

NMR3-07

Gruumsh's Retort

A One-Round D&D LIVING GREYHAWK[®] Nyronid MetaRegional Adventure

Version 0.1

by Craig Hier

Something evil is afoot in Eagle Crag Pass and it has taken hostages. That is what two strange fellows from Ratic claim. Is there something going on or are these guys a few coppers short of a silver piece? A Living Greyhawk Metaregional scenario for APLs 2-10.

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 scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even

core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

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 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.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

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

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Metaregional adventure, set in the arch barony of Ratic. Characters native to the

Nyrond and her Environs metaregion pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Our story starts in the underground city of Garel Enkdal. This is a great city of orcs who enjoy keeping out of the eye of the surface world. This has allowed the city to grow and be prosperous.

Some 250 years ago a young orc named Granzed, a disciple of

Gruumsh, grew disenchanted with the way Gruumsh was worshipped and decided to break away. Taking a contingent of others who believed his way was the true way of Gruumsh, he set off to find a new place to live far to the south.

After traveling many, many miles they found a suitable site. They founded the city of Kranzel. This city was also underground and flourished as well. As they years went by, many orcs joined the city.

Within a few decades, the city was large enough to start picking on other subterranean folks. Through these battles, the orcs proved their worth to Gruumsh and became a well-seasoned fighting force.

They continued this way of life up to the present. In the past few years an exceptionally charismatic young priest named Lorink claimed that to truly worship Gruumsh, they must attack the surface world. This idea caught on like wild fire.

It is from this madness that the orcs in "Business is Business" fled. They left and soon found the Eagle Crag ruins. Hoping to be left alone and live in obscurity, they setup a community for themselves. Unfortunately the events of "Business is Business" pushed them to the forefront of the trade between Ratic and the Pale.

Now they have been found by the orcs from Kranzel. It was a fluke that they were found at all. A raiding party was following a caravan when it entered the pass. Following it in, they attacked and killed many of the residents and took some captive. Some of the people in

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

the pass managed to escape. It is these guys that will soon encounter the PCs.

Adventure Summary

This adventure is pretty straightforward. The PCs are told that an evil party of orcs has taken the Eagle Crag pass that bridges Ratik and the Pale. The party is not given any reward at that point by is told that there might be something given to them at the pass.

The party then heads out toward the pass. The first night they are attacked by a bunch of orc zombies. If they track the zombies back they will be lead to a pile of dead orcs as well as humans.

The party then will approach the entrance to the pass. A couple of sentries have been left to guard the approach. If they are being beaten (which should be a good bet) they will sound an alarm. This will signal the orcs inside that guests are coming to diner.

Once inside, the party needs to rescue the remaining hostages. Once this is accomplished they will tell the party that another company of orcs is coming very soon.

The party will need to stay and defeat this next group of orcs for the people who live here to be freed.

Introduction

You find yourself sitting in Rakerville, a nice enough town in the Pale. Fate has moved you around quite a bit lately following this lead or that. This time you were told that there is always adventure enough in the Rakers and Troll fens. Of course, now that you are here, there doesn't seem to be much call for your services. In fact the town seems to be uneasily quite.

Sitting in the common room of the Pious Pilgrim, you are greeted by a pair of men crashing through the door, running as fast as they can.

If at least one of the players has played *Business is Business* they will recognize these men as Hartel and Oldreg.

☛ **Hartel:** Male human Ranger₁ (Int 6)

☛ **Oldreg:** Male human Fighter₁(Int 7)

. In fact, they will also recognize the PC(s) and run over to them. In that case read the following.

"<Insert PC Name here>!! Thank Kord you are here. Orcs have taken over the pass. They have shut down the trade route and have killed Sinit. You have to help us." They look at you expectantly.

If nobody has played *Business is Business*, read the following.

"We need help!" They stammer between ragged breaths. "Orcs! Orcs have taken over the pass. We barely made it out alive. They have hostages and need help!" They explain in a rush of words. They turn to the crowd expectantly.

The brothers know the following information

- They were once simple woodsmen leading a dull and uninteresting life. One day they came across an injured man and brought him into town. While there they meet a band of adventurers who inspired them to go on their own adventure. After months of arguing about how to do it, they set out. (Events from *Business is Business*)
- The adventurer's found a pass through to the Pale. At the top of the pass was an ancient dwarven outpost called Eagle's Crag. (Events from *Business is Business*)
- They were staying with the Orcs at Eagle's Crag pass when a raiding party of orcs broke in and started killing everybody. They ran as fast as they could to the front door and to safety. They haven't stopped running since. Except to eat once...or twice.. and then there was this troll the had to avoid...oh.. and they sleep one night...maybe two.
- There were about 8 orcs in the raiding party with one clear leader.
- Sinit used to run the pass from the Ratik side. He was with the brothers when the attack happened. They assume he is dead, as he did not make it out the front with them.
- It is unusual but not unheard of to see organized orc activity in this area of the Rakers.
- They think the Pale is exceedingly cool.
- Hey...I think I know that guy....

When questioned, the brothers will give all the above information freely. Unfortunately, they are not the sharpest crayons in the box. While trying to be helpful, they will occasionally slip in irrelevant details (which may or may not be true) and take off on tangents.

If asked for a reward or some kind of treasure, they will look puzzled and then pool together about 12 copper pieces from various pockets and pouches. They may also throw in some useless trinkets such as a lucky rabbits foot, odd shaped pinecone or a bit of strange fur (bear) they found. They have not had much experience

in this sort of thing and are confused. After some prodding they will mention that there were some nice shiny weapons and armor in Eagle's Crag.

Once the party agrees to go liberate the pass, the brothers will start making excuses as to why they can't go with them. They do wish the party luck and give them directions. Of course, these directions can be gotten from many of the merchants in town as well.

Encounter 1: Things That Go Bump in the Night

The first day of your journey was very uneventful. Following the directions you were given has been pretty easy. It seems that the pass has seen a good deal of use in the past months and a simple road of sorts has begun to emerge.

Another benefit from all this traffic is that camping locations have also been cleared from the surrounding forest. It is at such a place you find yourselves as dusk falls.

If the party wishes to make use of the campsite that is fine but not required. If they are too paranoid to use the camp double the number of hear noise checks.

Once the party has settled in and made a watch schedule (If they make a watch schedule that is) have each watch roll a hear noise check. If they roll either very good or very poorly have them make spot checks as well. Build the paranoia.

Towards the end of the second or middle watch have the following come out of the forest. They will be coming from the direction of the pass (east). If the appropriate watchman makes a DC of 14 on her hear noise roll, she will have heard them shuffling towards the camp. A DC 14 spot check will allow her to see them before they get the drop on the party.

APL 2 (EL 1)

➤ 2 Orcan Child Zombie: hp 16 each; See *Appendix I*.

APL 4 (EL 2)

➤ 4 Orcan Child Zombie: hp 16 each, See *Appendix I*.

APL 6 (EL 2)

➤ 4 Orcan Child Zombie: hp 16 each, See *Appendix I*.

APL 8 (EL 4)

➤ 7 Orcan Child Zombie: hp 16 each, See *Appendix I*.

APL 10 (EL 5)

➤ 9 Orcan Child Zombie: hp 16 each, See *Appendix I*.

If the party does not see or hear the zombies before they attack, the zombies get a surprise round.

NOTE: If any of the party members has a Blimthor™ they will have the equivalent of a protection from evil on them. The zombies will favor other party members over a wearer of such a device. If the entire party has them the zombies will hesitate before the attack thereby losing any surprise.

Encounter 2: The Trail

If the heroes track the zombies back to their "lair", read the following.

The zombies are easy to track. Bits and peaces of decaying flesh form a trail into the night. At the end of the trail is a grim sight. Several bodies have been piled in a heap for the scavengers of the wild to feast upon.

Most of the bodies in the pile are orcs from Eagle Crag but there are a few humans as well. These are the unfortunate souls that put up a fight when the pass was attacked.

Searching the bodies will reveal nothing. In fact, the bodies have been stripped of all possessions before being placed here.

Further investigation will reveal that none of the bodies belong to Sinit. He is alive and being held captive by the invading orcs.

The pile lies only a few hundred yards from the entrance to the pass. The party may stay here relatively safely but any going any further toward the pass will require hide checks to avoid being spotted (Use the sentries Spot checks as the DC).

Encounter 3: Sentries

Morning comes none too soon. The road ahead is a short one as you are within a half a days travel to the entrance to the pass. Late morning brings the box canyon that serves as the entrance to the pass into view. Your destination is at hand. The canyon is actually formed by cliff faces from two neighboring

mountains and a smooth patch of ground between them. It is only 40 feet wide and goes back a mere 70 feet. At the far end is a rather large wooden door.

At this point the party needs to make a spot check. The DCs are pretty extreme as they are at a distance and hiding. They are as follows:

- APL 2 – DC 25
- APL 4 – DC 28
- APL 6 – DC 32
- APL 8 – DC 37
- APL 10 – DC 43

Some of the invading orcs have been set up to deter any new comers. They are arrayed on ledges ranging from 10 feet to 50 feet above the canyon floor. The Xs on the map indicate probable locations. If their efforts are failing, the set off an alarm by striking the door with an arrow that will make a very loud noise when it hits (DC to hit the door is 12).

The door at the far end is just an illusion setup to make the very well concealed secret door (Spot DC APL + 20) easier to find. If the party is never given reason to suspect the door as an illusion, it will work normally. If they do disbelieve the illusion, it will disappear and they will have to find the door on their own. Reasons to disbelieve are the alarm arrow not hitting the door right or a detect magic on the door (it will radiate illusion).

APL 2 (EL 2)

➤ **2 Orc Archers:** hp 11 each, See Appendix II

APL 4 (EL 3)

➤ **3 Orc Archers:** hp 11 each, See Appendix II

APL 6 (EL 5)

➤ **3 Orc Archers:** hp 18 each, See Appendix II

APL 8 (EL 5)

➤ **3 Orc Archers:** hp 18 each, See Appendix II

APL 10 (EL 6)

➤ **3 Orc Archers:** hp 25 each, See Appendix II

Encounter 4: Home Sweet Home

1. Hallway

Once the PCs have pasted the front door, read the following.

The 15 foot wide passageway in front of you stretches as far as you can see. On the sides are a mural depicting the daily lives of the past owners of these halls as Dwarves, Elves and Humans are seen engaging in various mundane activities.

The passageway extends in a straight line through the top of the mountain. It is about 300 feet from end to end and the mural covers the entire way on both sides.

The hall is very quiet and still. Normally there would have been someone to greet the party and escort them to the welcoming area (#2). The brothers will note this for the party.

2. Welcoming Area

Cutting from the side of the hallway is a 30-foot by 20-foot room. The mural continues along the walls of this room as well as continuing down the passageway. In this room are two large tables with several overturned benches scattered around them. Two smaller tables are overturned off to one side.

This is the welcoming hall. It serves as a place to rest and enjoy a good (well, at least home cooked) meal.

Under the overturned smaller tables is a ledger detailing the caravans that have gone through the pass. Each entry, save the last one, has an entry and departure date. The last one just shows an entry date. It lists Sinit as the caravan master and his cargo as foodstuffs.

Closer inspection will reveal signs of a fight. Bloodstains and broken weapons can be found lying around the area.

Two of the back wall panels form a secret door. It is very easy to spot (DC 10) as it was not intended to be hidden. It allows some caravans to be taken into the newly created storage and stable area (detailed below).

3. Passage to Storage Area

The secret doors open to reveal a 15-foot wide passageway. This passage way starts to decline at a gradual rate just beyond the doorway.

The passageway drops 50' into the storage area. The dotted lines on the map indicate where the decline starts and stops. It is 5° incline so some heavier loads will need extra help getting up and down the slope.

It should also be noted that only the stable area has any kind of continual light source. All other areas are pitch dark. Once the party rounds the bend in the passageway light from the stables will allow those party

members with low-light vision to see normally in the hall way.

4. Orc Warrens

On the left hand side of the wide passage is a roughly carved out opening.

If the PCs enter the opening, read the following.

The roughly carved passage leads to a series of rooms and cubbyholes. They only thing you find in here are a few children 's toys and cooking tools.

This is the area that the women and children lived. There is nothing of value here.

5. Storage Room #1

Opening this door reveals small storage room. Along the walls are weapons racks and armor storage. All empty.

This is where the orcs stored all the mithral weapons and armor they had found in the complex. The raiders have taken it all and sent it back to their HQ.

6. Storage Room #2

This room has several boxes and shelves. The shelves contain jars of food and other foodstuff. The boxes are labeled as cloth, leather, dyes, and other household items.

These boxes contain foodstuffs and basic supplies for the orcs living here. Stealing these supplies would be considered theft and while there are no law enforcement officials present, it should be discouraged. If a PC still wants to take the stuff, they will be fined 500gp and 5 TUs will be marked off as soon as word will get back to people who care.

7. Stables

The passageway forms a Tee with what appears to be a stable. Several wooden stalls have been added to this wide cave to house horses. Unlike the rest of the complex, this area is lit by a series of stones set into the wall providing what appears to be natural sunlight.

Currently there are six horses in the stalls. The other stalls appear to be empty. There are also three empty wagons stored at end of the right passage.

The stones are mimicking the natural conditions of light and dark. When the sun sets outside, they will dim to provide a star light level of illumination. This will be

good enough for low light vision but not normal vision. If the stones are removed from the wall, they loose their magic.

If the alarm was sounded or the party was making too much noise, four of the Orc Warriors (See below) are hiding in the stales waiting to ambush the party. If the party opens the door to room #8 (Storage Room #3) and engages the Orc Leader and other Orc Warrior, these Orcs will attack the party's flank. If the party finds these guys first, the Orc Leader and Orc Warrior in room #8 will join the fight from behind.

If the alarm was not sounded, the only living things here are the horses.

The wagons and horses are from Sinit's caravan. All the supplies have been unloaded and placed into room #6 (Storage Room #2).

8. Storage Room #3

This room looks to be a storage room. There is a door to one side of the room. It is currently devoid of boxes, creates or anything else except for the orcs.

If the alarm was sounded or the party made too much noise, there are two orcs here. These are the Orc Leader and one of the Orc Warriors (See Below). They are waiting for the party to come in and use the tactics presented above.

If the Alarm was not sounded and the party was stealthy, all the orcs are in this room milling about and not expecting trouble.

9. Office

Opening the door reveals a small room. It is obvious that the room was once an office but now serves another purpose. The desk, files and shelves have been moved to one side to make room for the tied and gagged people on the floor. There are a half a dozen orcs and four humans.

These are the people the orcs did not kill. They are holding them in hopes they can be sold or ransomed. The Orcs are pass workers and have no real value. The Humans are Sinit and some of his caravan hands. Once released Sinit will tell the party what has happened.

- The Orcs are massing for something big. Their guards repeatedly made comments about how they outnumber the humans in the area.
- They are expecting reinforcements later today.

- The Orcs follow some fanatical leader whose worships Gruumsh and believes the world must be purged of all non-Orcs.
- This is the first real indication that the Orcs are planning something. He has had one caravan attacked before but he attributed that to simple banditry.

APL 2 (EL 4)

- **Orc Leader:** hp 12; See Appendix III
- **6 Orc Warriors:** hp 5; See *Monster Manual* page 203

APL 4 (EL 6)

- **Orc Leader:** hp 28; See Appendix III
- **6 Orc Warriors:** hp 12; See Appendix III

APL 6 (EL 8)

- **Orc Leader:** hp 44; See Appendix III
- **6 Orc Warriors:** hp 20; See Appendix III

APL 8 (EL 10)

- **Orc Leader:** hp 60; See Appendix III
- **6 Orc Warriors:** hp 36; See Appendix III

APL 10 (EL 12)

- **Orc Leader:** hp 76; See Appendix III
- **6 Orc Warriors:** hp 52; See Appendix III

Encounter 5: Reinforcements

From here we let the players drive. They should know that there are more orcs coming and will have plenty of time to prepare. They may also choose to go confront the enemy. If they take the direct route, they will meet up with them outside the back door (See map).

If they decide to hole up and ambush the Orcs for a change, go ahead and let them make plans to do so. The Orcs will, however, know that something is out of place when they fails to see a guard posted.

The leader of the Orcs is not stupid about tactics. He will not blindly go into a known ambush and get slaughtered. Instead, he is likely to send two of his men to draw out the party and make them expend valuable resources.

The Shaman also has a good understanding of magic and will have them wait 10 minutes after the “scouts” make contact to advance into the complex. During that

time, they will all hide outside waiting for the party to come to them.

If by some miracle they advance group survives, they will retreat and report on what they observed. Otherwise, the Leader will send two more guys to see if they can get information on how the first two were killed.

The Leader will then use this knowledge to try and force the PCs out. He will use tricks like trying to smoke them out or the like. Be creative.

APL 2 (EL 5)

- **Orc Leader:** hp 25; See *Appendix IV*
- **Orc Shaman:** hp 10; See *Appendix IV*
- **4 Orc Warriors:** hp 5;

APL 4 (EL 7)

- **Orc Leader:** hp 41; See *Appendix IV*
- **Orc Shaman:** hp 24; See *Appendix IV*
- **6 Orc Warriors :** hp 5; See *Monster Manual* page 203

APL 6 (EL 9)

- **Orc Leader:** hp 56; See *Appendix IV*
- **Orc Shaman:** hp 38; See *Appendix IV*
- **10 Orc Warriors:** hp 5; See *Monster Manual* page 203

APL 8 (EL 11)

- **Orc Leader:** hp 70; See *Appendix IV*
- **Orc Shaman:** hp 59; See *Appendix IV*
- **12 Orc Warriors:** hp 5; See *Monster Manual* page 203

APL 10 (EL 13)

- **Orc Leader:** hp 81; See *Appendix IV*
- **Orc Shaman :** hp 73; See *Appendix IV*
- **12 Orc Warriors:** hp 12; See *Appendix IV*

Encounter 7: Storm Clouds

Once this party has been routed, the PCs are free to do whatever they like. If they just want to pack up and go home, skip to the conclusion.

On the other hand, if they want to go looking for more Orcs, have them catch a glimpse of a very large patrol (double the numbers from Encounter 5) in the distance.

If they insist on trying to fight them, have a tree near the PCs explode as a *flame strike* hits it. A spellcraft check will reveal that it was a very powerful (APL + 8 caster level). If that still doesn't persuade them, have the Orcs run away. It wasn't them that cast the spell after all....

Conclusion

This mission was a success (failure?) but the news of Orcs raising an army was not good news. Sinit has gone back into Ratik to warn them of the impending threat and some of his men have gone into the Pale to do the same. Time will tell what ill they have planed for the Flaness but hopefully forewarned is forearmed.

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 One – Things That Go Bump

APL2 30xp; APL4 60xp; APL6 60xp;

APL8 120xp; APL10 150xp

Encounter Three -- Sentries

APL2 60xp; APL4 90xp; APL6 150xp;

APL8 150xp; APL10 180xp

Encounter Four – Home Sweet Home

APL2 120xp; APL4 180xp; APL6 240xp;

APL8 300xp; APL10 360xp

Encounter Six – Reinforcements

APL2 150xp; APL4 210xp; APL6 270xp;

APL8 330xp; APL10 360xp

Discretionary roleplaying award

APL2 90xp; APL4 135xp; APL6 180xp;

APL8 225xp; APL10 270xp

Total possible experience:

APL2 450xp; APL4 675xp; APL6 900xp;

APL8 1125xp; APL10 1350xp

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 Three: Sentries

APL 2: L: 28 gp; C: 0 gp; M: 0 gp

APL 4: L: 28 gp; C: 0 gp; M: 0 gp

APL 6: L: 31 gp; C: 0 gp; M: 0 gp

APL 8: L: 31 gp; C: 0 gp; M: 0 gp

APL 10: L: 31 gp; C: 0 gp; M: 0 gp

Encounter Four: Home Sweet Home

APL 2: L: 26 gp; C: 0 gp; M: 0 gp

APL 4: L: 36 gp; C: 0 gp; M: 0 gp

APL 6: L: 36 gp; C: 0 gp; M: 0 gp

APL 8: L: 36 gp; C: 0 gp; M: 0 gp

APL 10: L: 36 gp; C: 0 gp; M: 0 gp

Encounter Five: Reinforcements

APL 2: L: 20 gp; C: 0 gp; M: 446 gp

APL 4: L: 10 gp; C: 0 gp; M: 613 gp

APL 6: L: 10 gp; C: 0 gp; M: 1,109 gp

APL 8: L: 10 gp; C: 0 gp; M: 1,609 gp

APL 10: L: 10gp; C: 0 gp; M: 2,775 gp

Total Possible Treasure

APL 2: L: 74 gp; C: 0 gp; M: 446 gp - Total: 400 gp

APL 4: L: 74 gp; C: 0 gp; M: 613 gp - Total: 600 gp

APL 6: L: 77 gp; C: 0 gp; M: 1,109 gp - Total: 800 gp

APL 8: L: 77 gp; C: 0 gp; M: 1,609 gp - Total: 1,250 gp

APL 10: L: 77 gp; C: 0 gp; M: 2,775 gp - Total: 2,100 gp

Special

The Favor of the Orcs of Eagle Crag Pass: You have rescued the Orcs of Eagle Crag Pass. In recognition of this, they have invited you to become a member of their tribe. This will allow you a +2 circumstance bonus to charisma-based skills when dealing with non-evil orcs.

Enmity of the Hand of Gruumsh: For interfering in their efforts to spread the will of Gruumsh you have earned the enmity of the Hand of Gruumsh. This has the effect of granting a -2 circumstance bonus to all charisma-based skill when dealing with evil Orcs. Any Orcs belonging to the Hand of Gruumsh will try to kill the character on sight.

Items for the Adventure Record

Item Access

APL 2:

Universal solvent

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

Amulet of Natural Armor +1

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

Amulet of Natural Armor +2

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

+2 Full Plate

+2 Chain Shirt

APL 10 (all of APL S 2-4 plus the following):

Amulet of Natural Armor +3

+2 Battle Axe

Appendix One – Undead Orc Children

Orc Commoner Zombie: CR 1/2; Medium Undead; HD 2d12+3; hp 16; Init -2; Spd 30 ft. (can't run); AC 11 (-1 Dex, +2 natural), touch 9, flat-footed 11; Bab/Grp: +1/5; Atk +5 melee [(1d6+4, slam)], Full Atk +5 melee [(1d6+4, slam)]; SQ Single Actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL LE; SV Fort +0, Ref -1, Will +3; Str 19, Dex 9, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: —; Toughness.

Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Possessions: None.

Appendix II – Orc Sentries

APL 2 & 4 Statistics

Orc Archer: Male Orc Ranger 1; CR 1; Medium Humanoid (Orc); HD 1d10+1; hp 11; Init +2; Spd 30 ft.; AC 15 [[+2 Dexterity, +3 armor]], touch 12, flat-footed 13; BAB/Grp +1/+3; Atk +3 melee [(1d8+2, 19-20/x2, longsword)] or +3 ranged [(1d8+2, range 110 ft. 20/x3, mighty [+2] composite longbow)]; Full Atk +3 melee [(1d8+2, 19-20/x2, longsword)] or +3 ranged [(1d8+2, range 110 ft. 20/x3, mighty [+2] composite longbow)]; SA Favored Enemy (Human +2); SQ Darkvision 60 ft., Light Sensitivity, Wild Empathy (+1); AL LE; SV Fort +3, Ref +4, Will +1; Str 14, Dex 14, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +6, Hide +6, Listen +5, Move Silently +6, Spot +5, Survival +5; Point Blank Shot, Track^B.

Possessions: Longsword, Mighty [+2] Composite Longbow, 30 arrows, Studded Leather Armor, 3 days rations, 50 ft. hemp rope, bedroll.

APL 6 & 8 Statistics

Orc Archer: Male Orc Ranger 2; CR 2; Medium Humanoid (Orc); HD 2d10+2; hp 18; Init +2; Spd 30 ft.; AC 15 [[+2 Dexterity, +3 armor]], touch 12, flat-footed 13; BAB/Grp +2/+4; Atk +4 melee [(1d8+2, 19-20/x2, longsword)] or +4 ranged [(1d8+2, range 110 ft. 20/x3, mighty [+2] composite longbow)]; Full Atk +4 melee [(1d8+2, 19-20/x2, longsword)] or +4 ranged [(1d8+2, range 110 ft. 20/x3, mighty [+2] composite longbow)] or +2/+2 ranged [(1d8+2, range 110 ft. 20/x3, mighty [+2] composite longbow)]; SA Favored Enemy (Human +2); SQ Darkvision 60 ft., Light Sensitivity, Wild Empathy (+2); AL LE; SV Fort +4, Ref +5, Will +1; Str 14, Dex 14, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +7, Hide +7, Listen +6, Move Silently +7, Spot +6, Survival +6; Point Blank Shot, Rapid Shot^B, Track^B.

Possessions: Longsword, Mighty [+2] Composite Longbow, 5 masterwork arrows, 30 arrows, Studded Leather Armor, 3 days rations, 50 ft. hemp rope, bedroll.

APL 10 Statistics

Orc Archer: Male Orc Ranger 3; CR 3; Medium Humanoid (Orc); HD 3d10+3; hp 25; Init +2; Spd 30 ft.; AC 15 [[+2 Dexterity, +3 armor]], touch 12, flat-footed 13; BAB/Grp +3/+5; Atk +5 melee [(1d8+2, 19-20/x2, longsword)] or +6 ranged [(1d8+2, range 110 ft. 20/x3, mighty [+2] composite longbow)]; Full Atk +5 melee

[(1d8+2, 19-20/x2, longsword)] or +6 ranged [(1d8+2, range 110 ft. 20/x3, mighty [+2] composite longbow)] or +4/+4 ranged [(1d8+2, range 110 ft. 20/x3, mighty [+2] composite longbow)]; SA Favored Enemy (Human +2); SQ Darkvision 60 ft., Light Sensitivity, Wild Empathy (+3); AL LE; SV Fort +4, Ref +5, Will +2; Str 14, Dex 14, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +8, Hide +8, Listen +7, Move Silently +8, Spot +7, Survival +7; Endurance^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B.

Possessions: Longsword, Masterwork Mighty [+2] Composite Longbow, 5 masterwork arrows, 30 arrows, Studded Leather Armor, 3 days rations, 50 ft. hemp rope, bedroll.

Appendix Three – Lesser Squadron of Orcs

APL 2 Statistics

Orc Leader: Male Orc Fighter 1; CR 1; Medium Humanoid (Orc); HD 1d10+2; hp 12; Init +0; Spd 20 ft.; AC 15 [[+5 armor]], touch 10, flat-footed 15; BAB/Grp +1/+6; Atk +7 melee [(1d10+5, 19-20/x2, bastard sword)] or +1 ranged [(1d8, range 100 ft., 20/x3, longbow)]; Full Atk +7 melee [(1d10+5, 19-20/x2, bastard sword)] or +1 ranged [(1d8, range 100 ft., 20/x3, longbow)]; SQ Darkvision 60 ft., Light Sensitivity; AL LE; SV Fort +4, Ref +0, Will +0; Str 20, Dex 10, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +9, Intimidate +3, Jump +9; Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).

Possessions: Longbow, 40 arrows, bastard sword, breastplate.

APL 4 Statistics

Orc Leader: Male Orc Fighter 3; CR 3; Medium Humanoid (Orc); HD 3d10+6; hp 28; Init +0; Spd 20 ft.; AC 15 [[+5 armor]], touch 10, flat-footed 15; BAB/Grp +3/+8; Atk +9 melee [(1d10+5, 19-20/x2, bastard sword)] or +3 ranged [(1d8, range 100 ft., 20/x3, longbow)]; Full Atk +9 melee [(1d10+5, 19-20/x2, bastard sword)] or +3 ranged [(1d8, range 100 ft., 20/x3, longbow)]; SQ Darkvision 60 ft., Light Sensitivity; AL LE; SV Fort +5, Ref +1, Will +1; Str 20, Dex 10, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +11, Intimidate +5, Jump +11; Cleave, Exotic Weapon Proficiency (bastard sword), Power Attack, Weapon Focus (bastard sword).

Possessions: Longbow, 40 arrows, bastard sword, breastplate.

Orc Warrior: Male Orc Fighter 1; CR 1; Medium Humanoid (Orc); HD 1d10+2; hp 12; Init +0; Spd 30 ft.; AC 13 [[+3 armor]], touch 10, flat-footed 13; BAB/Grp +1/+5; Atk +6 melee [(1d12+6, 20/x3, great axe)] or +1 ranged [(1d8, range 100 ft., 20/x3, longbow)]; Full Atk +6 melee [(1d12+6, 20/x3, great axe)] or +1 ranged [(1d8, range 100 ft., 20/x3, longbow)]; SQ Darkvision 60 ft., Light Sensitivity; AL LE; SV Fort +4, Ref +0, Will -1; Str 18, Dex 10, Con 14, Int 12, Wis 8, Cha 8.

Skills and Feats: Climb +8, Intimidate +3, Jump +8; Power Attack, Weapon Focus (great axe).

Possessions: Longbow, 10 arrows, great axe, studded leather.

APL 6 Statistics

Orc Leader: Male Orc Fighter 5; CR 5; Medium Humanoid (Orc); HD 5d10+10; hp 44; Init +0; Spd 20 ft.; AC 15 [[+5 armor]], touch 10, flat-footed 15; BAB/Grp +5/+10; Atk +11 melee [(1d10+7, 19-20/x2, bastard sword)] or +5 ranged [(1d8, range 100 ft., 20/x3, longbow)]; Full Atk +11 melee [(1d10+7, 19-20/x2, bastard sword)] or +5 ranged [(1d8, range 100 ft., 20/x3, longbow)]; SQ Darkvision 60 ft., Light Sensitivity; AL LE; SV Fort +6, Ref +1, Will +1; Str 20, Dex 10, Con 14, Int 12, Wis 10, Cha 9.

Skills and Feats: Climb +13, Intimidate +7, Jump +13; Cleave, Exotic Weapon Proficiency (bastard sword), Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Longbow, 40 arrows, bastard sword, breastplate.

Orc Warrior: Male Orc Fighter 2; CR 2; Medium Humanoid (Orc); HD 2d10+4; hp 20; Init +0; Spd 30 ft.; AC 13 [[+3 armor]], touch 10, flat-footed 13; BAB/Grp +2/+6; Atk +7 melee [(1d12+6, 20/x3, great axe)] or +2 ranged [(1d8, range 100 ft., 20/x3, longbow)]; Full Atk +7 melee [(1d12+6, 20/x3, great axe)] or +2 ranged [(1d8, range 100 ft., 20/x3, longbow)]; SQ Darkvision 60 ft., Light Sensitivity; AL LE; SV Fort +5, Ref +0, Will -1; Str 18, Dex 10, Con 14, Int 12, Wis 8, Cha 8.

Skills and Feats: Climb +9, Intimidate +4, Jump +9; Cleave, Power Attack, Weapon Focus (great axe).

Possessions: Longbow, 10 arrows, great axe, studded leather.

APL 8 Statistics

Orc Leader: Male Orc Fighter 7; CR 7; Medium Humanoid (Orc); HD 7d10+14; hp 60; Init +0; Spd 20 ft.; AC 15 [[+5 armor]], touch 10, flat-footed 15; BAB/Grp +7/+12; Atk +13 melee [(1d10+7, 19-20/x2, bastard sword)] or +7 ranged [(1d8, range 100 ft., 20/x3, longbow)]; Full Atk +13/8 melee [(1d10+7, 19-20/x2, bastard sword)] or +7/2 ranged [(1d8, range 100 ft., 20/x3, longbow)]; SQ Darkvision 60 ft., Light Sensitivity; AL LE; SV Fort +7, Ref +2, Will +2; Str 20, Dex 10, Con 14, Int 12, Wis 10, Cha 9.

Skills and Feats: Climb +13, Intimidate +7, Jump +13; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Sunder, Leadership, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Longbow, 40 arrows, bastard sword, breastplate.

Orc Warrior: Male Orc Fighter 4; CR 4; Medium Humanoid (Orc); HD 4d10+8; hp 36; Init +0; Spd 30 ft.; AC 13 [[+3 armor]], touch 10, flat-footed 13; BAB/Grp +4/+8; Atk +9 melee [(1d12+8, 20/x3, great axe)] or +4 ranged [(1d8, range 100 ft., 20/x3, longbow)]; Full Atk +9 melee [(1d12+8, 20/x3, great axe)] or +4 ranged [(1d8, range 100 ft., 20/x3, longbow)]; SQ Darkvision 60 ft., Light Sensitivity; AL LE; SV Fort +6, Ref +1, Will +0; Str 18, Dex 10, Con 14, Int 12, Wis 9, Cha 8.

Skills and Feats: Climb +11, Intimidate +6, Jump +11; Cleave, Improved Bull Rush, Power Attack, Weapon Focus (great axe), Weapon Specialization (great axe).

Possessions: Longbow, 10 arrows, great axe, studded leather.

APL 10 Statistics

Orc Leader: Male Orc Fighter 9; CR 9; Medium Humanoid (Orc); HD 9d10+18; hp 76; Init +0; Spd 20 ft.; AC 15 [[+5 armor]], touch 10, flat-footed 15; BAB/Grp +9/+14; Atk +15 melee [(1d10+7, 17-20/x2, bastard sword)] or +9 ranged [(1d8, range 100 ft., 20/x3, longbow)]; Full Atk +15/10 melee [(1d10+7, 17-20/x2, bastard sword)] or +9/4 ranged [(1d8, range 100 ft., 20/x3, longbow)]; SQ Darkvision 60 ft., Light Sensitivity; AL LE; SV Fort +8, Ref +3, Will +5; Str 20, Dex 10, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +15, Intimidate +10, Jump +15; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Sunder, Iron Will, Leadership, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Longbow, 40 arrows, bastard sword, breastplate.

Orc Warrior: Male Orc Fighter 6; CR 6; Medium Humanoid (Orc); HD 6d10+12; hp 52; Init +0; Spd 30 ft.; AC 13 [[+3 armor]], touch 10, flat-footed 13; BAB/Grp +6/+10; Atk +11 melee [(1d12+8, 20/x3, great axe)] or +6 ranged [(1d8, range 100 ft., 20/x3, longbow)]; Full Atk +11/6 melee [(1d12+8, 20/x3, great axe)] or +6/1 ranged [(1d8, range 100 ft., 20/x3, longbow)]; SQ Darkvision 60 ft., Light Sensitivity; AL LE; SV Fort +7, Ref +2, Will +3; Str 18, Dex 10, Con 14, Int 12, Wis 9, Cha 8.

Skills and Feats: Climb +13, Intimidate +8, Jump +13; Cleave, Improved Bull Rush, Iron Will, Power Attack, Run, Weapon Focus (great axe), Weapon Specialization (great axe).

Possessions: Longbow, 10 arrows, great axe, studded leather.

Appendix IV – Major Squadron of Orcs

All APLs

Orc Warrior: Male Orc Fighter 1; CR 1; Medium Humanoid (Orc); HD 1d10+2; hp 12; Init +0; Spd 20 ft.; AC 13 [[+3 armor]], touch 10, flat-footed 13; BAB/Grp +1/+6; Atk +7 melee [(1d12+7, 20/x3, greataxe)] or +1 ranged [(1d8, range 100 ft., 20/x3, longbow)]; Full Atk +7 melee [(1d12+7, 20/x3, greataxe)] or +1 ranged [(1d8, range 100 ft., 20/x3, longbow)]; SQ Darkvision 60 ft., Light Sensitivity; AL LE; SV Fort +4, Ref +0, Will +0; Str 20, Dex 10, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +9, Intimidate +3, Jump +9; Power Attack, Weapon Focus (greataxe).

Possessions: Longbow, 40 arrows, greataxe, studded leather.

APL 2 Statistics

Orc Leader: Male Orc Ranger 2 Fighter 1; CR 3; Medium Humanoid (Orc); HD 2d8+1d10+6; hp 25; Init +1; Spd 30 ft.; AC 16 [[+1 Dexterity, +5 armor]], touch 11, flat-footed 15; BAB/Grp +3/+5; Atk +7 melee [(1d8+3, 20/x3, +1 battleaxe)] or +4 ranged [(1d8, range 100 ft., 20/x3, longbow)]; Full Atk +7 melee [(1d8+3, 20/x3, +1 battleaxe)] or +5 melee [(1d8+3, 20/x3, +1 battleaxe)] and +4 melee [(1d6+1, 20/x3, handaxe)] or +4 ranged [(1d8, range 100 ft., 20/x3, longbow)]; SA Favored Enemy (Dwarf +2); SQ Darkvision 60 ft., Light Sensitivity, Wild Empathy (+5); AL LE; SV Fort +7, Ref +4, Will +1; Str 15, Dex 12, Con 14, Int 12, Wis 13, Cha 12.

Skills and Feats: Climb +7, Concentration +7, Handle Animal +6, Knowledge (nature) +8, Listen +6, Ride +6, Spot +6, Survival +6 (+8 above ground); Power Attack^B, Track^B, Two-weapon Fighting^B, Weapon Focus (handaxe), Weapon Focus (battleaxe).

Possessions: Longbow, 40 arrows, +1 battleaxe, handaxe, +1 chain shirt.

Orc Shaman: Male Orc Cleric 1; CR 1; Medium Humanoid (Orc); HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 20 [[+1 Dexterity, +9 armor]], touch 11, flat-footed 19; BAB/Grp +0/+1; Atk +2 melee [(1d8+1, 20/x3, spear)] or +1 ranged [(1d8, range 80 ft., 19-20/x2, crossbow)]; Full Atk +2 melee [(1d8+1, 20/x3, spear)] or +1 ranged [(1d8, range 80 ft., 19-20/x2, crossbow)]; SA Rebuke Undead (2/day, 1d20-1, 2d6 damage); SQ Darkvision 60 ft., Light Sensitivity, Spontaneous Casting (inflict); AL LE; SV Fort +4, Ref +1, Will +4; Str 13, Dex 12, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Concentration +6 (+10 casting defensively), Knowledge (religion) +5, Spellcraft +5; Combat Casting, Weapon Focus (spear)^B.

Spells Prepared (3/2+1; base DC = 12 + spell level): 0—*cure minor wounds* (2), *guidance*, 1st—*bles*, *cure light wounds*, *enlarge person**. *Domain spell.

Deity: Gruumsh; **Domains:** [Strength (+1 enhancement to Strength for 1 round once per day); War (Weapon Focus (spear))].

Possessions: crossbow, 20 bolts, spear, +1 full-plate.

APL 4 Statistics

Orc Leader: Male Orc Ranger 2 Fighter 3; CR 5; Medium Humanoid (Orc); HD 2d8+3d10+10; hp 41; Init +1; Spd 30 ft.; AC 16 [[+1 Dexterity, +5 armor]], touch 11, flat-footed 15; BAB/Grp +5/+7; Atk +9 melee [(1d8+3, 20/x3, +1 battleaxe)] or +6 ranged [(1d8, range 100 ft., 20/x3, longbow)]; Full Atk +9 melee [(1d8+3, 20/x3, +1 battleaxe)] or +7 melee [(1d8+3, 20/x3, +1 battleaxe)] and +6 melee [(1d6+1, 20/x3, handaxe)] or +6 ranged [(1d8, range 100 ft., 20/x3, longbow)]; SA Favored Enemy (Dwarf +2); SQ Darkvision 60 ft., Light Sensitivity, Wild Empathy (+5); AL LE; SV Fort +8, Ref +5, Will +3; Str 15, Dex 12, Con 14, Int 12, Wis 14, Cha 12.

Skills and Feats: Climb +9, Concentration +7, Handle Animal +8, Knowledge (nature) +8, Listen +7, Ride +8, Spot +7, Survival +7 (+9 above ground); Cleave^B, Power Attack^B, Track^B, Two-weapon Fighting^B, Weapon Focus (handaxe), Weapon Focus (battleaxe).

Possessions: Longbow, 40 arrows, +1 battleaxe, handaxe, +1 chain shirt.

Orc Shaman: Male Orc Cleric 3; CR 3; Medium Humanoid (Orc); HD 3d8+6; hp 24; Init +1; Spd 20 ft.; AC 20 [[+1 Dexterity, +9 armor]], touch 11, flat-footed 19; BAB/Grp +2/+3; Atk +4 melee [(1d8+1, 20/x3, spear)] or +3 ranged [(1d8, range 80 ft., 19-20/x2, crossbow)]; Full Atk +4 melee [(1d8+1, 20/x3, spear)] or +3 ranged [(1d8, range 80 ft., 19-20/x2, crossbow)]; SA Rebuke Undead (2/day, 1d20-1, 2d6+2 damage); SQ Darkvision 60 ft., Light Sensitivity, Spontaneous Casting (inflict); AL LE; SV Fort +5, Ref +2, Will +5; Str 13, Dex 12, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Concentration +8 (+12 casting defensively), Knowledge (religion) +7, Spellcraft +7; Combat Casting, Power Attack, Weapon Focus (spear)^B.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0—*cure minor wounds* (2), *guidance*, *resistance*,

1st—*bless, cure light wounds (2), enlarge person**;
2nd—*bear's endurance, hold person, spiritual
weapon**. *Domain spell.

Deity: Gruumsh; **Domains:** [Strength (+3
enhancement to Strength for 1 round once per day);
War (Weapon Focus (spear))].

Possessions: crossbow, 20 bolts, spear, +1 full-plate.

APL 6 Statistics

Orc Leader: Male Orc Ranger 3 Fighter 4; CR 7; Medium Humanoid (Orc); HD 3d8+4d10+14; hp 56; Init +1; Spd 30 ft.; AC 16 [[+1 Dexterity, +5 armor]], touch 11, flat-footed 15; BAB/Grp +7/+9; Atk +11 melee [(1d8+5, 20/x3, +1 battleaxe)] or +8 ranged [(1d8, range 100 ft., 20/x3, longbow)]; Full Atk +11/6 melee [(1d8+4, 20/x3, +1 battleaxe)] or +9/4 melee [(1d8+5, 20/x3, +1 battleaxe)] and +8 melee [(1d6+3, 20/x3, handaxe)] or +8/3 ranged [(1d8, range 100 ft., 20/x3, longbow)]; SA Favored Enemy (Dwarf +2); SQ Darkvision 60 ft., Light Sensitivity, Wild Empathy (+6); AL LE; SV Fort +9, Ref +5, Will +4; Str 15, Dex 12, Con 14, Int 12, Wis 14, Cha 12.

Skills and Feats: Climb +11, Concentration +8, Handle Animal +10, Knowledge (nature) +9, Listen +8, Ride +9, Spot +8, Survival +8 (+10 above ground); Cleave^B, Endurance^B, Power Attack^B, Track^B, Two-weapon Fighting^B, Weapon Focus (handaxe), Weapon Focus (battleaxe), Weapon Specialization (handaxe)^B, Weapon Specialization (battleaxe).

Possessions: Longbow, 40 arrows, +1 battleaxe, handaxe, +1 chain shirt.

Orc Shaman: Male Orc Cleric 5; CR 5; Medium Humanoid (Orc); HD 5d8+10; hp 38; Init +1; Spd 20 ft.; AC 20 [[+1 Dexterity, +9 armor]], touch 11, flat-footed 19; BAB/Grp +3/+5; Atk +6 melee [(1d8+2, 20/x3, spear)] or +4 ranged [(1d8, range 80 ft., 19-20/x2, crossbow)]; Full Atk +6 melee [(1d8+2, 20/x3, spear)] or +4 ranged [(1d8, range 80 ft., 19-20/x2, crossbow)]; SA Rebuke Undead (2/day, 1d20-1, 2d6+4 damage); SQ Darkvision 60 ft., Light Sensitivity, Spontaneous Casting (inflict); AL LE; SV Fort +6, Ref +2, Will +6; Str 14, Dex 12, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Concentration +10 (+14 casting defensively), Knowledge (religion) +9, Spellcraft +9; Combat Casting, Power Attack, Weapon Focus (spear)^B.

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0—*cure minor wounds (2), guidance (2), resistance*, 1st—*bless, cure light wounds (2), doom, enlarge person**; 2nd—*bear's endurance, hold person(2), spiritual weapon**; 3rd—*dispel magic, magic vestment**. *Domain spell.

Deity: Gruumsh; **Domains:** [Strength (+5 enhancement to Strength for 1 round once per day); War (Weapon Focus (spear))].

Possessions: crossbow, 20 bolts, spear, +1 full-plate.

APL 8 Statistics

Orc Leader: Male Orc Ranger 5 Fighter 4; CR 9; Medium Humanoid (Orc); HD 5d8+4d10+18; hp 70; Init +1; Spd 30 ft.; AC 17 [[+1 Dexterity, +6 armor]], touch 11, flat-footed 16; BAB/Grp +9/+12; Atk +14 melee [(1d8+5, 20/x3, +1 battleaxe)] or +10 ranged [(1d8, range 100 ft., 20/x3, longbow)]; Full Atk +14/9 melee [(1d8+5, 20/x3, +1 battleaxe)] or +12/7 melee [(1d8+5, 20/x3, +1 battleaxe)] and +11 melee [(1d6+3, 20/x3, handaxe)] or +10/5 ranged [(1d8, range 100 ft., 20/x3, longbow)]; SA Favored Enemy (Dwarf +4, Human +2); SQ Darkvision 60 ft., Light Sensitivity, Wild Empathy (+8); AL LE; SV Fort +10, Ref +6, Will +4; Str 16, Dex 12, Con 14, Int 12, Wis 14, Cha 12.

Skills and Feats: Climb +12, Concentration +10, Handle Animal +12, Knowledge (nature) +11, Listen +10, Ride +11, Spot +10, Survival +10 (+12 above ground); Cleave^B, Endurance^B, Great Cleave, Power Attack^B, Track^B, Two-weapon Fighting^B, Weapon Focus (handaxe), Weapon Focus (battleaxe), Weapon Specialization (handaxe)^B, Weapon Specialization (battleaxe).

Spells Prepared (-/1; base DC = 12 + spell level): 1st—*entangle*.

Possessions: Longbow, 40 arrows, +1 battleaxe, handaxe, +2 chain shirt.

Orc Shaman: Male Orc Cleric 8; CR 8; Medium Humanoid (Orc); HD 8d8+16; hp 59; Init +1; Spd 20 ft.; AC 21 [[+1 Dexterity, +10 armor]], touch 11, flat-footed 18; BAB/Grp +6/+8; Atk +9 melee [(1d8+2, 20/x3, spear)] or +7 ranged [(1d8, range 80 ft., 19-20/x2, crossbow)]; Full Atk +9/4 melee [(1d8+2, 20/x3, spear)] or +7 ranged [(1d8, range 80 ft., 19-20/x2, crossbow)]; SA Rebuke Undead (2/day, 1d20-1, 2d6+7 damage); SQ Darkvision 60 ft., Light Sensitivity, Spontaneous Casting (inflict); AL LE; SV Fort +8, Ref +3, Will +8; Str 14, Dex 12, Con 14, Int 12, Wis 15, Cha 8.

Skills and Feats: Concentration +13 (+17 casting defensively), Knowledge (religion) +12, Spellcraft +12; Cleave, Combat Casting, Power Attack, Weapon Focus (spear)^B.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 12 + spell level): 0—*cure minor wounds (2), guidance (2), resistance (2)*; 1st—*bless, enlarge person (3), doom, enlarge person**; 2nd—*bear's endurance, owl's wisdom, hold person(2), spiritual weapon**; 3rd—*dispel magic (2), magic vestment*, prayer*; 4th—*divine power**;

freedom of movement, summon monster IV. *Domain spell.

Deity: Gruumsh; **Domains:** [Strength (+8 enhancement to Strength for 1 round once per day); War (Weapon Focus (spear))].

Possessions: crossbow, 20 bolts, spear, +2 full-plate.

APL 10 Statistics

Orc Leader: Male Orc Ranger 7 Fighter 4; CR 11; Medium Humanoid (Orc); HD 7d8+4d10+22; hp 81; Init +1; Spd 30 ft.; AC 17 [[+1 Dexterity, +6 armor]], touch 11, flat-footed 16; BAB/Grp +11/+14; Atk +17 melee [(1d8+7, 20/x3, +2 battleaxe)] or +12 ranged [(1d8, range 100 ft., 20/x3, longbow)]; Full Atk +17/12/7 melee [(1d8+7, 20/x3, +2 battleaxe)] or +15/10/5 melee [(1d8+7, 20/x3, +2 battleaxe)] and +13/8 melee [(1d6+3, 20/x3, handaxe)] or +12/7/2 ranged [(1d8, range 100 ft., 20/x3, longbow)]; SA Favored Enemy (Dwarf +4, Human +2); SQ Darkvision 60 ft., Light Sensitivity, Wild Empathy (+10), Woodland Stride; AL LE; SV Fort +11, Ref +7, Will +5; Str 16, Dex 12, Con 14, Int 12, Wis 14, Cha 12.

Skills and Feats: Climb +13, Concentration +12, Handle Animal +14, Knowledge (nature) +13, Listen +12, Ride +12, Spot +12, Survival +12 (+14 above ground); Cleave^B, Endurance^B, Great Cleave, Improved Two-weapon Fighting^B, Power Attack^B, Track^B, Two-weapon Fighting^B, Weapon Focus (handaxe), Weapon Focus (battleaxe), Weapon Specialization (handaxe)^B, Weapon Specialization (battleaxe).

Spells Prepared (-/2; base DC = 12 + spell level): 1st—*entangle, longstrider*.

Possessions: Longbow, 40 arrows, +2 battleaxe, handaxe, +2 chain shirt.

Orc Shaman: Male Orc Cleric 10; CR 10; Medium Humanoid (Orc); HD 10d8+20; hp 73; Init +1; Spd 20 ft.; AC 21 [[+1 Dexterity, +10 armor]], touch 11, flat-footed 20; BAB/Grp +7/+9; Atk +10 melee [(1d8+2, 20/x3, spear)] or +8 ranged [(1d8, range 80 ft., 19-20/x2, crossbow)]; Full Atk +10/5 melee [(1d8+2, 20/x3, spear)] or +8 ranged [(1d8, range 80 ft., 19-20/x2, crossbow)]; SA Rebuke Undead (2/day, 1d20-1, 2d6+9 damage); SQ Darkvision 60 ft., Light Sensitivity, Spontaneous Casting (inflict); AL LE; SV Fort +9, Ref +4, Will +9; Str 14, Dex 12, Con 14, Int 12, Wis 15, Cha 8.

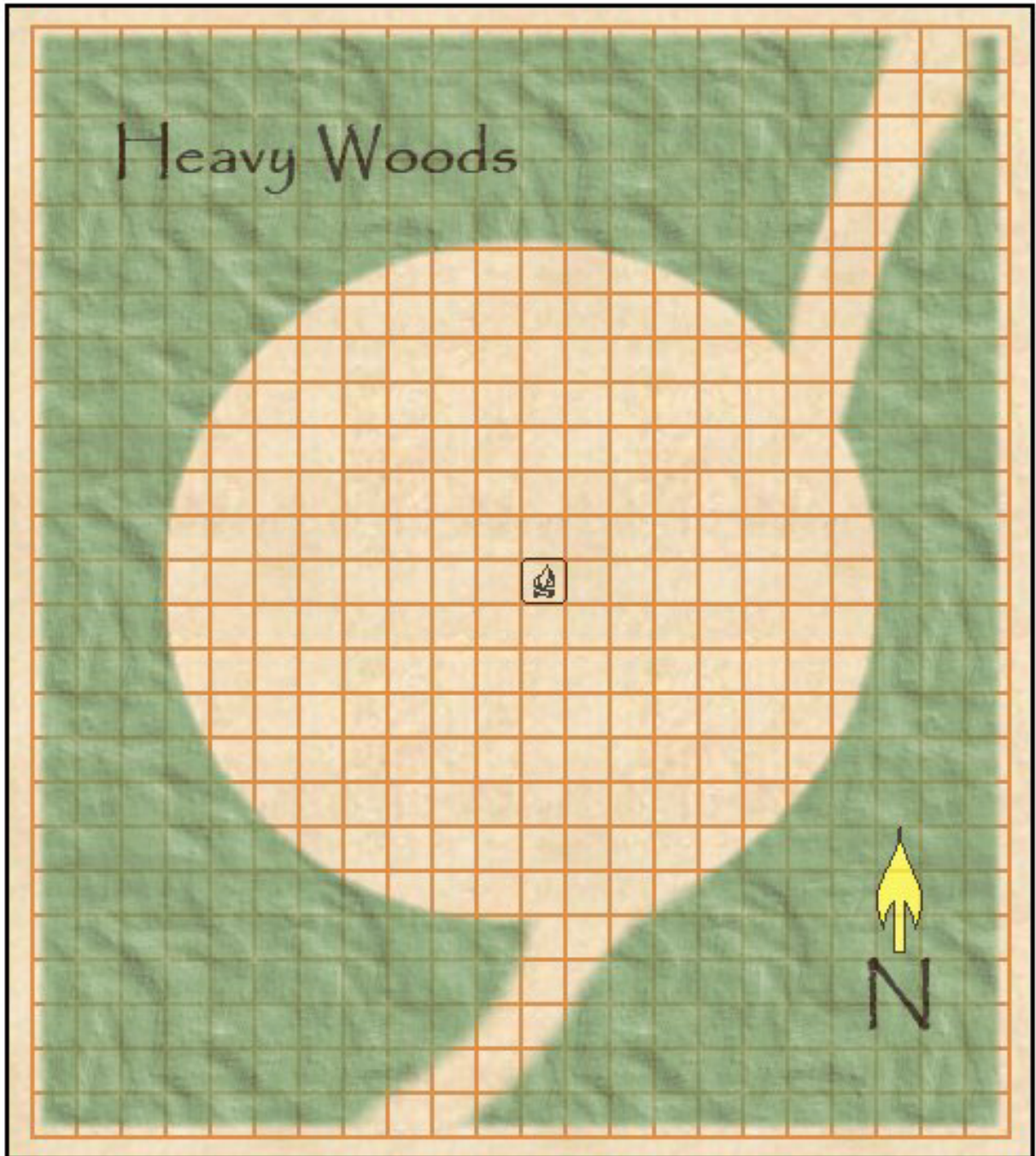
Skills and Feats: Concentration +15 (+19 casting defensively), Knowledge (religion) +14, Spellcraft +14; Cleave, Combat Casting, Improved Counterspell, Power Attack, Weapon Focus (spear)^B.

Spells Prepared (6/5+1/5+1/3+1/3+1/2+1; base DC = 12 + spell level): 0—*cure minor wounds* (2), *guidance* (2), *resistance* (2); 1st—*bles*, *cure light wounds* (3), *doom, enlarge person*^{*}; 2nd—*bear's endurance* (2), *cure moderate wounds, hold person* (2), *spiritual weapon*^{*}; 3rd—*dispel magic* (2), *magic vestment*^{*}; *prayer*; 4th—*divine power*^{*}, *freedom of movement* (2), *summon monster IV*; 5th—*flame strike, insect plague, righteous might*^{*}. *Domain spell.

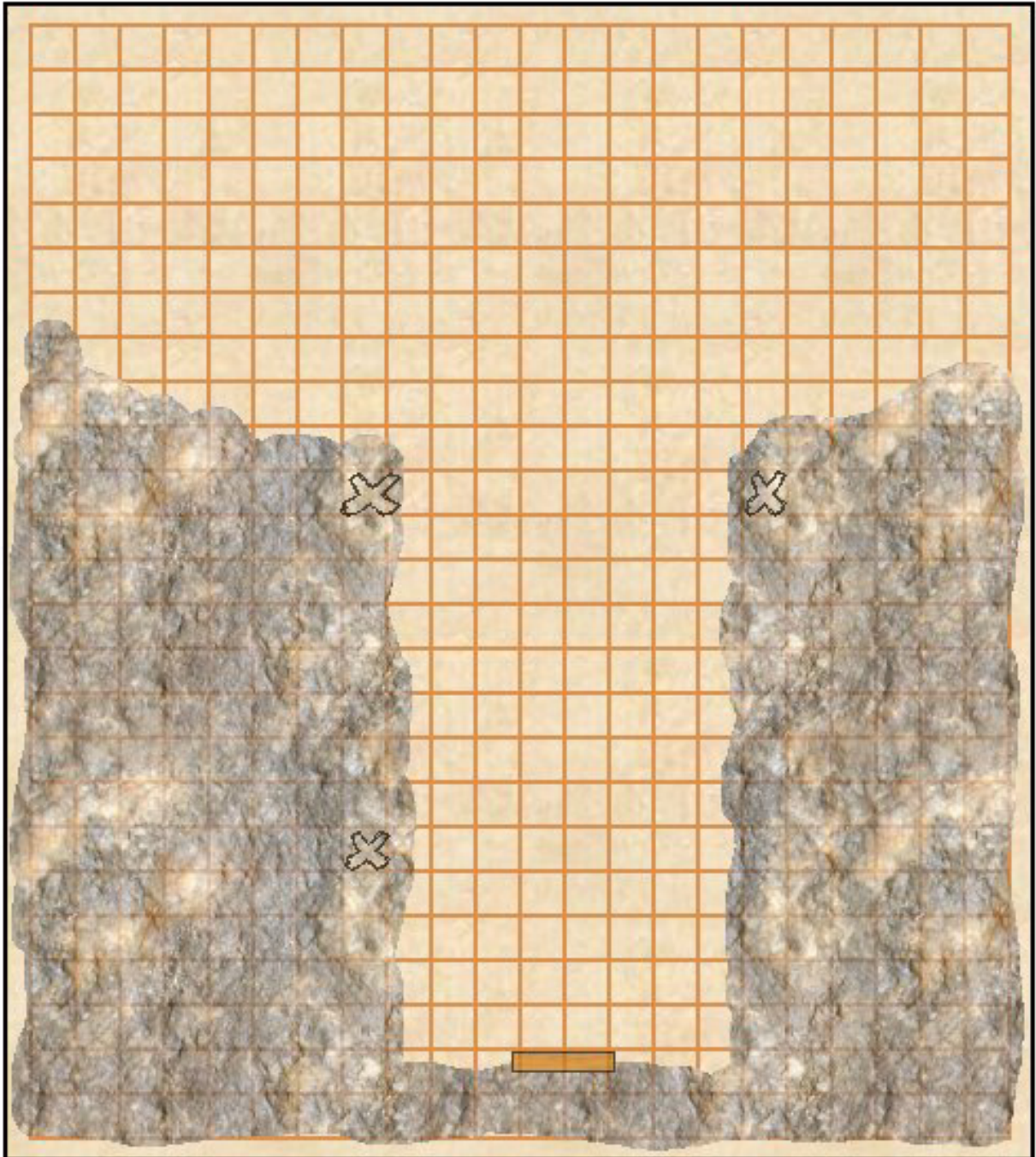
Deity: Gruumsh; **Domains:** [Strength (+10 enhancement to Strength for 1 round once per day); War (Weapon Focus (spear))].

Possessions: crossbow, 20 bolts, spear, +2 full-plate.

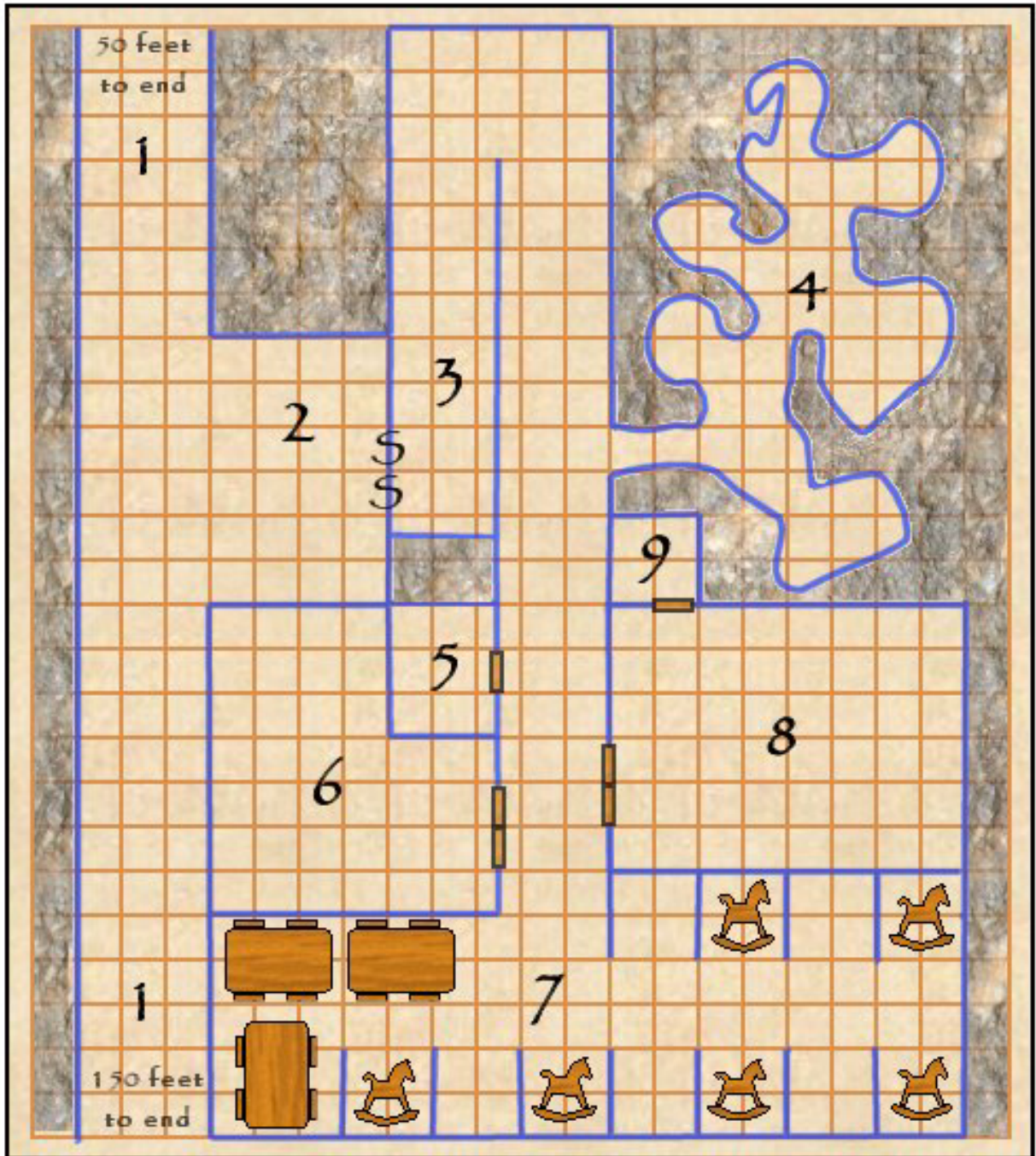
DM Aid #1 – Undead Orc Children Map



DM Aid #2 – Front Door Map (Sentries)



DM Aid #3 – Eagle Crag Pass Map



DM Aid #4 – Back Door Map

