

URD6-02

Forged in the Vale

A One-Round D&D LIVING GREYHAWK[®] Duchy of Urnst Regional Adventure

Version 1.7

Round 1

by Kathy Ice

It's been two years since the orc invasion of the Vale was stopped in its tracks. The orc menace has ended...hasn't it? The Duchy's new Regent is looking for adventurers willing to investigate. This is a Duchy Factions adventure and may be used for Ducal Guard, White Bear, and Scarlet Bear banked time units. An adventure for APLs 2-8.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury

Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

The Vale has long stood as a region closely allied to the Suel dominated Duchy and has always been a peaceful, prosperous land. Its mostly-Halfling population farmed the rich soil, producing a good part of the Duchy's crops.

In CY 593, orcs invaded the Vale, pouring from beneath the Cairn Hills. The peaceful Vale Halflings were killed or driven from their homes, and orcs rampaged over the countryside.

It took until CY 594 for the Honorable Chamber to authorize a counterstrike. The Duke's elite Bar Rampant cavalry and several units of Ducal Guard soldiers (augmented with assorted heroic adventurers), broke the back of the main orcish force and drove the orcs back. All the major towns in the Vale were re-taken.

The orcs were not driven out altogether, however. Hundreds of them still remain in the smaller towns, villages, and hamlets at the edges of the Vale. There are still many Halfling refugees unable to return to their homes.

During the beginning part of CY596, run this module with the first sections of text. After the second interactive of the year (likely April), you will need to download the modifications to this adventure that will be available at <http://www.duchyofurnst.org/Vale>

Adventure Summary

Introduction: The PCs are hired to investigate the situation in the Vale. The group arrives in the Halfling village of Atherlea and secures lodging.

Encounter One: Deputy Warder Cinda Finel approaches the group and asks for their help in recovering a cache of weapons that was hidden right as the orcs invaded.

Encounter Two: While encamped on the road, the group encounters an orc patrol.

Encounter Three: The following night, a heavy downpour makes camping a challenge.

Encounter Four: The group finds the wagons, but they are empty. They track the weapons to a nearby barn, where three orc deserters are holed up.

Encounter Five: Getting the wagons back to the road is a wet, muddy challenge.

Encounter Six: The group is intercepted by a group of Halfling bandits

Encounter Seven: The group returns to Atherlea and reports the results of their expedition.

Preparation for Play

Find out whether any of the characters participated in the *Siege of the Vale* Interactive (so Cinda can react appropriately in Encounter One) or *The Empty Throne* Interactive (to find out which faction they supported).

Character's meta-org membership and/or faction alignment could have an impact on their introduction to this adventure:

Keepers of the Vale and Halflings from the Vale: Give them Player Handout 3.

Strong Harts: Those characters who have a favor with Ellis Lorinar, supported Ellis for Regent in *An Empty Throne* or are aligned with the Strong Harts will get a private audience with Lord Ellis himself (see Audience with the Regent below). Those invited may bring other PCs they know if they are willing to vouch for them. If characters have a position in a House (Houses of the Duchy meta-org) that is aligned with the Strong Harts (see below), their house will send them to the audience. Members of the White Harts faction will not be allowed into the audience.

At the time of this adventure, the following houses are aligned with the Strong Harts: Arginar, Baerglund, D'Argin, Durnix, Gaebech, Holomaer, Kaste, Kilbourne, Meissel, Nelaera, Pontirun, Szabo, Tarnel, U'Morael, Vaer, Verana, Verle, Wolfheart, Xiotha, and Lorinar (Strong Harts leaders).

Ducal Guard: This adventure can be used for banked time units. Members of the Ducal Guard who are not in the White Harts faction and did not support Jolen in *An Empty Throne* will receive orders to report to an audience at the Royal Palace in Leukish (Audience with the Regent below).

White Harts: Those characters who have a favor with Jolen Lorinar, supported Jolen for regent in *An Empty Throne* or are a member of the White Harts faction, will receive a secret letter (handout xx in the appendix). . If characters have a position in a House (Houses of the

Duchy meta-org) that is aligned with the White Harts (see below), their house will send them the letter. Members of the Black Harts faction will not be given the letter under any circumstances.

At the time of this adventure, the following houses are aligned with the White Harts: Amelung, Burlondin, Eisener, Fealdon, Gaernot, Kruske, Meissel (Uther faction), Reede, Sallavarin, Sidae, and Lorinar (White Harts leaders).

Ducal Diplomatic Corps Members: Members of the Ducal Diplomatic Corp will receive a mission appropriate to their order (Player Handouts 4, 5, or 6). Those who are part of more than one order will receive multiple missions. White Bears assigned to the Duchy and Scarlet Bears can use this adventure for banked time units

This adventure has a very specific timeline when the orcish tribe will arrive. There are a number of encounters that are designed to slow the PCs until badly prepared PCs might be in danger of encountering the orcish tribes. Also, due to the condition of the roads here, overland movement is restricted to 20 feet in general due to sections of very harsh road combined with sections of normal road. **Thus, parties will travel at a blanket rate of 2 miles per hour when walking and 4 miles per hour when hustling unless they would normally be slower.**

Introduction

The last few months have been very eventful and all of Leukish is still talking about the occurrences. Duke Karll Lorinar was declared missing, for divinations and all manner of queries have reported that he is alive and well and serving the Duchy. Lord Ellis Lorinar was confirmed shortly thereafter as the Regent until Duke Karll's return or a change in his reported status. With the ascension of Lord Ellis, tensions in the city erupted into riots but were quickly and forcefully stopped with the aid of adventurers. Since that time things have calmed down somewhat.

Intro A: Audience with the Regent

Only Strong Harts and Ducal Guard members will be invited to this audience (see above). If a character has a previous favor with Lord Ellis and is NOT a member of the White Harts faction, they will be invited as well. Characters can bring other characters they know if they are willing to vouch for them.

You have received a personal invitation to the Ducal Palace for a meeting with the new Regent.

The Ducal Palace is a beautiful structure made of Maure Marble, with a richly carved and gilded exterior. You are led to an elegant dining room with a long, polished wooden table. White draperies

emblazoned with a Black Stag adorn the walls. Seated at the end of the table is a broad-shouldered Suel man with a severe brush cut and a goatee trimmed to exact angles. He wears a military dress uniform draped in medals, and a gleaming golden sword is strapped to his belt. His eyebrows are knotted in what appears to be a permanent expression of intense concentration.

“Welcome” he booms. “I am Lord Ellis Lorinar, Regent of the Duchy of Urnst. Please sit.”

Lord Ellis will address any who have favors with him by name, and greet warmly those who are members of the Strong Harts faction. Those who he doesn't know will need to introduce themselves.

Lord Ellis waits to see if the PCs have any questions or comments, but otherwise continues:

“I have called you here to remedy an oversight. The Vale.” Ellis Lorinar frowns and shakes his head. “For too long they have languished on the edge of the Duchy, virtually ignored by Duke Karll. I personally led the Bar Rampant to their aid once before, but was assigned elsewhere before I could properly finish the job. Now that I run the Duchy, I wish to determine the dangers that remain in the Halfling lands and investigate the many requests for aid that we have received over the last year. I want you to travel to the Vale, examine the state of things in the interior, notably the town of Atherlea, and report back to me.”

He has requisitioned a small amount of money for their investigations – 50xAPL per character. Once the PCs agree, continue:

“In addition, I have had the navy designate a ship to take you from Leukish to Nyrstran aboard the Riverjumper, captained by Merrin Farhair. You will be accompanied as far as Splendorrill by a detachment of Ducal Guard troops.”

If there are any Ducal Guard members present that are higher rank than Guard-at-Arms, he will give command of additional troops to that Ducal Guard member until they reach Splendorrill.

Intro B: Adventurers Wanted

You have learned that the Ducal Guard is once again recruiting adventurers—this time, for a mission in the Vale. You have responded to the call and now find yourself in a small, cramped office waiting for some official to tell you what is going on. Such is the life of an adventurer.

Fortunately, you do not have long to wait. A uniformed Suel man marches briskly into the room and seats himself behind the desk.

Knowledge (local) DC 10 to recognize the man's rank as Petty Sergeant.

“The Ducal Guard has been called upon to address the current situation in the Vale,” he begins. “As you may know, Lord Ellis and the Bar Rampant came to the aid of the Vale Halflings two years ago when the Vale was invaded by orcs. Aided by adventurers like yourselves, Lord Ellis broke the back of the main orcish invasion.” He pauses to sniff derisively. “Apparently, that wasn't enough for some people. It's been two years and the Vale Halflings are still whining about it and asking for more help.”

He scowls at you all. “So the Ducal Guard is offering you the princely sum of [50xAPL] gold apiece to travel to the Vale, specifically the town of...” he pauses, and consults a document in front of him. “...Atherlea. Investigate the situation and report back. Do you accept?”

The PCs may ask questions, but the sergeant has little information other than what he's just shared. And, obviously, he thinks the whole undertaking is a waste of time.

Encounter One: The Journey

The PCs may make any preparations they would like to during the rest of the day in Leukish. It will take 4 days to travel from Leukish to Nyrstran aboard the Riverjumper. Captain Merrin Farhair is the only Halfling captain of the Ducal Navy. He is trim and has the weathered look of a sailor who has seen many seasons on the sea. He has a quick eye and a ready smile and the crew on his ship respect and appreciate him, although they do not talk about this openly, being gruff Suloise sailors (for the most part).

Once the characters arrive in Nyrstran, they can travel southwest to Miesselberg, then northwest into the Vale. Currently the Ducal Guard unit here is quartered in Splendorrill, which is the first main town on the river in the Vale. Here everything looks fairly prosperous and well, although there are signs of overcrowding of refugees.

Atherlea is two day's travel past Splendorrill and the roads are fairly deserted, although the characters pass by farmhouses. These all appear to have armed guards set and scouts placed to warn of danger. **The characters arrive at Atherlea shortly before noon.**

Your voyage to Nyrstran is largely uneventful, as is your overland journey to Splendorrill. Here you see the first signs that all may not be well in the Vale. Splendorrill looks peaceful and prosperous enough, but you note the presence of a couple of refugee camps on the outskirts of town. You intercept a few odd, even hostile looks from some of the Halflings, particularly toward anyone wearing Ducal Guard insignia.

Mindful of your instructions, you continue on to Atherlea, a peaceful, picturesque Halfling town in the western Vale. Or so you have heard it described.

Just at the moment, however, the place seems overrun with refugees. Tent cities ring the sturdy little buildings of the town proper, and the streets are teeming with Halflings. The town itself appears full to bursting.

You pass a large, open area near one of the encampments, and see a group of Halflings arrayed in ranks, performing weapons drills that are very familiar to anyone with martial skills. However, not all of the “troops” appear to have weapons. In fact, most of them don’t; they’re drilling with wooden mock-ups, or in some cases, plain pieces of wood. And is that a broom handle?

You pass close to where a small group of Halflings is resting from their drills beside the road. As you pass, a mocking voice calls out, “Look, children! Brave adventurers! At last we are saved!”

If any of the PCs are wearing Ducal Guard uniforms or insignia, substitute “The Ducal Guard” for “Brave adventurers.” If there are half-orc PCs present, add the following:

A woman’s voice sneers “Orc scum!” Her voice is quieter than the mocking voice, but what she lacks in volume she makes up in venom.

The militia can inform the PCs that their commander (Deputy Warder Cinda) can be found at the White Rose Inn, and that the White Rose is the only place that can accommodate “big folk.” If the PCs want to stop and talk to the Halfling militia, they can encounter any or all of the following. All of the following begin with an Indifferent attitude (see PHB page 72), except where noted.

👉 **Nessa Glyre** was a typical Vale farm-wife until the orc invasion. Orcs killed her husband and three children, and burned their farmhouse to the ground. Now Nessa’s rage and hatred of orcs is all-consuming (she is the one who made the “orc scum” remark). If there are any half-orc PCs in the group, she is initially Unfriendly. Like many in the Vale, she feels that the Ducal Guard hasn’t done enough to help them against the orcs. There are claims that a Ducal Guard skirmisher unit has been operating up in the hills somewhere, but she has never seen any sign of them.

👉 **Othert Stickelby** is an acolyte of Yondalla, now in the militia as a combat medic. He looks decidedly unsuited for combat—pale, thin, and bookish. He also looks like he doesn’t much want to be here. If asked, he’ll admit that the senior clergy of Yondalla “suggested” that the younger clerics should help out with the militia and that he didn’t quite dare to say no. He is doing his best in training, but he’s having a hard time of it. Like many of his companions, Othert believes that the Duchy and the

Ducal Guard haven’t done enough for the Vale during this crisis and will point out the TRUE allies would have done more. He believes that the Ducal Guard should send more troops here to take care of the orcs for them.

👉 **Dyrna Appleford** is a very young Halfling—possibly too young to be in the militia, although she refuses to answer questions about her age. She is eager to help her home against the orcs, and keen to see her first battle. And she wants to be Cinda Finel when she grows up (see Encounter One, below). Her speech is peppered with “Deputy Warder Finel says,” and “Deputy Warder Finel always,” and so on. Dyrna will mirror Cinda’s opinion that what the Vale could take care of itself if the Duchy would just give them aid in the form of weapons and gear, although she doesn’t like to admit that Deputy Warder Finel needs any help with anything.

👉 **Kaelskiffden Todedlinket** (Skiff to his friends) is one of a few gnomes in this mostly-Halfling militia. He grew up in Atherlea, though, and feels it is his duty to help defend it. Like many gnomes, he has a keen sense of humor; he is the wiseacre who shouted that they were all saved. There was a serious point behind that bit of foolery; many in the Vale feel that the Ducal Guard abandoned the Vale with the job only half-done. For the most part, though, Skiff cracks jokes and makes fun—of the PCs, himself, his fellow militia, the orcs, and anything else that comes to hand. Because of the grim task they are facing, his humor is often rather dark, such as speculating on the number of pieces the orcs will chop him into.

Once the PCs have finished roleplaying with the Halfling militia members, continue:

It is getting on for noon, and your stomach is reminding you that you breakfasted early this morning. You make your way to the White Rose Inn, the largest inn in town, and the only one that can accommodate “Big Folk” such as elves, dwarves, and humans.

The interior of the White Rose is clean and oddly sized due to the presence of furniture for both medium and small sized creatures. There is a rotund Halfling wearing a bright red shirt and the apron of an innkeeper, who greets you cheerfully “Hello travelers. I’m Carrow Diens, owner of this fine establishment. What can I do for you?”

If the PCs ask for who’s in charge immediately, they are directed to Deputy Warder Cinda Finel, who is in a private dining room at this time. She will answer the door and speak with them, then call Tamber over to enter the room if the conversation leads in that direction. Alter the boxed text below to suit those events.

Encounter Two: For Want of a Sword

Before you can turn your attention to the serious matter of food, however, you are interrupted. There is a tap on your arm, and you turn to see a Halfling woman standing behind you. She has close-cropped red hair and an air of concern and determination; there is something undeniably martial in her attitude and appearance. Under her surcoat she wears a fine suit of burnished, copper-toned full plate and carries a well-made short sword at her hip.

If any of the characters played the Siege of the Vale Interactive, continue with the following:

You recognize her as Deputy Warder Cinda Finel, the one who gave you your assignment two years ago when you helped defeat the main force of the orc army.

"I thought I recognized you," she says with a fierce smile. "I've got a little job for you and your friends, if you're interested."

If any characters are Keepers of the Vale or have influence with the Keepers:

You recognize her as Matron Cinda Finel, a stout halfling woman who has been a member of the Keepers of the Vale for many years. Her dedication to the Vale is well-known around these parts and it doesn't surprise you that she now wears a small badge of office.

"Greetings Keeper," she says with a fierce smile. "I was appointed to be Deputy Warder after we reclaimed this portion of the Vale a year ago. But there is still much work to be done. I've got a little job for you and your friends, if you're interested."

Otherwise read the following:

"Good afternoon," she says. "I am Cinda Finel, a Keeper of the Vale and Deputy Warder of the local militia. It just so happens I'm looking for some adventurous types to do a little errand for me. Can I have a moment of your time?"

In either case, once the PCs agree to talk with her, continue with the full dialog below. If pressed for time, use the dialog summary instead.

Full dialog:

She leads you through the common room, weaving among the crowded tables. At one point, she pauses briefly to tap a Halfling man on the shoulder. "Come with me," she says briskly.

The man stands, one hand still clasping his mug of ale. Turning toward your group, he places the other hand over his heart in a rather theatrical

gesture. "Cinda, my love, I would follow you anywhere," he says.

Deputy Warder Finel continues to lead the way through the tables and does not reply, although a slight flush colors her cheeks. Grinning, the man retrieves a bowl of stew from the table and follows.

Cinda leads the way to a table that's a bit too high for Halflings, and a bit too low for Big Folk. Stools in various heights are clustered around it. She climbs nimbly up onto one of the higher stools, and motions you all to be seated as well.

She beckons a server to the table. "What will you have?" she asks you. "I'm buying."

"In that case—" the Halfling man begins, winking at you.

"NOT you," Cinda says severely. At least, she probably believes she is being severe. The tiny smile on her face rather spoils the effect. "The budget won't stretch that far. But you, noble adventurers, please, order what you like."

Allow characters to place orders, with as much interplay as time permits.

After the server leaves, Cinda turns to you, her expression sober. "As I said, I have a job that needs to be done. Specifically, I need you to retrieve something for me.

"We had a major orc invasion a couple of years ago. With the help of the Ducal Guard, we were able to defeat the bulk of the orcish forces. However, the Vale has not been entirely re-taken. Orcs still roam the countryside, especially in the western Vale. Major towns are relatively safe, but small villages and even the major roads can be hazardous.

"I've been training up a local militia to try to take back some more of our territory. They're not shaping up too badly, all things considered, but we lack weapons. We also lack the resources to buy weapons; we're strained to the limit providing for refugees.

"That's where Tamber, here, comes in," she says with a gesture at the Halfling man. "He managed to lose an entire shipment of weapons just as the war started."

"Hide," Tamber corrects mildly. "Hide, not lose, my dove, and your doubting words wound me to the quick." He grins at you.

"Ah, how well I remember. It was a hot day, and the birds—"

"Let's stick to the relevant facts," Cinda interrupts. "We don't want to be here all night."

If Tamber is put off by her abruptness, he doesn't show it. "Your lightest wish is my

command," he says. "Very well. My name is Tamber Cloverbrook, and I am a traveling merchant. Two years ago, right when the orc invasion started, I was leading a small caravan of weapons from the village of Romberton to Cinda—pardon me, to Deputy Warder Finel—here in Atherlea.

"The journey was a series of minor mishaps and accidents. A wagon lost a wheel, a harness broke, a wagon went off the road and wound up in a ditch. These things happen with caravans, and I normally take them in stride, but the orcs were getting closer and we were all pretty worried.

"Then one of the ponies went lame, and I knew there was going to be no way we could get ourselves, the animals, and the wagons to Atherlea before the orcs overtook us. So I made the decision to hide the weapons instead.

"I got the wagons off the road and hid them. And hid them well, if I may say so, though the fair Cinda doubts me."

"It's been two years," Cinda points out. "Even orcs may have found them by now. Still," she continues, "It's worth a look. More now than ever."

She continues, "We recently captured an orc scouting party. One of them was carrying the group's orders. They were to scout this area well, because the main orc tribe is going to relocate closer to Atherlea. If they do, that will put them between us and the weapons.

"Which is where you come in." She turns to you. "We have three days before the orcs arrive. I would like you to go to the spot where Tamber hid the weapons and see if they're still there. If they are, bring them back to Atherlea before the orc tribe moves in. If they're already gone—" she sighs. "Well, we need those weapons pretty badly. Find them if you can, but don't risk taking too much time."

She looks around at all of you. "You would need to leave immediately in order to get there and back in time. Will you do this for us?"

Dialog summary: Read the following only if you elect not to use the full dialog above. If you use the summary, have PCs make Sense Motive checks and give the results listed under "what's the deal with Tamber and Cinda?" below.

Matron Cinda insists on buying your meal for you, and introduces you to Tamber Cloverbrook, a local merchant. They explain that at the time of the orc invasion, Tamber had been bringing a caravan of weapons to Atherlea from the western Vale. When one of the animals went lame, Tamber opted to hide the wagons, with the weapons inside, rather than risk capture by the invading orcs. Although it has been two years, Cinda needs the weapons for her militia, and has hopes that they have not yet been

discovered. She has recently learned that the main tribe of orcs will shortly be relocating, to a position between Atherlea and the weapons. She would like you to find the spot, as described by Tamber, recover the weapons, and bring them back before the main orc tribe arrives, three days from now.

If the characters agree, Tamber gives them a map to the location where he hid the wagons. They are near the village of Oakhaven, a little over a day's journey from Atherlea.

Tamber will note that orcs are common in the area and it would be best if the group avoided campfires and other obvious displays that might attract them. He also points out that the easiest way to bring the weapons back would be to simply hitch animals up to the wagons, and suggests that characters bring appropriate animals with them. There are two wagons, each designed to be pulled by a Medium or Large equine creature (donkey, horse, mule, or pony). Tamber has harnesses for Medium equine creatures which he can lend, and the group can buy harnesses for Large equine creatures at Veldrik's General Store (see Appendix Five) at a cost of 5 gp per harness. If the group is inclined to use more exotic animals to pull the carts, their harnesses must be custom made.

At this point, the PCs have all the information they need to complete their mission; however, they may still have questions.

Three days including today?

Cinda truly doesn't know. Orcs aren't known for their ability to keep precise time, and the date on the orders is unclear. She will remind the PCs that orcs tend to travel by night, and that probably the main orc tribe will begin filtering in to their new location three nights from now (i.e., not tonight, or tomorrow night, but the following night). The PCs need to be well on their way to Atherlea by then.

Where was the caravan coming from?

The caravan originated in Romberton, a small town to the west.

Why would so many weapons come from such a small place?

Romberton is home to the noted blacksmith Wendrel Fairhope. He had been working especially hard to ensure that the Vale had enough weapons for the orc invasion.

What kind of weapons are there?

The shipment included short swords, light crossbows, and spearheads. All are sized for Small humanoids.

Why don't you just make new weapons?

Making new weapons requires materials, which the Vale Halflings can't afford to buy at present. Their funds are being spent to provide for the refugees.

Do you think the Duchy is doing enough for the Vale?

Both Tamber and Cinda are more circumspect than the militia members, Cinda in particular will not come right out and say she's unhappy with the amount of help the Vale has received from the Duchy (DC 20 Sense Motive to realize that she shares the opinion of the militia). Cinda will comment that what the Halflings really need is weapons to arm their militias so they can fight back the orcs themselves. Tamber can eventually be brought to admit that "a little more help would've been nice." However, he will not criticize the Duchy and doesn't actually blame them.

What's the deal with Tamber and Cinda?

A DC 5 Sense Motive is all it takes to know that Tamber is head over ears in love with Cinda. He is doing his best to court her, but the present situation makes it rough going. His beloved is very busy, for one thing, and her sense of responsibility won't let her take time for "that nonsense" of courtship and love.

A DC 15 Sense Motive reveals that Cinda is just as fond of Tamber, although she isn't sure she trusts her own feelings. It takes a DC 20 Sense Motive to realize that Cinda believes she is hiding her feelings much better than she actually is.

♣ **Tamber Cloverbrook:** Male Halfling Exp5.

♣ **Cinda Finel:** Female Halfling Pal3/Ftr2/Knight Protector 1.

Encounter Three: Orc Patrol

The next morning, you set out from Atherlea. The spring weather is uncertain, with wind gusts and occasional showers interrupting the few patches of wan sunlight.

As you travel, you notice the fields along either side of the road. Once, no doubt, they were prosperous and picturesque, but now they are neglected and choked with weeds. Some fields show signs of having been burned. Here and there are the remains of once-sturdy farmhouses, now destroyed or neglected. Though there are some sections of the road that are in bad repair and require some time to negotiate, overall travel is smooth.

Throughout the day the only sign you see of orcs are off in the distance, and the only sounds you hear are the chirping of the birds and the sound of your own passage. Everything else is eerily quiet. It's an unnerving but otherwise uneventful afternoon, and presently it is time to make camp.

During the night, the party is discovered by a patrol of orcs around 2 in the morning. At APL 2 and 4, the patrol is scouting in a spread out skirmish line with 30 feet between each orc.

If the group has a campfire the orcs will likely see it from a distance away and attempt to sneak up on the camp. Roll opposed spot and listen checks as appropriate.

If not, roll a die for which orc in the line most directly approaches the camp. If the camp is not hidden the orc will likely see it from 60 feet away (and those on watch can make spot (if they have the vision) and listen checks to see if they act in the surprise round. If the camp is hidden roll a spot for the orc to see if he gets surprise. If the orc does not see the camp he will blunder directly upon it.

Once combat is joined, the orc(s) involved will let out a bloodthirsty yell and charge straight for the camp. The remainder will converge at full speed. Sleeping characters gain a +5 bonus to their listen checks to awaken.

At APL 6 and 8, they are more cautious and will attack during the second watch (at about 2 in the morning). Have the PCs on watch make Listen checks opposed by the orcs' Move Silently checks. Characters with darkvision or low-light vision can also make Spot checks opposed by the orcs' Hide checks. If the PCs have made any effort at all to conceal their camp (examples include moving off the road, looking for a hidden place to camp, going without a campfire), then the PCs on watch get two opposed checks as the orcs attempt to find the camp. The orcs will begin at a distance appropriate for the spot check made, or at 30 feet, whichever is greater. The orcs are still somewhat loud once they attack and sleeping characters gain a +5 bonus to their listen checks to awaken.

Creatures:

APL 2 (EL 4)

♣ **Orcs** (6): hp 5; see Appendix One or Monster Manual page 203.

APL 4 (EL 6)

♣ **Orc Rangers** (6): hp 7; see Appendix Two.

APL 6 (EL 8)

♣ **Orc Rangers** (6): hp 22; see Appendix Three.

APL 8 (EL 10)

♣ **Orc Ranger/Rogues** (6): hp 34; see Appendix Four.

Treasure:

APL 2: Loot – 52 gp, Coin – 0 gp, Magic – none.

APL 4: Loot – 82 gp, Coin – 0 gp, Magic – none.

APL 6: Loot – 332 gp, Coin – 0 gp, Magic – +1 chain shirt (6) (625 gp each).

APL 8: Loot – 2 gp, Coin – 0 gp, Magic – +1 chain shirt (6) (625 gp each), +1/masterwork orc double axe (6) (1330 gp each).

Encounter Four: Weather or Not

Adjust the boxed text if the PCs slept in to compensate for losing sleep the night before.

The next morning begins under clear skies, and you dare to hope that you'll have better weather today. You travel past more neglected fields and farmhouses growing crops of weeds rather than food. An hour passes and it appears that all that remains of this area are the wasted remains of the houses the halflings once held dear. Trash from the Orcish infestation litters the ground, spare parts of the houses thrown about and broken items discarded rather than repaired.

Your hopes for clement weather are dashed around midday as the clouds begin to gather in earnest. It begins to rain late in the afternoon, and as evening approaches the rain becomes a downpour. Visibility is poor, and the light is going fast. You calculate that you are quite close to your goal, but finding it in these conditions is going to be nearly impossible.

The PCs really need to stop and find some kind of cover; pushing on could be dangerous. A basic DC 10 Survival check will tell them as much.

The countryside is largely farmland, with the occasional copse of trees. There are no convenient caves, and no farmhouses visible from the road. The PCs will have to put together some kind of shelter for themselves to keep the rain off. The easiest way to do this is magic (Leomund's Tiny Hut, etc.). Absent any magical means, PCs will need to make Survival checks to cobble together something to keep the rain off (note that the tents listed in the PHB are not enough to survive this kind of weather). A tent grants a +5 bonus on this check.

A DC 25 Survival check allows a character to create shelter for themselves plus up to two other Small or Medium humanoids. A tent grants a +5 bonus on this check; each additional tent grants another +2. Skills that could add additional bonuses (+2 each, minimum 4 ranks in the skill) include Craft (basketweaving), Craft (carpentry), Knowledge (architecture and engineering), and Knowledge (nature). Allow circumstance bonuses for any additional materials or expertise that seem appropriate. Characters without such shelter will sleep poorly and be fatigued the next day.

Tiny animals can share the same space as their masters, but Medium or Large animals also need to have shelter made for them. This requires a DC 15 Survival check because their needs aren't as stringent as the humanoids. One successful check will create shelter for four Medium or two Large animals. If animals do not have shelter, then any Handle Animal checks made on the animal for the rest of the day are at a -2 penalty.

The rain will continue for 10 hours, thoroughly drenching the area. The PCs may continue on when the rain stops in the morning.

Encounter Five: Deserters

Water drips steadily from bushes and leaves, and even on the road, the ground squishes underfoot. A white mist clings to the ground, and the sky is overcast and dreary. Birds chirp mournfully, and even they sound damp and uncomfortable.

You break camp and are soon underway. Less than an hour after you set out, you come to the spot described by Tamber the merchant. You note the bend in the road, the small rock shaped like a rabbit, the little stream running off to the east. Somewhere around here, there should be a hazel thicket, with the wagons concealed inside.

Have the PCs make DC 13 Spot, Search, or Survival checks to see the thicket, and allow them to set a marching order and make whatever checks they want before approaching.

You approach the thicket, your boots squelching in the damp, muddy grass. The thicket seems dense and well-grown from this side, but as you move toward it, you begin to see a section that has been broken down and trampled.

Allow the PCs to take any precautions they like at this point, but try not to slow things down too much. The orcs are long gone.

Cautiously, you continue to the thicket and begin looking around inside. Somewhat to your surprise, you find two stout, well-made wagons hidden within it, just as Tamber had promised.

As you move to inspect the cargo, however, you realize that the wagons are all that remain. The boxes of weapons they once held are now gone.

If any PCs are interested in the overall condition of the wagons, a DC 10 Craft (carpentry), Knowledge (architecture & engineering), or Profession (teamster) check reveals that they are in decent shape, but have taken some damage from the weather. A little work before they are loaded might be prudent. (See Encounter Five for more)

A DC 18 Knowledge (nature) or Survival check reveals that the damage to the thicket and the removal of the boxes from the wagons is fairly recent; it probably happened within the last few days. Last night's rain makes tracking difficult, but not impossible – a DC 27 Survival check for PCs with the Track feat.

PCs who can't make the check still have some options. The PCs can try searching for tracks, in which case they will find a lone spearhead with a Search DC 22, which fell out of the boxes on the way to the barn where

the orcs are hiding out. Tracing a straight line from the thicket to the spearhead will point right at the barn.

Any PC who gets to higher ground (there's a small rise near the thicket) has a chance of seeing some buildings nearby (around 1000 feet from the thicket). There are three buildings visible from the rise: a tumbledown cottage, a farmhouse without a roof, and a barn that looks to be in pretty good shape. The cottage and the farmhouse are both built for Halfling-sized inhabitants, and both prove to be deserted upon investigation. There are semi-cleared fields for 150 feet in all directions from the barn. There is a 30 foot stretch of solid ground around the barn and each of the buildings, but the rest should be treated as difficult terrain.

The barn is a large building with big sliding double doors. Above the doors to the right is a hayloft door hanging slightly askew.

The barn has been taken over by a group of deserters from the original orc army. They've done a little plundering in the area, and now spend most of their time drinking, eating, and trying to avoid being caught by their own side. Because they don't want to be caught and sent back to fight, they are actually keeping watch, although not well. The orc sentry (Skulk) is watching from the partly open hayloft door. If the PCs approach within his line of vision, give him a -5 to his opposed Spot and Listen rolls when determining surprise. Similarly the PCs have a chance to spot Skulk peeking out of the hayloft (remember to apply penalties for distance). While there is no concealment within 30 feet of the barn, Skulk is only partially watching and must still make a spot check. If neither Skulk nor the PCs see each other, roll initiative when the PCs open the barn door. See map in Appendix Seven.

Creatures:

APL 2 (EL 5)

- 👤 **Buzik:** Male orc Clr2; hp 14; see Appendix One.
- 👤 **Gharzh:** Male orc War2; hp 21; see Appendix One.
- 👤 **Skulk:** Male orc Rog2; hp 11; see Appendix One.

APL 4 (EL 7)

- 👤 **Buzik:** Male orc Clr4; hp 27; see Appendix Two.
- 👤 **Gharzh:** Male orc Bbn4; hp 42; see Appendix Two.
- 👤 **Skulk:** Male orc Rog4; hp 21; see Appendix Two.

APL 6 (EL 9)

- 👤 **Buzik:** Male orc Clr6; hp 41; see Appendix Three.
- 👤 **Gharzh:** Male orc Bbn6; hp 63; see Appendix Three.
- 👤 **Skulk:** Male orc Rog6; hp 32; see Appendix Three.

APL 8 (EL 11)

- 👤 **Buzik:** Male orc Clr8; hp 54; see Appendix Four.
- 👤 **Gharzh:** Male orc Bbn8; hp 77; see Appendix Four.
- 👤 **Skulk:** Male orc Rog8; hp 42; see Appendix Four.

Tactics: If the orcs see the PCs while they are still in the difficult terrain, Buzik and Skulk will open up with long range spells or arrows respectively, while Gharzh hides behind one of the barn doors until the PCs enter the solid ground around the barn. Buzik then divides his time equally between casting offensive (prepared) spells and healing his companions with his wand. If he runs out of spells, he's not afraid to wade in with his spear, although his main priority will be healing the other two. Gharzh concentrates on dealing massive amounts of damage; at APL 4 and higher, he rages immediately. Skulk either shoots from the barn loft (if he can get sneak attack from hiding) or uses his Tumbling ability to try to flank with Gharzh, then takes advantage of his Two-Weapon Fighting feat to get the maximum number of opportunities to deal Sneak Attack damage.

Once the orcs are defeated, read or paraphrase the following:

Now that your foes have fallen and you have time to look around, you spot the boxes of weapons stacked with the orcs' horde. Some of the boxes have apparently been used as benches or footstools and are a bit the worse for wear. The weapons within them, however, are still in good shape.

Treasure:

APL 2: Loot – 232 gp, Coin – 0 gp, Magic – Wand of Cure Light Wounds - (62 gp each) +1 chain shirt (104 gp each).

APL 4: Loot – 93 gp, Coin – 0 gp, Magic – Wand of Cure Light Wounds - (62 gp each), +1 chainmail (108 gp each), +1 Mithral chain shirt (175 gp each), +1 greataxe (193 gp each).

APL 6: Loot – 139 gp, Coin – 0 gp, Magic – Wand of Cure Moderate Wounds - (375 gp each), +1 chainmail (108 gp each), +1 chain shirt (104 gp each), +1 greataxe (193 gp each), Gloves of Dexterity +2 (333 gp each).

APL 8: Loot – 34 gp, Coin – 0 gp, Magic – Wand of Cure Moderate Wounds - (375 gp each), +1 chainmail (108 gp each), +1 chain shirt (104 gp each), +1 Mithral chain shirt (175 gp each), +1 greataxe (193 gp each), +1 spear (191 gp each), +1 heavy mace (192 gp each), Gloves of Dexterity +2 (333 gp each), Gauntlets of Ogre Power (333 gp each).

If the group is inclined to rest after this encounter, remind them that it is still early in the day, that the orc tribe will be arriving as early as tomorrow, and that they are still more than a day from Atherlea. To be sufficiently challenging, Encounter Six needs to happen on the same day as Encounter Four.

Encounter Six: In a Rut

Time permitting, allow the PCs a little time to solve the problem of how best to get the animals hitched to the wagons, and the boxes of weapons loaded. Whether they bring the wagons to the barn, or carry the weapons to the wagons in the thicket, they are still going to need to drive the loaded wagons to the road. Given the wet, muddy conditions, that's going to be a bit tricky.

If any PCs are interested in the overall condition of the wagons, a DC 10 Craft (carpentry), Knowledge (architecture & engineering), or Profession (teamster) check reveals that they are in decent shape, but have taken some damage from the weather. A little work before they are loaded might be prudent. A DC 15 Craft (carpentry) will improve the condition of the wagons.

Note that getting an animal hitched to a wagon is a DC 10 Handle Animal check; DC 12 if the animal wasn't able to sleep last night because of the rain.

With some difficulty, you manage to get the wagons hitched and the boxes of weapons loaded into them. You begin the trek back to the road, where—you hope—the ground is a little more solid.

At the moment, however, the ground you're traveling over is a squishy, wet mess, thanks to last night's rain. You haven't moved a hundred feet before one of the wagons bogs down and stops.

A DC 20 Strength check will get the wagon moving again, and there is enough room for all PCs to assist. (They can take 20 on their check.) Anyone helping to push the wagon needs to make a DC 5 Balance check when the wagon starts moving again, or lose their balance and fall. Nothing bad happens as a result; it's just undignified.

By now, clever PCs will be figuring out that they should perhaps do something to help the wagons traverse the uncertain terrain. Examples include laying down branches for traction, scouting ahead to find the safest route (DC 15 Survival check), lightening the wagons by carrying some of the boxes.

Between the uncertain footing and the condition of the wagons, getting back to the road is going to be difficult. If the PCs have done nothing to ease the way (either to fix up the wagons or to keep from bogging down), roll a d4 three times. On a 1-2, one of the wagons becomes stuck in the mud. On a 3, a wheel comes off. On a 4, a board in the wagon bed, weakened by exposure to the elements, breaks under the weight of the weapons boxes. Each time a wagon gets stuck, it needs a DC 20 Strength check to move it, and a DC 5 Balance check from each character pushing the wagon when it starts moving again. A DC 15 Craft (Carpentry) check will reattach a wheel, and a DC 10 Craft (Carpentry) check will repair a broken board. However, before any carpentry can be attempted on the wagons, at least some of the boxes

will need to be offloaded. The players can take 10 or take 20 on these checks, so you can continue through this encounter without much delay, but make sure to emphasize that they're taking more time if they have to stop constantly.

For every action the PCs successfully take to improve the wagons or ease their way back, roll the d4 one less time. For example, if the PCs succeed at the DC 15 Craft (carpentry) check to improve the wagons, and the DC 15 Survival check to find the easiest path, only roll the d4 once.

Each problem that happens with the wagon takes 30 minutes of traveling time to fix. If the PCs fail two Craft (Carpentry) checks on the same problem, it takes double that amount of time to fix.

Encounter Seven: The Proactive Approach

Judge's note: To be sufficiently challenging, Encounter Seven should happen before the PCs get a chance to rest from Encounters Five and Six. If the PCs seem inclined to rest, remind them that the orc tribe could begin arriving as early as tonight, and that they are still more than a day from Atherlea.

Back on the road at last, you begin making your way back toward Atherlea. The sky is still overcast, although (so far), no more rain has fallen.

Judge's note: The following assumes that the PCs have recovered the weapons. If they have not, please see the alternate dialog in Appendix Six.

You have not been on the road long when a Halfling man, mounted on a war dog, emerges from the bushes. He takes up a position in front of you, the lance in his right hand pointed negligently at the ground.

"Well done, adventurers!" he says. "I see you have recovered the weapons. Deputy Finel will be pleased." He cocks his head to one side. "On second thought," he says, "I don't think she will. I'm going to take them from you, you see. My friends and I," he gestures, and more Halflings emerge from the bushes to take up positions behind you. "My friends and I have grown tired of waiting for the Duchy authorities to get off their noble Suel backsides and do something about the orc problem. We've decided to take a more...proactive approach. Which brings us to the robbery portion of the afternoon." He gestures with the lance. "Leave the weapons. You may take your animals, your coin, and your personal gear. But the weapons remain with us. With them we can increase our numbers and kill more orcs."

If the PCs choose to fight right away, roll initiative and proceed. Hawthorn is likely to run away if the PCs don't lay down their weapons as he would rather ambush

them later with surprise. He will cast delaying spells as needed to allow himself and his friends to escape. If the PCs negotiate, they may learn more about their “bandit”.

Hawthorn Bittle is not a bad person, but he is frustrated by the state of affairs in the Vale. After many of his friends nearly starved before the Siege of the Vale pushed the orcs out of the major towns, Hawthorn turned to banditry to survive. If pressed, he admits that he takes from orcs and halflings alike, but justifies it by saying that almost everyone has more than he and his friends do. Besides, he sells everything back to the Halflings, doesn't he? And with hardly any mark-up.

Hawthorn attempts to play on the characters' sympathies, emphasizing the poor state of affairs in the Vale and the how the death of the Keepers of the Vale's leader has left the halflings in chaotic disarray. At least HE is fighting the orcs.

If the PCs give him and his friends at least 200 gold pieces worth of money or items AND/OR the weapons from the cache, they will receive Hawthorn's favor. If they offer less, Hawthorn will accept and let them go with a DC 20 Diplomacy check. If they intend to give nothing, they'll need to make a DC 35 Diplomacy check or be attacked by the bandits. This can be at an opportune time and need not happen now.

Given the opportunity to ambush the party later, Hawthorn will choose an area where the road is overgrown (to permit use of his entangle spell) and a copse of trees provides hiding places.

APL 2 (EL 3)

👉 **Hawthorn Bittle**, Halfling Ran 1 Drd 1: hp 17; see *Appendix One*.

👉 **Gemma, Riding Dog Animal Companion**: hp 13; see *Appendix One*

👉 **Halfling Bandits (2)**: male and female Halfling War 1; hp 6; see *Appendix One*

APL 4 (EL 5)

👉 **Hawthorn Bittle**, Halfling Ran 2 Drd 2: hp 26; see *Appendix Two*.

👉 **Gemma, Riding Dog Animal Companion**: hp 26; see *Appendix Two*

👉 **Halfling Bandits (3)**: male and female Halfling War 1; hp 6; see *Appendix Two*

APL 6 (EL 7)

👉 **Hawthorn Bittle**, Halfling Bandit: hp 39; see *Appendix Three*

👉 **Gemma, Riding Dog Animal Companion**: hp 26; see *Appendix Three*

👉 **Halfling Bandits (4)**: male and female Halfling War 1; hp 6; see *Appendix Three*

APL 8 (EL 9)

👉 **Hawthorn Bittle**, Halfling Ran 4 Drd 4: hp 52; see *Appendix Four*

👉 **Gemma, Riding Dog Animal Companion**: hp 39; see *Appendix Four*

👉 **Halfling Bandits (4)**: male and female Halfling War 1; hp 6; see *Appendix Four*

👉 **Riding Dogs (4)**: hp 13; see *Appendix Four*

Tactics: The halflings will try to go after the person who looks the richest (fine clothing, good weapons, etc). Otherwise they'll go after the most wounded (if the PCs were injured in the last combat), strongest (if there's only one or two strong looking PCs), or weakest (if they think they can corner them or drag them off to loot).

Encounter Eight: Arrival

Later, tired, wet, and muddy, you make your way once again down Atherlea's main road.

A small figure comes hurrying to meet you, and you recognize Cinda Finel. "I saw you coming," she says, a little breathless. "Do you have them? Did you find them?"

If the characters have the weapons, continue:

She is overjoyed at seeing the weapons. "I can't begin to tell you what this means to us," she says, pulling a short sword out of a box and examining it closely. "With these weapons, we will at last be able to reclaim our homes and farms from the orcs."

She sets the sword down and smiles at you. "I am in your debt," she says, "Truly, you are all Heroes of the Vale."

If the characters gave (or lost) the weapons to Hawthorn:

Cinda blinks and her shoulders droop a bit. "Oh... Well I suppose I'll have to get in touch with Hawthorn and see what he'll charge me for them. Maybe I can persuade him to sell them for less than his previous offerings. Thank you for trying, adventurers. At least the orcs don't have them." Cinda nods to you in farewell and heads back towards the inn, but her shoulders seem to carry an extra weight.

If the characters could not retrieve the weapons:

Cinda blinks and her shoulders droop a bit. "It's too bad the orcs took them. That will make them harder to beat in the future. I hope that I can find weapons somewhere else..." Her eyes downcast and her forehead crinkled in a frown, Cinda slowly heads back to the inn.

Developments: From here, the PCs should return to Leukish to report to Lord Ellis. They can take a ship back

from Nyrstran to Leukish or travel by any other means they come up with.

Conclusion

Once the PCs have returned to Leukish and reported in, they will be taken to an audience with the Regent (he wants direct answers from all involved):

You are led to an elegant dining room with a long, polished wooden table. White draperies emblazoned with a Black Stag adorn the walls. A pair of guards stand on either side of the door. Lord Ellis nods to you as he paces along the far side of the room. "Well," he says, pausing and focusing his gaze on you. "How does the Vale fare?"

He will wait for what the PCs tell him. Lord Ellis will put little stock in the word of any characters present who are members of the White Harts, but will hear them out.

If the PCs emphasize that things are not faring well:

Lord Ellis pounds the table. "This is absurd. It's been two years and the Halflings have done nothing for themselves. I'll have to do something about that." He turns his gaze back to you.

If the PCs argue that what they Halflings really need is weapons and monetary support:

Lord Ellis shrugs his shoulders. "I have my doubts that anything would render the Halflings capable of defending themselves. I suspect stronger intervention than that will be necessary."

When the conversation is done (assuming the party has been respectful and seemed truthful):

Lord Ellis nods his head. "Well done. I will see that this situation changes soon. The Honorable Chamber has been resistant, but there is more than one way to win their support. Expect to hear from me in the future."

Coda

The PCs may wish to tell other factions in the Duchy of Urnst about the information they've gained in this module. Some possibilities include any of the White Hart or Strong Hart factions from the beginning of the module, any of the official Ducal organizations (Army, Navy, Diplomatic Corps), any meta-organization (Keepers of the Vale, Stalwart Pines, Church meta-organizations). If the PCs state that they're doing so BEFORE you hand out the ARs, modify the blank influence point to contain the appropriate information. Use the information in the Preparation for Play section to note if the group is a member of a faction. Do NOT use the favor if the PCs did not report to anyone other than Lord Ellis Lorinar – cross it off.

Please send the results of which factions gained information in the module to

doutriad@yahoogroups.com

Favors

PCs that returned the weapons gain the Favor of Cinda Finel and the Favor of Tamber Cloverbrook.

PCs that report truthful information back to Lord Ellis about the situation in the Vale receive the Ducal Guard Favor and the Favor of Lord Ellis. Characters who are certified members of the White Hart faction will not gain the favor of Lord Ellis.

PCs that gave the weapons and/or gold to Hawthorn Bittle receive his favor.

If the PCs were captured by the orcs at any time during this adventure, they receive the captured AR text and must pay the penalties.

See Coda for Instructions on how to assign the blank influence point.

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 Two

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

Encounter Four

APL2 150 xp

APL4 210 xp

APL6 270 xp

APL8 330 xp

Encounter Six

APL2 90 xp

APL4 150 xp

APL6 210 xp

APL8 270 xp

Story Award

Weapons recovered and returned to Atherlea

APL2 50 xp

APL4 70 xp

APL6 100 xp

APL8 150 xp

Discretionary roleplaying award

APL2 40 xp

APL4 65 xp

APL6 80 xp

APL8 75 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1125 xp

Treasure Summary

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

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

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

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

the end of the adventure, its total is subtracted from the adventure totals below.

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

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

Encounter Two: Orc Patrol

APL 2: Loot – 52 gp, Coin – 0 gp, Magic – none.

APL 4: Loot – 82 gp, Coin – 0 gp, Magic – none.

APL 6: Loot – 332 gp, Coin – 0 gp, Magic – +1 *chain shirt* (6) (625 gp each).

APL 8: Loot – 2 gp, Coin – 0 gp, Magic – +1 *chain shirt* (6) (625 gp each), +1/*masterwork orc double axe* (6) (1330 gp each).

Encounter Four: Deserters

APL 2: Loot – 232 gp, Coin – 0 gp, Magic – *Wand of Cure Light Wounds* - (62 gp each) +1 *chain shirt* (104 gp each).

APL 4: Loot – 93 gp, Coin – 0 gp, Magic – *Wand of Cure Light Wounds* - (62 gp each), +1 *chainmail* (108 gp each), +1 *Mithral chain shirt* (175 gp each), +1 *greataxe* (193 gp each).

APL 6: Loot – 139 gp, Coin – 0 gp, Magic – *Wand of Cure Moderate Wounds* - (375 gp each), +1 *chainmail* (108 gp each), +1 *chain shirt* (104 gp each), +1 *greataxe* (193 gp each), *Gloves of Dexterity* +2 (333 gp each).

APL 8: Loot – 34 gp, Coin – 0 gp, Magic – *Wand of Cure Moderate Wounds* - (375 gp each), +1 *chainmail* (108 gp each), +1 *chain shirt* (104 gp each), +1 *Mithral chain shirt* (175 gp each), +1 *greataxe* (193 gp each), +1 *spear* (191 gp each), +1 *heavy mace* (192 gp each), *Gloves of Dexterity* +2 (333 gp each), *Gauntlets of Ogre Power* (333 gp each).

Total Possible Treasure

APL 2: L: 235 gp; C: 0 gp; M: 165 gp - Total: 400 gp

APL 4: L: 80 gp; C: 0 gp; M: 520 gp - Total: 600 gp

APL 6: L: 0 gp; C: 0 gp; M: 800 gp - Total: 800 gp

APL 8: L: 0 gp; C: 0 gp; M: 1250 gp – Total: 1250 gp

Special

Favor of Cinda Finel: By returning the weapons to Atherlea, you have earned the favor of Deputy Warder Cinda Finel. In appreciation, she will arrange to upgrade any one magical weapon that the PC owns to add the Orc Bane special ability. This favor counts only as access and

the PC must pay the difference in market value for the upgrade. Until this favor is expended, the character is deemed to have an Influence Point with the Keepers of the Vale. It may also be used for "Friend of the Vale" status in the meta-org.

Favor of Tamber Cloverbrook: The merchant Tamber Cloverbrook is indebted to you for finding and returning his merchandise, and redeeming him somewhat in the eyes of his beloved. By way of thanks, he has offered you a one-time discount of 10% off any single item you have regional access to. The item's total cost cannot exceed 5,000 gp.

Favor of Hawthorn Bittle: For helping Hawthorn and his friends make a living, he will put you up in his hideout while in the Vale. This provides free adventurer's standard in any Duchy of Urnst adventure that takes place in the Vale.

Ducal Guard: The Ducal Guard has allowed you access to their enchanters as part payment for performing a mission for Lord Ellis Lorinar. You may upgrade one suit of armor or one shield by +1 up to a maximum of +5. This is a direct enhancement bonus, not a +1 equivalent bonus. Cross this favor off once used.

Favor of Lord Ellis: May be used as an influence or Ducal Favor (for meta-org purposes) as long as Lord Ellis remains in power.

Influence – This character has gained an influence point with _____, who is a member of Faction _____. This may be used to further progression in metaorgs. When used, it should be marked as USED, but not crossed off.

Captured: This character was captured by orcs in the Vale. They were rescued by Storeg's Skirmishers in a raid, but this costs 4 TU and 50% of the character's gold was stolen by the orcs (to a maximum of 500 gold), but there is no gear penalty.

- +1 Mithral Chain Shirt (Adventure; DMG; 2100 gp)
- +1 Mithral Chain Shirt barding [medium-sized] (Adventure; DMG; 4200 gp)

- Ring of Feather Falling (Adventure; DMG; 2200 gp)
- Ring of Sustenance (Adventure; DMG; 2500 gp)

APL 6-8 (all of APLs 2-4 plus the following):

- Wand of Cure Moderate Wounds (Adventure; DMG; 4,500 gp)
- Boots of Springing and Striding (Adventure, 5500 gp)
- Pearl of Power [2nd] (Adventure; DMG, 4000 gp)

Items for the Adventure Record

Item Access

APL 2:

- Wand of Cure Light Wounds (Adventure; DMG; 750 gp)
- Mithral Chain Shirt (Adventure; DMG; 1100 gp)
- Mithral Chain Shirt barding [medium] (Adventure, DMG, 2200 gp)
- Pearl of Power [1st] (Adventure; DMG; 1000 gp)

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

Appendix One – APL 2

Encounter Three

Orcs; CR ½; med humanoid (orc); HD 1d8+1; HP 5; Spd 30 ft.; AC 13 (touch 10, flat-footed 13); Base Atk/Grapple +1/+4; Atk/Full Atk +4 melee (2d4+4/18-20, falchion) or +1 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3 Ref +0 Will -2; Str 17 Dex 11 Con 12 Int 8 Wis 7 Cha 6; Skills Listen +1, Spot +1; Feat Alertness

Encounter Five

Buzik: male orc Clr2 (Gruumsh); CR 2; med humanoid (orc); HD 2d8+2; hp 14; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15; BAB/Grp: +1/+3; Atk/Full Atk: +5 melee (1d8+3, masterwork spear) or +1 ranged (1d8, light crossbow); SQ Darkvision 60ft., light sensitivity; AL CE; SV Fort +4, Ref +0, Will +5; Str 15, Dex 10, Con 12, Int 8, Wis 15, Cha 10.

Skills and Feats: Concentration +6 (+10 to cast defensively); Combat Casting.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: chainmail, masterwork spear, light crossbow, wand of *Cure Light Wounds*.

Spells Prepared (4/3+1; base DC = 12 + spell level): 0—*Guidance, Detect Magic, Inflict Minor Wounds* (2); 1st—*Enlarge Person**, *Bless, Cause Fear, Command*.

*Domain spell. *Domains:* Strength (1/day add Cleric level to Strength for 1 round); War (Weapon Focus: Spear).

Charzh: male orc War2; CR 2; med humanoid (orc); HD 2d8+4; hp 15; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; BAB/Grp: +2/+6; Atk/Full Atk: +7 melee (1d8+6, masterwork spear) or +4 ranged (1d6, shortbow); SQ Darkvision 60ft., light sensitivity; AL CE; SV Fort +5, Ref +2, Will +0; Str 18, Dex 14, Con 14, Int 6, Wis 10, Cha 6.

Skills and Feats: Listen +5, Survival +5; Power Attack.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 chain shirt, masterwork spear, shortbow.

Skulk: male orc Rog2; CR 2; med humanoid (orc); HD 2d6+2; hp 11; Init +4; Spd 30 ft.; AC 18, touch 14, flat-footed 14; BAB/Grp: +1/+2; Atk: +3 melee (1d8+1, masterwork heavy mace OR 1d6+1 masterwork short sword) or +5 ranged (1d8, light crossbow); Full Atk: +3 melee or +1/+1 melee (1d8+1, masterwork heavy mace/1d6+1 masterwork short sword) or +5 ranged (1d8, light crossbow); SA Sneak Attack (+1d6); SQ Darkvision 60ft., Evasion, light sensitivity; AL CE; SV

Fort +1, Ref +7, Will -1; Str 12, Dex 18, Con 12, Int 12, Wis 8, Cha 6.

Skills and Feats: Disable Device +6, Hide +9, Listen +4, Move Silently +9, Open Lock +9, Search +6, Sleight-of-Hand +9, Spot +4, Tumble +9; Two-weapon fighting.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Mithral chain shirt, masterwork heavy mace, masterwork short sword, light crossbow.

Encounter Seven

Hawthorn Bittle, Bandit by Circumstance: Male Halfling Drd 1 Ran1; CR 2; Small Humanoid (Halfling); HD 2d8+4; hp 17; Init +2; Spd 20 ft.; AC 17 (touch 13, flat-footed 15; +1 size, +2 Dex, +3 hide, +1 light shield); Base Atk +1; Grp -2; Atk +3 melee (1d6+1/x3, small lance) or +3 melee (1d6+1/19-20, small longsword) or +5 ranged (1d3, small sling); Full Atk Atk +3 melee (1d6+1/x3, small lance) or +3 melee (1d6+1/19-20, small longsword) or +5 ranged (1d3, small sling); SA Halfling traits, Favored Enemy (Orc) +2; SQ Halfling traits, Spontaneous Casting, Animal Companion, Nature Sense (+2 KN: Nature and Survival checks), Wild Empathy (1d20+5); AL CN; SV Fort +7, Ref +5, Will +4; Str 12, Dex 14, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +0, Handle Animal +6, Heal +6, Hide +3, Jump +0, Knowledge (Nature) +8, Listen +8, Move Silently +1 Ride +9, Search +2, Spot +4, Survival +5; Mounted Combat, Track.

Possessions: Small hide armor, small sling, small longsword, small wooden shield, 12 sp.

Halfling traits (Ex): +2 morale bonus on saving throws against fear.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*Create water, cure minor wounds, purify food & drink*; 1st—*Cure light wounds, entangle*.

Gemma, Riding Dog Animal Companion: Female Animal; CR 1; Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14; +2 Dex, +4 natural); Base Atk +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); SA Trip; SQ Link, Low-light vision, scent, Shared Spells; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1; Alertness, Track.

Trip (Ex): A riding dog that is war trained and hits with a bite attack can attempt to trip the opponent

(+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Halfling Bandit: Male or Female Halfling War1; CR 1/2; Small Humanoid (Halfling); HD 1d8+1; hp 6; Init +1; Spd 20 ft.; AC 16 (touch 12, flat-footed 15; +1 size, +1 Dex, +3 studded leather, +1 light shield); Base Atk +1; Grp -3; Atk +3 melee (1d6/19-20, small longsword) or +4 ranged (1d3, small sling); Full Atk +3 melee (1d6/19-20, small longsword) or +4 ranged (1d3, small sling); SA Halfling traits; SQ Halfling traits; AL CN; SV Fort +4, Ref +2, Will +2; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +2, Hide +4, Jump -4, Listen +3, Move Silently +1; Iron Will.

Possessions: Small Sling, Small Longsword, Studded Leather armor, light wooden shield, 2 days' rations, 1d6 cp.

Halfling traits (Ex): +2 morale bonus on saving throws against fear.

Appendix Two – APL 4

Encounter Three

Orc Ranger 1: CR 1; Medium humanoid (orc); HD 1d8+2; hp 7; Init +3; Spd 30 ft., AC 17, touch 13, flat-footed 14; Base Atk/Grp: +1/+4; Atk +4 ranged (1d6+3, javelin) or +5 melee (1d8+3, orc double axe); Full Atk +4 ranged (1d6+3, javelin) or +5 melee or +1/-3 melee (1d8+3, orc double axe); SQ Darkvision 60ft., light sensitivity; AL CE; SV Fort +4, Ref +5, Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Hide +7, Listen +4, Move Silently +7, Spot +4, Survival +4; Track, Wild Empathy, Favored Enemy: Humans (+2), Weapon Focus: Orc Double Axe.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Chain shirt, orc double axe, javelins (4).

Encounter Five

Buzik: male orc Clr4 (Gruumsh); CR 4; med humanoid (orc); HD 4d8+4; hp 27; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; BAB/Grp: +3/+5; Atk/Full Atk: +7 melee (1d8+3, masterwork spear) or +3 ranged (1d8, light crossbow); SQ Darkvision 60ft., light sensitivity; AL CE; SV Fort +5, Ref +1, Will +7; Str 15, Dex 10, Con 12, Int 8, Wis 16, Cha 10.

Skills and Feats: Concentration +8 (+12 to cast defensively); Combat Casting, Power Attack.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 chainmail, masterwork spear, light crossbow, wand of *Cure Light Wounds*.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—*Create Water, Guidance, Detect Magic, Inflict Minor Wounds* (2); 1st—*Enlarge Person**, *Bless, Cause Fear, Command, Protection from Good*; 2nd—*Spiritual Weapon**, *Death Knell, Hold Person, Sound Burst*.

*Domain spell. *Domains:* Strength (1/day add Cleric level to Strength for 1 round); War (Weapon Focus: Spear).

Gharzh: male orc Bbn4; CR 4; med humanoid (orc); HD 4d12+8; hp 42; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; BAB/Grp: +4/+8; Atk/Full Atk: +10 melee (1d12+7, +1 greataxe) or +6 ranged (1d6, shortbow); SQ Darkvision 60ft., light sensitivity, rage 2/day, Uncanny Dodge; AL CE; SV Fort +6, Ref +3, Will +1; Str 19, Dex 14, Con 14, Int 6, Wis 10, Cha 6.

Skills and Feats: Listen +7, Survival +7; Power Attack, Weapon Focus: Greataxe.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Rage (Ex): Statistics while raging: HP 50; AC 14; Atk/Full Atk: +12 melee (1d12+10, +1 greataxe); Will +3; Str 23, Con 18

Possessions: chain shirt, +1 greataxe, shortbow.

Skulk: male orc Rog4; CR 4; med humanoid (orc); HD 4d6+4; hp 21; Init +8; Spd 30 ft.; AC 19, touch 14, flat-footed 15; BAB/Grp: +3/+4; Atk: +5 melee (1d8+1, masterwork heavy mace OR 1d6+1 masterwork short sword) or +7 ranged (1d8, light crossbow); Full Atk: +5 melee or +3/+3 melee (1d8+1, masterwork heavy mace/1d6+1 masterwork short sword) or +7 ranged (1d8, light crossbow); SA Sneak Attack (+2d6); SQ Darkvision 60ft., Evasion, light sensitivity, Uncanny Dodge; AL CE; SV Fort +2, Ref +8, Will +0; Str 12, Dex 19, Con 12, Int 12, Wis 8, Cha 6.

Skills and Feats: Disable Device +8, Hide +11, Listen +6, Move Silently +11, Open Lock +11, Search +8, Sleight-of-Hand +11, Spot +6, Tumble +11; Improved Initiative, Two-weapon fighting.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 Mithral chain shirt, masterwork heavy mace, masterwork short sword, light crossbow.

Encounter Seven

Hawthorn Bittle, Bandit by Circumstance: Male Halfling Drd 2 Ran 2; CR 4; Small Humanoid (Halfling); HD 4d8+8; hp 26; Init +2; Spd 20 ft.; AC 17 (touch 13, flat-footed 15; +1 size, +2 Dex, +3 hide, +1 light shield); Base Atk +3; Grp +0; Atk +5 melee (1d6+1/x3, small lance) or +5 melee (1d6+1/19-20, small longsword) or +7 ranged (1d3, small sling); Full Atk +5 melee (1d6+1/x3, small lance) or +5 melee (1d6+1/19-20, small longsword) or +7 ranged (1d3, small sling); SA Halfling traits, Favored Enemy (Orc) +2; SQ Halfling traits, Spontaneous Casting, Animal Companion, Nature Sense (+2 KN: Nature and Survival checks), Wild Empathy (1d20+7), Woodland Stride; AL CN; SV Fort +9, Ref +6, Will +5; Str 12, Dex 15, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +0, Handle Animal +8, Heal +6, Hide +4, Jump +0, Knowledge (Nature) +10, Listen +10, Move Silently +2 Ride +11, Search +2, Spot +5, Survival +6; Mounted Combat, Rapid Shot, Ride-By Attack, Track.

Possessions: Small hide armor, small sling, small longsword, small wooden shield, 12 sp.

Halfling traits (Ex): +2 morale bonus on saving throws against fear.

Spells Prepared (4/3; base DC = 12 + spell level): 0—*Create water* (x2), *cure minor wounds*, *purify food & drink*; 1st—*Cure light wounds* (x2), *entangle*.

Gemma, Riding Dog Animal Companion: Female Animal; CR 2; Medium Animal; HD 4d8+8; hp 26; Init +2; Spd 40 ft.; AC 18 (touch 12, flat-footed 16; +2 Dex, +6 natural); Base Atk +3; Grp +6; Atk +6 melee (1d6+4, bite); Full Atk +6 melee (1d6+4, bite); SA Trip; SQ Evasion, Low-light vision, scent; AL N; SV Fort +6, Ref +6, Will +2; Str 17, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +6, Spot +6, Swim +3, Survival +1; Alertness, Run, Track.

Trip (Ex): A riding dog that is war trained and hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Halfling Bandit: Male or Female Halfling War1; CR 1/2; Small Humanoid (Halfling); HD 1d8+1; hp 6; Init +1; Spd 20 ft.; AC 16 (touch 12, flat-footed 15; +1 size, +1 Dex, +3 studded leather, +1 light shield); Base Atk +1; Grp -3; Atk +3 melee (1d6/19-20, small longsword) or +4 ranged (1d3, small sling); Full Atk +3 melee (1d6/19-20, small longsword) or +4 ranged (1d3, small sling); SA Halfling traits; SQ Halfling traits; AL CN; SV Fort +4, Ref +2, Will +2; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +2, Hide +4, Jump -4, Listen +3, Move Silently +1; Iron Will.

Possessions: Small Sling, Small Longsword, Studded Leather armor, light wooden shield, 2 days rations, 1d6 cp.

Halfling traits (Ex): +2 morale bonus on saving throws against fear.

Appendix Three – APL 6

Encounter Three

Orc Ranger 3: CR 3; Medium humanoid (orc); HD 3d8+6; hp 22; Init +3; Spd 30 ft., AC 18, touch 13, flat-footed 15; Base Atk/Grp: +3/+6; Atk +6 ranged (1d6+3, javelin) or +8 melee (1d8+3, masterwork orc double axe); Full Atk +6 ranged (1d6+3, javelin) or +8 melee or +6/+6 melee (1d8+3/x3, masterwork orc double axe); Space/Reach: 5ft./5 ft.; SQ Darkvision 60ft., light sensitivity; AL CE; SV Fort +5, Ref +6, Will +1; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Hide +9, Listen +6, Move Silently +9, Spot +6, Survival +6; Track, Wild Empathy, Favored Enemy: Humans (+2), Two-Weapon Fighting, Endurance, Weapon Focus: Orc Double Axe, Die Hard.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 Chain shirt, masterwork orc double axe, javelins (4).

Encounter Five

Buzik: male orc Clr6 (Gruumsh); CR 6; med humanoid (orc); HD 6d8+6; hp 41; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15; BAB/Grp: +4/+6; Atk/Full Atk: +8 melee (1d8+3, masterwork spear) or +4 ranged (1d8, light crossbow); SQ Darkvision 60ft., light sensitivity; AL CE; SV Fort +6, Ref +2, Will +8; Str 15, Dex 10, Con 12, Int 8, Wis 16, Cha 10.

Skills and Feats: Concentration +10 (+14 to cast defensively); Combat Casting, Power Attack, Spell Focus: Necromancy.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Chainmail, masterwork spear, light crossbow, wand of *Cure Moderate Wounds*.

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level except where noted): 0—*Create Water*, *Guidance*, *Detect Magic*, *Inflict Minor Wounds* (2) (DC 14); 1st—*Enlarge Person**, *Bless*, *Cause Fear* (DC 15), *Command*, *Protection from Good*; 2nd—*Spiritual Weapon**, *Bull's Strength*, *Death Knell* (DC 16), *Hold Person*, *Sound Burst*; 3rd—*Magic Vestment**, *Bestow Curse* (DC 17), *Blindness/Deafness* (DC 17), *Contagion* (DC 17).

*Domain spell. *Domains:* Strength (1/day add Cleric level to Strength for 1 round); War (Weapon Focus: Spear).

Gharzh: male orc Bbn6; CR 6; med humanoid (orc); HD 6d12+12; hp 63; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 15; BAB/Grp: +6/+10; Atk: +12 melee (1d12+7, +1 greataxe) or +8 ranged (1d6, shortbow); Full Atk: +12/+7 melee (1d12+7, +1 greataxe) or +8/+3

ranged (1d6, shortbow); SQ Darkvision 60ft., Improved Uncanny Dodge, light sensitivity, rage 2/day, Uncanny Dodge; AL CE; SV Fort +7, Ref +4, Will +2; Str 19, Dex 14, Con 14, Int 6, Wis 10, Cha 6.

Skills and Feats: Listen +9, Survival +9; Dodge, Power Attack, Weapon Focus: Greataxe.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Rage (Ex): Statistics while raging: HP 75; AC 15; Atk: +14 melee (1d12+10, +1 greataxe) or +8 ranged (1d6, shortbow); Full Atk: +14/+9 melee (1d12+10, +1 greataxe) or +8/+3 ranged (1d6, shortbow); Will +4; Str 23, Con 18

Possessions: +1 chain shirt, +1 greataxe, shortbow.

Skulk: male orc Rog6; CR 6; med humanoid (orc); HD 6d6+6; hp 32; Init +9; Spd 30 ft.; AC 19, touch 15, flat-footed 14; BAB/Grp: +4/+5; Atk: +5 melee (1d8+1, heavy mace OR 1d6+1 short sword) or +9 ranged (1d8, light crossbow); Full Atk: +5 melee or +3/+3 melee (1d8+1, heavy mace/1d6+1 short sword) or +9 ranged (1d8, light crossbow); SA Sneak Attack (+3d6); SQ Darkvision 60ft., Evasion, light sensitivity, Uncanny Dodge; AL CE; SV Fort +3, Ref +9, Will +1; Str 12, Dex 21, Con 12, Int 12, Wis 8, Cha 6.

Skills and Feats: Disable Device +10, Hide +14, Listen +8, Move Silently +14, Open Lock +14, Search +10, Sleight-of-Hand +14, Spot +8, Tumble +14; Dodge, Improved Initiative, Two-weapon fighting.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Mithral chain shirt, heavy mace, short sword, light crossbow, *Gloves of Dexterity* +2.

Encounter Seven

Hawthorn Bittle, Bandit by Circumstance: Male Halfling Drd 3 Ran 3; CR 6; Small Humanoid (Halfling); HD 6d8+12; hp 39; Init +2; Spd 20 ft.; AC 17 (touch 13, flat-footed 15; +1 size, +2 Dex, +3 hide, +1 light shield); Base Atk +5; Grp +2; Atk +7 melee (1d6+1/x3, small lance) or +7 melee (1d6+1/19-20, small longsword) or +9 ranged (1d3, small sling); Full Atk +7 melee (1d6+1/x3, small lance) or +7 melee (1d6+1/19-20, small longsword) or +9 ranged (1d3, small sling); SA Halfling traits, Favored Enemy (Orc) +2; SQ Halfling traits, Spontaneous Casting, Animal Companion, Nature Sense (+2 KN: Nature and Survival checks), Wild Empathy (1d20+9), Woodland Stride, Trackless Step; AL CN; SV Fort +9, Ref +7, Will +6; Str 12, Dex 15, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb -1, Handle Animal +10, Heal +6, Hide +5, Jump -13, Knowledge (Nature) +10,

Listen +12, Move Silently +3 Ride +13, Search +2, Spot +8, Survival +7; Endurance, Mounted Combat, Rapid Shot, Ride-By Attack, Spirited Charge, Track.

Possessions: Small hide armor, small sling, small longsword, small wooden shield, 12 sp.

Halfling traits (Ex): +2 morale bonus on saving throws against fear.

Spells Prepared (4/3/1; base DC = 12 + spell level):
0— *Create water* (x2), *cure minor wounds*, *purify food & drink*; 1st— *Cure light wounds* (x2), *entangle*; 2nd — *Barkskin*.

Gemma, Riding Dog Animal Companion: Female Animal; CR 2; Medium Animal; HD 4d8+8; hp 26; Init +2; Spd 40 ft.; AC 18 (touch 12, flat-footed 16; +2 Dex, +6 natural); Base Atk +3; Grp +6; Atk +6 melee (1d6+4, bite); Full Atk +6 melee (1d6+4, bite); SA Trip; SQ Evasion, Low-light vision, scent; AL N; SV Fort +6, Ref +6, Will +2; Str 17, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +6, Spot +6, Swim +3, Survival +1; Alertness, Run, Track.

Trip (Ex): A riding dog that is war trained and hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Halfling Bandit: Male or Female Halfling War1; CR 1/2; Small Humanoid (Halfling); HD 1d8+1;hp 6; Init +1; Spd 20 ft.; AC 16 (touch 12, flat-footed 15; +1 size, +1 Dex, +3 studded leather, +1 light shield); Base Atk +1; Grp -3; Atk +3 melee (1d6/19-20, small longsword) or +4 ranged (1d3, small sling); Full Atk +3 melee (1d6/19-20, small longsword) or +4 ranged (1d3, small sling); SA Halfling traits; SQ Halfling traits; AL CN; SV Fort +4, Ref +2, Will +2; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +2, Hide +4, Jump -4, Listen +3, Move Silently +1; Iron Will.

Possessions: Small Sling, Small Longsword, Studded Leather armor, light wooden shield, 2 days rations, 1d6 cp.

Halfling traits (Ex): +2 morale bonus on saving throws against fear.

Appendix Four – APL 8

Encounter Three

Orc Ranger 3/Rogue 2: CR 5; Medium humanoid (orc); HD 3d8+2d6+10; hp 34; Init +3; Spd 30 ft., AC 18, touch 13, flat-footed 15; Base Atk/Grp: +4/+7; Atk +7 ranged (1d6+3, javelin) or +9 melee (1d8+4, +1 orc double axe); Full Atk +7 ranged (1d6+3, javelin) or +9 melee or +7/+7 melee (1d8+4/1d8+3, +1/masterwork orc double axe); Space/Reach: 5ft./5 ft.; SA Sneak Attack (+1d6); SQ Darkvision 60ft., light sensitivity; AL CE; SV Fort +5, Ref +9, Will +1; Str 16, Dex 16, Con 14, Int 9, Wis 10, Cha 6.

Skills and Feats: Hide +11, Listen +8, Move Silently +11, Search +2, Spot +8, Survival +6; Track, Wild Empathy, Favored Enemy: Humans (+2), Two-Weapon Fighting, Endurance, Trapfinding, Evasion, Weapon Focus: Orc Double Axe, Die Hard.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 Chain shirt, +1/masterwork orc double axe, javelins (4).

Encounter Five

Buzik: male orc Clr8 (Gruumsh); CR 8; med humanoid (orc); HD 8d8+8; hp 54; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15; BAB/Grp: +6/+8; Atk: +9 melee (1d8+3, spear) or +6 ranged (1d8, light crossbow); Full Atk: +9/+4 melee (1d8+3, spear) or +6/+1 ranged (1d8, light crossbow); SQ Darkvision 60ft., light sensitivity; AL CE; SV Fort +7, Ref +2, Will +9; Str 15, Dex 10, Con 12, Int 8, Wis 17, Cha 10.

Skills and Feats: Concentration +12 (+16 to cast defensively); Combat Casting, Power Attack, Spell Focus: Necromancy.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 chainmail, +1 spear, light crossbow, wand of *Cure Moderate Wounds*.

Spells Prepared (6/5+1/4+1/4+1/1+1; base DC = 13 + spell level except where noted): 0—*Create Water*, *Guidance*, *Detect Magic*, *Inflct Minor Wounds* (2) (DC 14), *Resistance*; 1st—*Enlarge Person**, *Bless*, *Cause Fear* (DC 15), *Command*, *Doom* (DC 15), *Protection from Good*; 2nd—*Spiritual Weapon**, *Bull's Strength*, *Death Knell* (DC 16), *Hold Person*, *Sound Burst*; 3rd—*Magic Vestment**, *Bestow Curse* (DC 17), *Blindness/Deafness* (DC 17), *Contagion* (DC 17), *Invisibility Purge*; 4th—*Spell Immunity*, *Poison* (DC 18), *Summon Monster IV*.

*Domain spell. *Domains:* Strength (1/day add Cleric level to Strength for 1 round); War (Weapon Focus: Spear).

Charzh: male orc Bbn8; CR 8; med humanoid (orc); HD 8d12+16; hp 77; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 15; BAB/Grp: +8/+14; Atk: +16 melee (1d12+10, +1 greataxe) or +10 ranged (1d6, shortbow); Full Atk: +16/+11 melee (1d12+10, greataxe) or +10/+5 ranged (1d6, shortbow); SQ Damage Reduction 1/-, Darkvision 60ft., Improved Uncanny Dodge, light sensitivity, rage 3/day, Uncanny Dodge; AL CE; SV Fort +8, Ref +4, Will +2; Str 22, Dex 14, Con 14, Int 6, Wis 10, Cha 6.

Skills and Feats: Listen +11, Survival +11; Dodge, Power Attack, Weapon Focus: Greataxe.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Rage (Ex): Statistics while raging: HP 93; AC 15; Atk: +18 melee (1d12+13, greataxe) or +8 ranged (1d6, shortbow); Full Atk: +18/+13 melee (1d12+13, greataxe) or +8/+3 ranged (1d6, shortbow); Will +4; Str 26, Con 18

Possessions: +1 chain shirt, +1 greataxe, shortbow, Gauntlets of Ogre Power.

Skulk: male orc Rog8; CR 8; med humanoid (orc); HD 8d6+8; hp 42; Init +10; Spd 30 ft.; AC 21, touch 16, flat-footed 15; BAB/Grp: +6/+7; Atk: +8 melee (1d8+2, +1 heavy mace OR 1d6+1, masterwork short sword) or +12 ranged (1d8, light crossbow); Full Atk: +8/+3 melee or +6/+6/+1 melee (1d8+2, +1 heavy mace/1d6+1 masterwork short sword) or +12/+7 ranged (1d8, light crossbow); SA Sneak Attack (+4d6); SQ Darkvision 60ft., Evasion, Improved Uncanny Dodge, light sensitivity, Uncanny Dodge; AL CE; SV Fort +3, Ref +11, Will +1; Str 12, Dex 22, Con 12, Int 12, Wis 8, Cha 6.

Skills and Feats: Disable Device +12, Hide +17, Listen +10, Move Silently +17, Open Lock +17, Search +12, Sleight-of-Hand +17, Spot +10, Tumble +17; Dodge, Improved Initiative, Two-weapon fighting.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 Mithral chain shirt, +1 heavy mace, masterwork short sword, light crossbow, *Gloves of Dexterity* +2.

Encounter Seven

Hawthorn Bittle, Bandit by Circumstance: Male Halfling Drd 3 Ran 3; CR 6; Small Humanoid (Halfling); HD 8d8+16; hp 52; Init +2; Spd 20 ft.; AC 17 (touch 13, flat-footed 15; +1 size, +2 Dex, +3 hide, +1 light shield); Base Atk +7/+2; Grp +4; Atk +9 melee (1d6+1/x3, small lance) or +9 melee (1d6+1/19-20,

small longsword) or +11 ranged (1d3, small sling); Full Atk +9/+4 melee (1d6+1/x3, small lance) or +9/+4 melee (1d6+1/19-20, small longsword) or +11/+6 ranged (1d3, small sling); SA Halfling traits, Favored Enemy (Orc) +2; SQ Halfling traits, Spontaneous Casting, Animal Companion, Nature Sense (+2 KN: Nature and Survival checks), Wild Empathy (1d20+11), Woodland Stride, Trackless Step, Resist Nature's Lure +4; AL CN; SV Fort +11, Ref +8, Will +7; Str 12, Dex 15, Con 14, Int 12, Wis 13, Cha 12.

Skills and Feats: Climb +0, Handle Animal +12, Heal +6, Hide +6, Jump +0, Knowledge (Nature) +13, Listen +14, Move Silently +4 Ride +15, Search +2, Spot +10, Survival +8; Endurance, Mounted Combat, Rapid Shot, Ride-By Attack, Spirited Charge, Track.

Possessions: Small hide armor, small sling, small longsword, small wooden shield, 12 sp.

Halfling traits (Ex): +2 morale bonus on saving throws against fear.

Druid Spells Prepared (5/4/2; base DC = 12 + spell level): 0— *Create water* (x2), *cure minor wounds*, *purify food & drink* (x2); 1st— *Cure light wounds* (x2), *entangle*, *speak with animals*; 2nd — *Barkskin*, *fog cloud*.

Ranger Spells Prepared (1; base DC = 12 + spell level): 1st— *Resist Energy*.

Gemma, Riding Dog Animal Companion: Female Animal; CR 3; Medium Animal; HD 6d8+12; hp 39; Init +2; Spd 40 ft.; AC 20 (touch 12, flat-footed 18; +2 Dex, +8 natural); Base Atk +4; Grp +8; Atk +8 melee (1d8+6, bite); Full Atk +8 melee (1d8+6, bite); SA Trip; SQ Devotion (+4 on Will saves vs. Enchantments), Evasion, Low-light vision, scent; AL N; SV Fort +6, Ref +6, Will +2; Str 18, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +7, Spot +7, Swim +3, Survival +1; Alertness, Improved Natural Attack, Run, Track.

Trip (Ex): A riding dog that is war trained and hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Halfling Bandit: Male or Female Halfling War1; CR 1/2; Small Humanoid (Halfling); HD 1d8+1; hp 6; Init +1; Spd 20 ft.; AC 16 (touch 12, flat-footed 15; +1 size, +1 Dex, +3 studded leather, +1 light shield); Base Atk +1; Grp -3; Atk +3 melee (1d6/19-20, small longsword) or +4 ranged (1d3, small sling); Full Atk +3 melee (1d6/19-20, small longsword) or +4 ranged (1d3, small sling); SA Halfling traits; SQ Halfling traits; AL CN; SV Fort +4,

Ref +2, Will +2; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +2, Hide +4, Jump -4, Listen +3, Move Silently +1; Iron Will.

Possessions: Small Sling, Small Longsword, Studded Leather armor, light wooden shield, 2 days rations, 1d6 cp.

Halfling traits (Ex): +2 morale bonus on saving throws against fear.

Riding Dogs: Female and Male Animals; CR 1; Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14; +2 Dex, +4 natural); Base Atk +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); SA Trip; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1; Alertness, Track.

Trip (Ex): A riding dog that is war trained and hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Appendix Five: Atherlea

Atherlea (Large Town): Conventional (mayor and town council); AL NG; 3000 gp limit; Assets 675,000 gp; Population 4500 (+1500 refugees); 85% halfling, 10% gnome, 5% other races.

Authority figures: Thorbert Bulz (m Halfling Ari4), Mayor; Marigold Cheever (f Halfling Clr9), Head Priestess of Yondalla and town council member; Veldrik (m half-elf Exp4), merchant and town council member; Tansy Roothollow (f Halfling Com3), town council member; Matron Cinda Finel (f Halfling Pal3/Ftr2/Knight Protector 1), Deputy Warder; Fyrin Methers (m Halfling Ftr3), Emergency Marshall

Important characters: Carrow Diens (m Halfling Exp3), owner of the White Rose Inn; Tira Stillwater (f Halfling Exp3), owner of the Brindle Bulldog Inn; Kero Landreckstingferhorlun (m gnome Clr5 [Garl Glittergold]); Tarn the Restless (m Halfling Clr4 [Fharlaghn]); Luidra Gaern (f human [Flan/Suel] Clr4 [Pelor])

Places of Interest (note: all buildings are scaled for Small humanoids unless otherwise indicated): the White Rose Inn (mixed structure; some accommodations for Medium humanoids); the Brindle Bulldog Inn; the Tree and Tankard (pub only); Veldrik's General Store (scaled for Medium humanoids); temples to Yondalla, Garl Gilttergold, Fharlaghn (mixed structure that can accommodate Medium humanoids), Pelor (scaled for Medium humanoids), Phyton (mixed structure).

Appendix Six – Alternate Dialogue

Alternate dialog for Encounter Six:

You have not been on the road long when a Halfling man, mounted on a war dog, emerges from the bushes. He takes up a position in front of you, the lance in his right hand pointed negligently at the ground.

“Greetings, adventurers,” he says. “Returning without the weapons, are we?” He makes a few tsk-ing noises. “That’s too bad. Apparently this isn’t your day. You see, my friends and I,” he gestures, and more small figures emerge from the bushes to take up positions behind you. “My friends and I have grown tired of waiting for the Duchy authorities to get off their noble Suel backsides and do something about the orc problem. We’ve decided to take a more...proactive approach. Which brings us to the robbery portion of the afternoon. We wanted those nice, shiny weapons, but really, coin will do just as well” He gestures with the lance. “Your purses, if you please, and any valuables you may happen to have. You will be allowed to leave with your animals and your personal gear.”

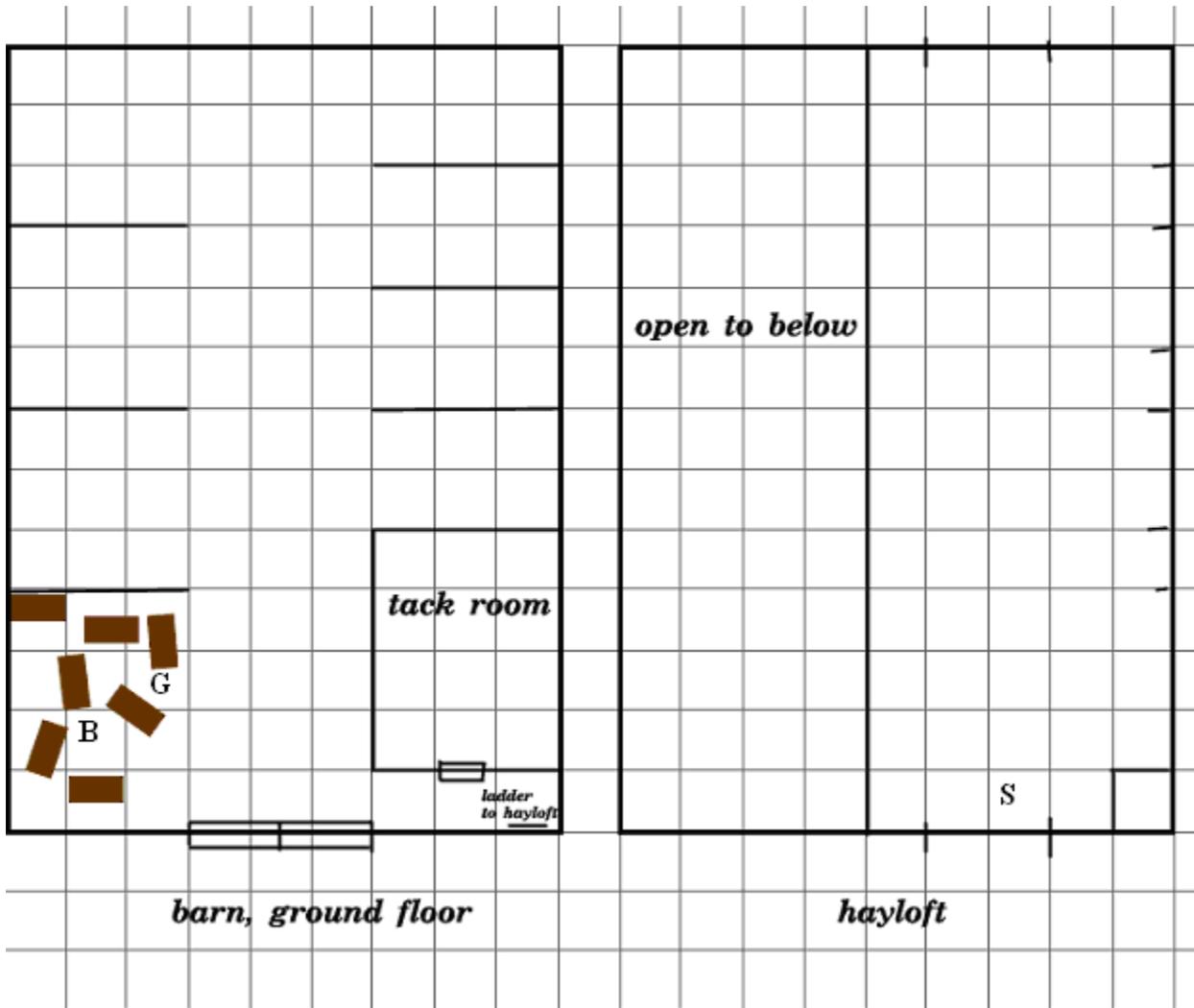
If the PCs choose to fight right away, roll initiative and proceed. If the PCs negotiate, they may learn more about their “bandit”.

Hawthorn Bittle is not a bad person, but he is frustrated by the state of affairs in the Vale. After many of his friends nearly starved before the Siege of the Vale pushed the orcs out of the major towns, Hawthorn turned to banditry to survive. If pressed, he admits that he takes from orcs and halflings alike, but justifies it by saying that almost everyone has more than he and his friends do. Besides, he sells everything back to the Halflings, doesn’t he? And with hardly any mark-up.

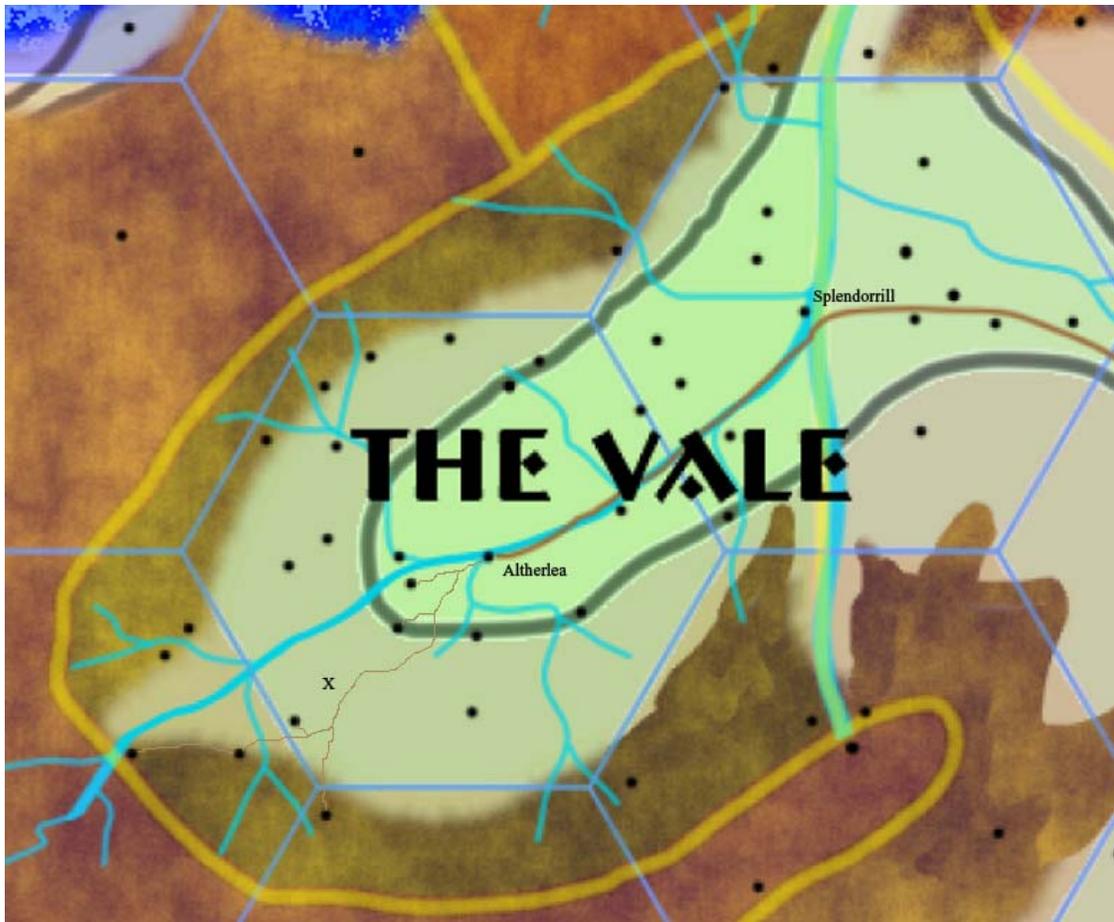
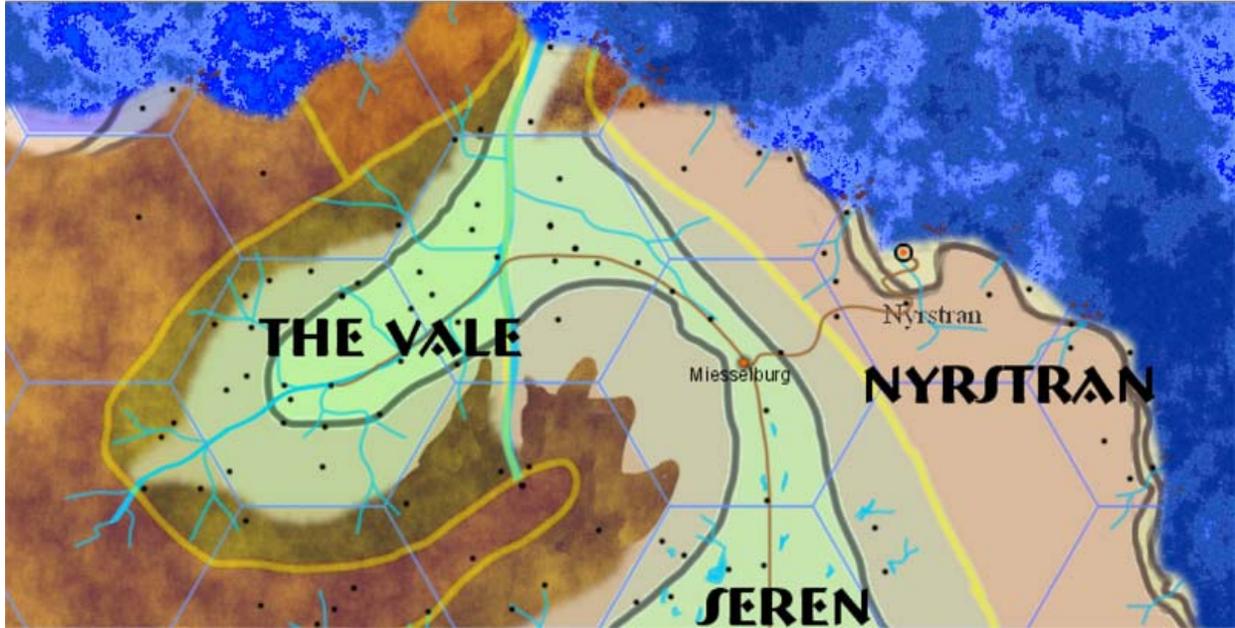
Hawthorn attempts to play on the characters’ sympathies, emphasizing the poor state of affairs in the Vale and that at least HE is doing something.

If the PCs give him and his friends at least 200 gold pieces worth of money or items, they will receive Hawthorn’s favor. If they offer less, Hawthorn will accept and let them go with a DC 20 Diplomacy check. If they intend to give nothing, they’ll need to make a DC 35 Diplomacy check or be attacked by the bandits. Any attack will be timed for effectiveness; most likely farther down the road as an ambush from cover.

DM Map 1 – The Barn



Player Handout One – Map of the Vale



Each Hex = 30 Miles

Player Handout Two – For White Hart Characters

<Character's Name>,

There are those concerned with the direction that our new Regent may take us. Most recently we have heard that he is turning his gaze towards the Vale and has tasked the Ducal Guard to hire adventurers to investigate it further. We ask that you sign up for this expedition and report back to us on what you find out.

Note that the White Harts are also concerned with the Honorable Chamber's long neglect of the Vale and do not, at this time, wish to interfere with Ellis; we simply ask that you give us a full report on whatever you find out. Ellis has shown some animosity towards those who have more faith in the Duke's sons, so we encourage you to keep your allegiance secret. Please leave your report in the leftmost public offering box at the temple of Lendor.

Thank you for your loyalty to the Duke and the Duchy,

<Seal of white hart on a black background>

Player Note: Before the ARs are handed out, let your judge know if you submit such a report.

Player Handout Three – For Keepers and Halflings of the Vale

Notes on your Homeland: The Vale has long stood as a region closely allied to the Duchy and had always been a peaceful, prosperous land. Its mostly-Halfling population farmed the rich soil, producing a good part of the Duchy's crops. It had always been a peaceful land with little formal government and no need for a standing army.

In CY 593, orcs suddenly invaded the Vale from the caverns beneath the Cairn Hills. Your people were driven from their homes, and orcs rampaged over the countryside. It was only through Yondalla's warning that the Keepers and assorted adventurers were able to get most of the Halflings to safety.

It took until CY 594 for the Honorable Chamber to authorize a counterstrike. The Duke's elite Bar Rampant cavalry and several units of Ducal Guard soldiers (augmented with assorted heroic adventurers), broke the back of the main orcish force and drove the orcs back. All the major towns in the Vale were re-taken. The orcs were not driven out altogether, however.

The Duchy has done nothing more to help and hundreds of orcs still remain in the smaller towns, villages, and hamlets at the edges of the Vale. Many Halfling refugees have been unable to return to their homes and discontent with the Duchy is growing.

Player Handout Four – For White Bear Characters

SECRET



SECRET

Ducal Diplomatic Corps Order of the White Bear

Briefing: The Vale has long stood as a region closely allied to the Duchy and had always been a peaceful, prosperous land. Its mostly-Halfling population farmed the rich soil, producing a good part of the Duchy's crops. In CY 593, orcs invaded the Vale, pouring from beneath the Cairn Hills. The peaceful Vale Halflings were killed or driven from their homes, and orcs rampaged over the countryside. In CY 594 the Honorable Chamber authorized a counterstrike. The Duke's elite Bar Rampant cavalry and several units of Ducal Guard soldiers (augmented with assorted heroic adventurers), broke the back of the main orcish force and drove the orcs back. All the major towns in the Vale were re-taken. The orcs were not driven out altogether, however. Hundreds of them still remain in the smaller towns, villages, and hamlets at the edges of the Vale. Many Halfling refugees have been unable to return to their homes and there is concern that discontent with their alliance with the Duchy is growing.

Orders: It has come to the attention of the DDC that Regent Ellis Lorinar is hiring investigators to explore the current situation in the Vale. While the Order of the White Bears has not been officially assigned to this task, you are asked to sign up for the expedition and submit a full report of your findings directly to Speaker Toris Sallavarin. Please do not advertise your White Bear connection during this assignment, but do not forget to carry yourself in a manner that would do us proud. Destroy these orders after reading.

Player Note: Before the ARs are handed out, let your judge know if you submit such a report. You may use this adventure for White Bear Banked Time Units if you are assigned to the Duchy of Urnst.

Player Handout Five – For Scarlet Bear Characters

TOP SECRET



TOP SECRET

Ducal Diplomatic Corps Order of the Scarlet Bear

Briefing: The Vale has long stood as a region closely allied to the Duchy. Its mostly-Halfling population farmed the rich soil, producing a good part of the Duchy's crops. In CY 593, orcs invaded the Vale, pouring from beneath the Cairn Hills. The peaceful Vale Halflings were killed or driven from their homes, and orcs rampaged over the countryside. In CY 594 a Ducal force broke the back of the main orcish force and drove the orcs back. All the major towns in the Vale were re-taken. Reports say that hundreds of orcs remain in the smaller towns, villages, and hamlets at the edges of the Vale and are disrupting the production of food and other goods.

Orders: Regent Ellis Lorinar is sending a team to investigate the current situation in the Vale. You are asked to join the team and assist them to your full abilities. Upon your return report for a full debriefing. Destroy these orders after reading.

Player Note: Before the ARs are handed out, let your judge know if you are reporting for debriefing. You may use this adventure for Scarlet Bear Banked Time Units.

Player Handout Six – For Shadow Bear Characters

TOP SECRET



TOP SECRET

Ducal Diplomatic Corps Order of the Shadow Bear

Briefing: The Vale has long stood as a region closely allied to the Duchy. Its mostly-Halfling population farmed the rich soil, producing a good part of the Duchy's crops. In CY 593, orcs invaded the Vale, pouring from beneath the Cairn Hills. The peaceful Vale Halflings were killed or driven from their homes, and orcs rampaged over the countryside. In CY 594 a Ducal force broke the back of the main orcish force and drove the orcs back. All the major towns in the Vale were re-taken. Reports say that hundreds of orcs remain in the smaller towns, villages, and hamlets at the edges of the Vale and are disrupting the production of food and other goods.

Orders: Regent Ellis Lorinar is sending a team to investigate the current situation in the Vale. You are asked to join the team and assist them to your full abilities. Upon your return report for a full debriefing. Destroy these orders after reading.

Player Note: Before the ARs are handed out, let your judge know if you are reporting for debriefing.