoid damage from area effect spells that allow a reflex save and gain the benefits of improved evasion in these circumstances. The fort is 70ft (14 squares) on its front facing and 60ft (12 squares) on the sides.

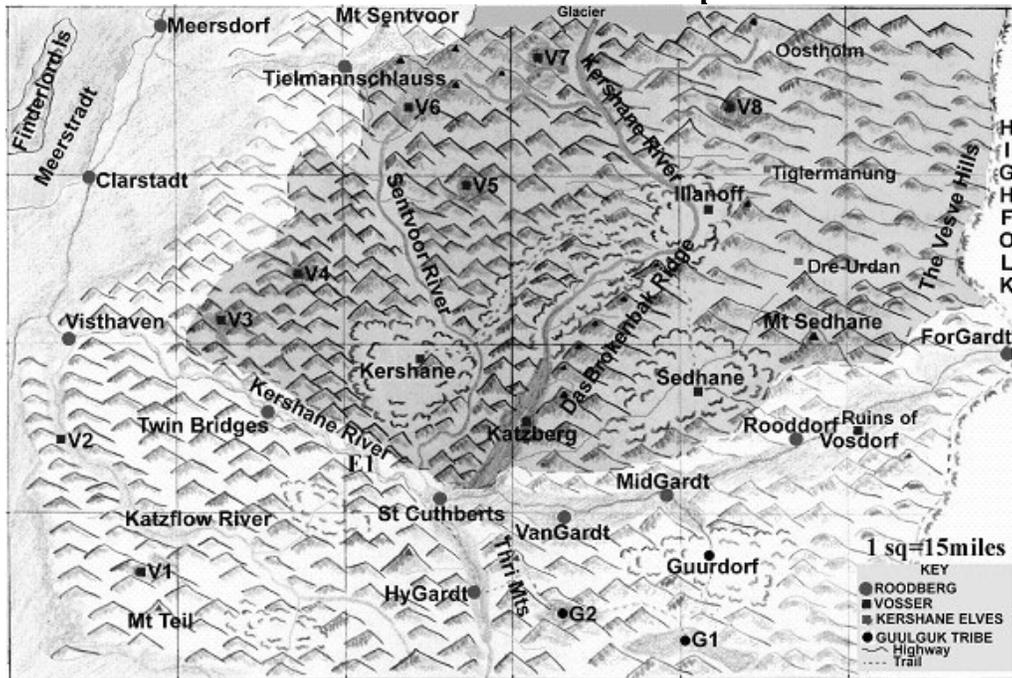
MAP 4: BATTLE OF NESTOR BRIDGE



KEY (note up = East)

- | | |
|--|--|
| 1: Armie HQ | 2: Cavalry Detachment |
| 3: 5th Auszugen & Schwartzenbruin Landwehr | 4: Advance elements of the "White Eye" Brigade |
| 5: Mixed Iuzian Regiments | 6: Bridge of Nestor |
| 7: Left Flank HQ | 8: Right Flank HQ |
| 9: Katz Creek | |

Appendix Three Map of the Kershane Pass



SETTLEMENTS and OTHER FEATURES

KERSHANE CANTON (Grey area)

The City of Kershane: Grey Elven city Pop 6800 (Grey Elves 4800, High Elves 1200, Wood Elves 400, Halflings 300, Gnomes 100).

Sedhane: High Elven mixed settlement Pop 5800 (High Elves 2000, Wood Elves 1200, Felkatz Vossers 600, High Forest Humans (Flan) 1000, Gnomes 600, Halflings 400).

Illanoff: High Elven mixed settlement Pop 4000 (High Elves 1800, High Forest Humans (Flan) 1200, Halflings 500, Felkatz Vossers 300, Gnomes 200).

Katzberg: Felkatz Vossers capital and hill fortress town, pop 5300 (Felkatz Vossers 2600, High Forest Humans (Flan) 2000, Halflings 400, Gnomes 300).

Dre-Urdan: Gnome subterranean town, pop 2400 (Gnome 2400).

Tiglermanung: Gnome subterranean city, pop 7800 (Gnome 6800, Khund 600, Halflings 400).

Oostholm: Khund subterranean city, pop 4000 (Khund 2800, Gnomes 1000, Halflings 200).

V3: Felkatz Vossers stadt pop (Felkatz Vossers 220, Halflings 40).

V4: Felkatz Vossers stadt pop (Felkatz Vossers 100, Halflings 20).

V5: Felkatz Vossers stadt pop (Felkatz Vossers 360, Halflings 60).

V6: Felkatz Vossers stadt pop (Felkatz Vossers 200, Halflings 50).

V7: Felkatz Vossers stadt pop (Felkatz Vossers 400, Halflings 80).

V8: Felkatz Vossers stadt pop (Felkatz Vossers 320, Halflings 70).

TOTAL POPULATION CANTON OF KERSHANE = 36420

Grey Elves 4800, High Elves 5000, Felkatz Vossers 5100, Gnomes 11400, Halflings 2520, Khund 3400, High Forest Humans 4200

CLATSPURGEN CANTON (KERHAVEN SUB CANTON)

Clarstadt: Roodberg fishing village, pop 900.

Forgardt: New Roodenhund community, half-built castle, pop 300.

G1-G2: Guurhok cavern complexes, pop unknown.

Guurdorf: Ancient Elven city, now occupied by main clan of the Guurhok, est. pop 4500+

Hygardt: Roodenhund castle/keep and mining settlement pop 500.

Meersdorf: Oostmeer fishing village with Roodberg over-lordship, pop 600.

Meerstradt: The narrow and treacherous passage between the shore and Finterlord island.

Midgardt: Roodenhund walled town, pop 1300.

Rooddorf: Roodenhund fortress, pop 350.

St Cuthbert's: High Pass community with a fortress monastery called St Cuthbert's, pop 900.

Tielmannschlauss: Mountain community, mixed clans, Roodberg overlordship, pop 900.

Twin Bridges: Roodenhund fortress town, pop 1500.

V1-V2: Abandoned Felkatz Vosser Stadts.

Vangardt: Roodenhund agricultural town, pop 1100.

Visthaven: Capital of the Sub-Canton of Kerhaven, ruled over by the Roodenhund Sept, pop 2800.

Vosdorf: Ruined Felkatz fortress town.

TOTAL ROODBERG (ROODENHUND) POPULATION: Approx 11,000.

GEOGRAPHICAL

DasBrokenbak Ridge: A series of peaks rising to approx. 9,000ft that follows the Kershane River.

Finderlord Island: An ancient holy site of the Grove.

Sentvoor River: A fast flowing river that is tributary to the Kershane.

The Vesve Hills: The wooded hinterland of the Vesve and Clatsberg mountains, home to all manner of wild creatures.

Glacier: Source of the Kershane River, called by many the Broken Shelf by others the HanJosep Glacier, approx. altitude 21000ft.

Katzflow River: A sacred area of the Grove.

Kershane River: One of Perrenland major rivers, it empties into Lake Quag.

Meerstradt: The narrow and treacherous passage between the shore and Finderlord island.

Mt. Sedhane: The Hollow mountain 19,000ft.

Mt. Sentvoor: Highest Peak in Perrenland @ 31000ft.

Mt. Teal: Mountain of 25,000ft.

Player Handout Number 1

The non-aggression pact with Iuz has ended, symbolically torn to shreds and burned in the flaming altar of Vathris the demi-god of retribution by the new Voormann Orgus Bildgear. The assembled members of the Concatenated council of Perrenland has supported this action, in accord for the first time in months. The powerful Pfalzgraf of the Weisspeers, however, is noticeably absent. It is time to stand firm and deal a blow to revenge the death of the Voormann Karenin and so many others who have fallen victim to the evil machinations of Iuz and his depraved minions. It is war.

General mobilisation, already well advanced, has now reached a new level. The reserve units of each Auszugen have been called up, expanded up to double and in some cases even triple normal manpower levels.

Two armies have been assembled: the 1st Armie of 6000 troops and the 2nd Armie of 4000 troops. These two armies have at their core the well-trained and disciplined Auszugen of Perrenland, supported by some of the Landwehr of the cantons. Units from the 1st, 2nd, 5th, 6th, 7th and 8th Auszugen have been deployed in these two armies. Landwehr from the Cantons of Quagfludt, Clatspurgen, Schwartzbruin, Nederboden, Krestible, Traft, Vesbergen and Kershane have also joined these regular formations, along with many other patriots. In reserve stand the bulk of the 3rd and 4th Auszugen units, 50% of the troops from each of the committed Auszugen and the Landwehr units of the Krestible, Nederboden, Hugelrote and Yattenheid Cantons.

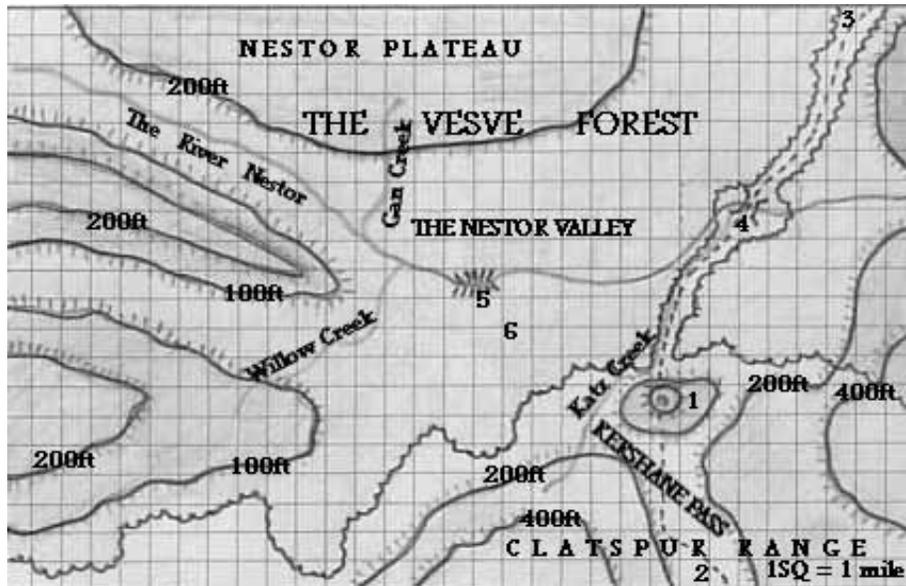
The bulk of the 2nd Auszugen in Quagfludt supported by the majority of the Hors (cavalry) of the nation have been tasked with keeping the Velderdyva river valley free and with assisting the city of Highfolk. This formation is being called the Velderdyva Armie-Group and consists of some 2000 footmen supported by nearly 1000 cavalry and elements of the Zee-Auszugen as well.

Amongst all these regular military units the loudest voices are those of patriots and common folk who have taken up arms in support of Bildgear's declaration of war. Even the leaders of the Old Kerk and Den Zauber have called upon their members to join the push to free Highfolk.

Whether as a patriot, by your desire to see the Vesve freed, or by your duties as a member of the Fighting Forces of Perrenland, Den Zauber or the Old Kerk you find yourself part to the 1st Armie. This army of over six thousand troops has been deployed over-looking the Vesve in the lower end of the Kershane pass. The Vesve has been over-run by suspected Iuzian forces. The 1st Armie has been assigned the task of pushing them back and restoring the territory to Highfolk, a nation mocked by its inability to keep its territory. You know that the slightly smaller 2nd Armie will be doing much the same but to your north across the Sepia Uplands.

Player Handout Number #2

THE NESTOR VALLEY



KEY (note up = East)

- 1: Forgardt 2: Road up Kershane Pass 3: Road to Chendl 4: Nestor Bridge
5: Nestor Ford 6: Guthrie's Advance.

Player Handout Number #3

BATTLE OF NESTOR FORD



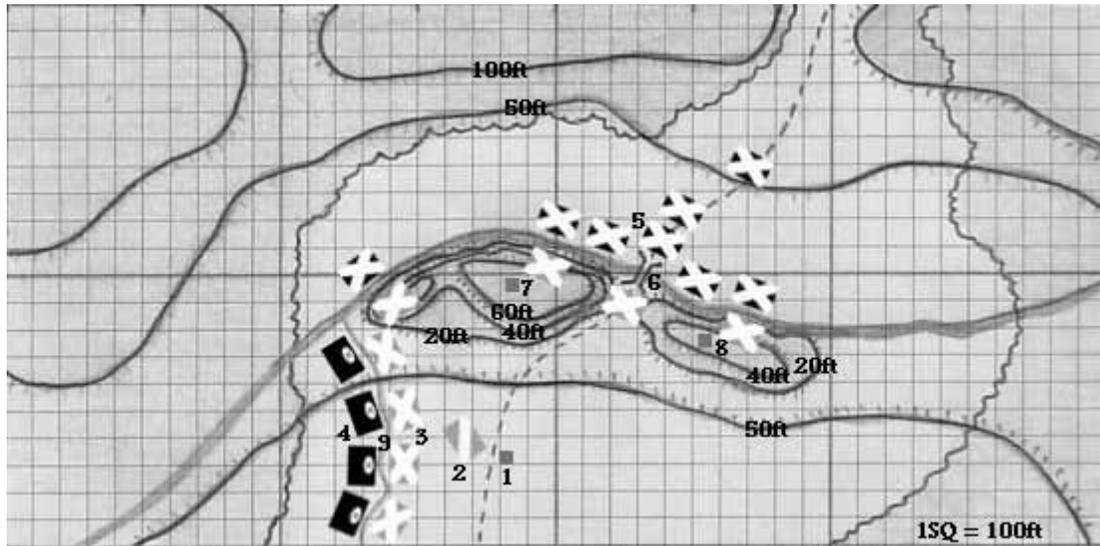
KEY (note up = East)

- 1: Nestor Ford
- 3: Madriga's Company
- 5: Bugbear advance

- 2: Bugbear Rear (waiting to cross)
- 4: Perrender Square

Player Handout Number #4

BATTLE OF NESTOR BRIDGE



KEY (note up = East)

- | | |
|--|--|
| 1: Armie HQ | 2: Cavalry Detachment |
| 3: 5th Auszugen & Schwartzenbruin Landwehr | 4: Advance elements of the "White Eye" Brigade |
| 5: Mixed Iuzian Regiments | 6: Bridge of Nestor |
| 7: Left Flank HQ | 8: Right Flank HQ |
| 9: Katz Creek | |

CRITICAL EVENTS SUMMARY (PLEASE SEND RESULTS TO patjeni@nor.com.au using the subject title "ANM CES")

This is for the DM to fill in after the event, do not consult the players on these points.

- | | | |
|---|---|---|
| 1) Did the PCs take the Fool's option? | Y | N |
| 2) Did the PCs arrive early at the bridge? | Y | N |
| 3) Did the PCs save VanOostl? | Y | N |
| 4) Did the PCs save Safia and take her alive to Forgardt? | Y | N |
| 5) Did the PCs secure the battle standard of 1 st Armie? | Y | N |