

NYR6-01

Quality of Mercy

A One-Round D&D LIVING GREYHAWK®

Nyronnd Regional Adventure

Version 1.0

Round 1

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The civil war in Nyronnd is over and it is time for the country to heal and rebuild herself but resources are scarce. The Church of Pelor in Nyronnd has stepped up its relief efforts by calling on many of its Churches across the Flanaess. Those that are interested in volunteering to serve Nyronnd and the Church of Pelor are asked to head to Hendrenn Halgood. A mission of goodwill and compassion for APLs 2-6 (levels 1-8)

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.

- 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 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 two things that the group 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 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.

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	

Time Units and Upkeep

This is a standard one-round Regional adventure, set in The Kingdom of Nyronnd. Characters native to The Kingdom of Nyronnd 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. 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 Nyronnd Civil War has ended and much damage was done across the country. Much of the Royal treasury was spent during the war and very little remains. Currently King Lynwerd is focusing on projects that are important to securing the Kingdom, and rebuilding much of her infrastructure.

The Church of Pelor has sent many of its followers to Hendrenn Halgood in Nyronnd to assist in the reconstruction of the Kingdom. However, the Church has been focusing its efforts on the citizens and other residents of the country. Many villages were damaged or destroyed during the Civil War and there are many displaced people.

Even though the Pelorite Church is able to bring in a good deal of food and other relief supplies, it needs to

determine which areas of the Kingdom need which supplies.

This is not the first relief mission from Hendrenn Halgood. During the Civil War, a group of adventures were sent to take supplies to a refugee camp in the Anodan Hills (NYR5-Mo1 *Of Strife, Solace, and Flame*). But now that the war is over, the relief efforts are in full swing.

Adventure Summary

This module shows the players a brief cross-section of post-war Nyronnd. The PCs are asked to perform a survey of the villages and farming communities from Hendrenn Halgood in the Duchy of Orberend, through the northern portions of Justcrown Province, and then through the Duchy of Womtham to border of the Bone March.

As the Characters make their way through the countryside, they will notice how the war affected various people and places.

The first area is the Duchy of Orberend, which is one of the main grain producing regions for Nyronnd and surrounding nations. The Civil War was not fought here, though many young citizens went off to fight on both sides. As such, wild beasts, such as owlbears, have become more noticeable. A nest of owlbears has taken up near one of the smaller villages and is preying on the livestock.

Moving on to Justcrown, the PCs see some thorps completely untouched by war, and other areas razed and destroyed when the local minor Noble was executed. While surveying this area, the PCs come across a Paladin of Mayaheine who thanks them for dealing with the owlbears and gives them warning about many orc bands being reported between Justcrown and the Bone March.

When making their way into the Duchy of Womtham, the PCs come across a lone Pelorite Priestess fending off an orc war band. After the PCs defeat the orcs, the Priestess, Ilsa, thanks them for their kindness.

Preparation for Play

Some of the people and places mentioned in this module were featured in other year 5 Nyronnd mods. Have each Player note which year 5 mods and interactives this character participated in. You do not need to collect ARs, but have the PCs keep them in mind.

The Travel Log encounters provide a brief read-aloud text then some notes about the area in question. Use the notes to help convey the effects of war. Judges Aid #1 provides a brief section on each Province taken from the Nyronnd Gazetteer. You can read the full entries on these areas at <http://www.nyronnd.org> (see Gazetteer).

One important element about this module, it is a volunteer mission. Characters will be rewarded for acting in the true nature of Pelor (Sun, Light, Strength, Healing) and that of Mayaheine (Protection, Justice, Valor). The PCs' actions will strengthen the people of Nyronnd and help them to heal from the civil war.

Introduction

You stand at the gates of the Church of Pelor in Hendrenn Halgood, one of the largest Temples of Pelor in all the Flanaess. The sublime structure of the temple is juxtaposed by the chaos of activity in the plaza between the temple and the Ducal Palace. Once well-tended cloisters are now packed with supplies refugees, or most commonly both. The outer courtyard seems more like a caravan trading post then it does a place of contemplation and reflection.

Making your way through the throng, you find a tent with a sign reading "Volunteer Registration." An orderly line leads to a half-elf acolyte of Pelor who seems to be in charge of taking names and then sending people off in different directions.

The half-elf at the desk is Brother Wallace; a mid-level acolyte, but he has a very good memory and organizational skills.

This following section is a way for the players to introduce their characters. Have Brother Wallace interview each character in turn then send them to The Chamber of the Sky Father's Rise within the main temple structure. Some typical interview questions include:

- Name
- Primary skill or occupation
- Church affiliation
- Licensed Adventurer of Nyronnd

The idea here is to allow the characters to describe themselves for the other players.

Encounter One: The Chamber of the Sky Father's Rise

This encounter provides the PCs with the basics of their mission.

The Chamber of the Sky Father's Rise is one of the many alcove chapels that surround the main hall of Hendrenn Halgood. In this chamber, frescoes depict various sunrise scenes across different landscapes.

In the center of the room, an unadorned table piled with stacks of papers is notably out of place among the various tranquil pieces of Pelorite art. A mixed collection of ten chairs surrounding the table adds

to the evidence that this side chapel was only recently transformed into a meeting area.

A priest in yellow robes enters the chamber a few moments after you arrive. "Ah, my brothers and sisters, I would first like to thank you for donating your time and abilities to our relief efforts. My name is Father Archibald. Brother Wallace informed me that this group would do well for one of the survey assignments. Have any of you worked with each other before?"

Allow the players to answer and interact briefly with Father Archibald. However the Pelorite is in a hurry and tries to keep the pleasantries to a minimum.

"Well I think you will all have a good amount of time to get to know each other during this task. As you may have noticed we are receiving and sending out many supplies to places all over the Kingdom. Some of you may have heard about our aid to a refugee camp in the Anodan Hills during the war. Well this is a bigger operation since we are no longer worried about soldiers confiscating our goods.

"However our supplies are not infinite. We must determine which areas need what type of help and who needs help the most. This is where your group comes in. We need you to survey the villages between here and the border with the Bone March."

Father Archibald pulls out a map of Nyronnd from the collection of papers on the table along with a few other lists.

"Your route is to travel through the northern portions of Justcrown, and then west into Womtham where you will make your way north westerly to the Flinty Hills and to an outpost on the border with the Bone March. There you will make your final report to an acolyte we have stationed at the outpost.

"On your journey take record of how the various villages are doing for food, water, and shelter. See how healthy the people of each village are. Also take note of any special problems or issues you encounter along the way. If there are any problems you can quickly solve, by all means solve them. Do you have any questions?"

The PCs may have questions. Here are a few clarifications about the mission:

- No specific route is required. The idea is to get an idea of the state of things from Hendrenn Halgood in Orberend to the Bone March on the eastern border of Womtham. The PCs' route will take them through eastern Orberend, the northern portions of Justcrown, and then the southern half of Womtham. It's rather likely they will cut across the eastern spur of Mowbrenn as well.

- Father Archibald does point out a few temples of Pelor along the way that the party can use to file supplemental or immediate reports.
- "Payment? What Payment, this is volunteer work." If asked, Father Archibald will be slightly put off and politely inform the character that the grace of Pelor should be enough to fill your soul in this time of need. Also that player will no longer be eligible for "Defender of Common People."

Once the PCs have gotten comfortable with the plan, Father Archibald will conclude:

"Since it is already evening, I suggest you head out in the morning. I will arrange a place for you to sleep. Good luck and may the Radiant Light of Pelor bless you and guide your way."

Encounter Two: Messages from Home

This role-playing encounter allows the PCs to gather some information from the various people within Hendrenn Halgood before they leave on their mission.

As you leave the main hall, the plaza is still a hive of activity in the warm autumn evening. Teamsters are busily loading their carts to get ready for tomorrow. A few more supply caravans are still arriving and it seems the evening's work will go long into the night. Given the amount of supplies to manage, it is possible that the work will continue 'til dawn.

At this point, the party has some time to get some basic supplies. Anything less than 10 gp listed on "Adventuring Gear" of table 7-8 is readily available. The party will be supplied with simple rations for their trip.

If any PCs are members of the Nyronnd Church of Pelor or have favors with the Church of Pelor (i.e. the Favor of Father Rathburn) the party can get access to a few extra items at standard cost:

- Three potions of *cure light wounds*
- A partially used wand of *cure light wounds*: (10 charges) for 125gp
- Six scrolls of *cure light wounds*
- One scroll of *lesser restoration*

Any unused item can be returned at the border outpost.

The PCs may spend the evening gathering information and rumors from the various other relief volunteers.

The following are a list of rumors you can use should the PCs ask around:

- Commerce has been having a hard time getting started again after the civil war. Word is that bandits are on all the roads. Some say the old nobles of Almor are behind it.
- Pirate activity on the Relmor Bay is still said to be at an all time high. But the Navy is recruiting more sailors and adventurers to help deal with the problem.
- Bone March orcish troops are said to still be marauding in the Northeast of Nyronnd.
- With the VLB leaving Nyronnd and the Pale invading Tenh, Midmeadow and the Northern border of Nyronnd have been sites of much unrest.
- Green half-dragons have begun to walk out of the Gamboge.
- A castle rebuilding campaign has begun with Blood Crystal and Onyxgate first on the list.
- The waters at Crystal Springs seem to have lowered in the past weeks. Scholars report that the magic stones in the springs need to be replaced.
- Word on the street in Almor is that Ahlissa is poised to attack at any moment.
- The elves of the Entrell Estates seem strangely restless. There is talk they are traveling more frequently to the Celadon.
- The blight that's been running through the local forests has driven all of the elves to leave for Celene and Highfolk.
- A person known as Sable Phlox is said to be recruiting supporters and sympathizers to his cause.
- The County of Eventide has announced they will seek new trade markets with Onnwal.
- Bards and entertainers are being called to Rel Mord for auditions.
- A small village north of Rel Mord has unearthed an ancient burial site with strange tunnels.
- Weather to the North has been especially cold this year.
- The Duchess of Woodwych is said to be forming an army larger than the one she led to Rel Mord so as to march on the Gnatmarsh and clear out the witches once and for all.
- A crazy old gnome with a flaming beard is said to be traveling Nyronnd giving out free magic items to those who ask politely.

One interesting side note is that the person who is managing the logistics of unloading and loading supply

caravans used to be an officer in Sewardnt's army. Those that played NYR5-M01 *Of Strife Solace and Flame* may recognize the man as Captain Reins (Depending on how they solved the cart blockade).

Near the end of the war Captain Reins could no longer in good conscious follow the Emperor and thus deserted his post. He made his way to Hendrenn Halgood for sanctuary. He has forsaken his sword and has taken up a vow of pacifism and charity to repent for his sins. Now with the relief efforts in full swing he is using his training as a logistics officer to help out.

Those that ask about Father Rathburn will find him back at Hendrenn Halgood. He will gladly talk about his work down in Felton, caring for those in need.

After the party is done gathering information and preparing to sleep the following encounter happens.

As you are making your bed to rest, an elderly gentleman in yellow silk robes approaches you.

The PCs may make a Knowledge (local-Nyronnd) check (DC 13) to recognize this man as the Bishop Gilford Orberend of Hendrenn Halgood. Any member of the Nyronnd Church of Pelor needs only make a DC 8 (and thus can make the check untrained). The Bishop is currently not wearing the trappings of his office and thus is not on official business.

"Friends, I hear you have been assigned the south Womtham survey. Is this correct?"

He knows but is looking to see how open and truthful they are. If asked who he is, he will reply, ***"I am Gilford, a humble follower of Pelor."*** If pressed he will admit to being a cleric that has been at Hendrenn Halgood for some time. Since he has a personal mission for the party, he does not want to use his official title.

"I have a favor to ask of you. A close friend of mine is tending to her duties in that region. I was wondering if you would be able to deliver a letter to her should you meet."

Bishop Gilford will not offer any reward; this is partially a test for the PCs to determine how willing they are to do a good deed. If pressed, Gilford will offer each person 5 gp (standard courier fee). However, any PC that accepts the money will not receive the "Favor of Ilsa's Family" or "Defender of the Common People."

Assuming the PCs accept:

"Her name is Ilsa, and she is a kind woman." He hands over the sealed letter. "If you are unable to deliver it, please, return it along with your final report."

Bishop Gilford will hand the letter to PCs in the following order:

- Obvious follower of Pelor

- Obvious followers of other Good aligned gods
- Any character that has not asked for money
- The most apparently trustworthy

The letter is Player Handout #1, but is currently sealed and has just the word “Ilsa” on the outside. Examining the seal, the PCs will recognize the holy symbol of Pelor, but a Knowledge (local-Nyrond) check (DC 15) recognizes the seal specifically as that of the Bishop of Orberend Diocese. Any member of the Church of Pelor will immediately recognize the symbol.

If asked, the Bishop will explain that he does not want to use magical communication since it needs to be reserved for coordinating the relief effort. Also, the bishop thinks that a magical sending is to “impersonal” and a letter can carry more information.

Encounter Three: Travel Log Duchy of Orberend

With the morning light breaking over the hills from the east, you set off on your trek. You overhear an acolyte quietly recite, “With the new day is the new Sun; with the new Sun is new light; with the new light is new hope.”

Heading south and east from Hendrenn Halgood is the rolling fields of farmland of the Duchy of Orberend. The idyllic pastoral scene shows no signs of war or destruction. However, you quickly realize that many of the fields are untended, farms are abandoned, and villages seem notably under populated.

Talking with the various villagers, you learn that many able bodied people went off to fight in the War, but few came back. Now it is harvest time and there are few hands to work the many fields. Without more laborers, much of the region’s food supply will rot in the fields.

For the most part, this section of Nyrond was untouched directly by the war. However, people in this area were loyal to Lynwerd and many went off to join his cause; not many came back. As Orberend is one of the major producers of grain for all of Nyrond and beyond, the lack of laborers for harvesting will have an impact on all of Nyrond and not just these villages. In fact the villages will be fine, but they won’t have the labor to harvest the grain to supply everyone else.

Encounter Four: Who Let the Birds Out?

After resting for the night at small roadside wayhouse in the hamlet of Fess, a local farmer approaches the party.

“Howdy friends. I know you are just passing through, but I was kind of hoping that you might be able to help us out with a small problem.”

Assuming the party says yes, the farmer continues:

“My name is Higgins and we been having a problem with someone or something stealing our livestock. We thought it was just soldiers nicking a sheep or cow for some food, but it’s been going on since the end of the war. The Shamus farm just lost a sheep a few nights ago, and I was wondering if you could head over there on your way out and poke around?”

If the party agrees, then Higgins will make sure the Pelorites know about their good deeds. If the party refuses, Higgins will not press the issue. However, doing so makes the whole party ineligible to get “Defender of the Common People.”

This encounter will happen regardless of the party agreeing to help or not. It is just a matter of where and how. Assuming the party investigates the Shamus Farm read the following:

The Shamus Farm looks like most any other farmhouse and field in the region except for its size. The farmhouse seems to be a three-quarter-size version of many other houses. It all makes sense when a well-tanned Halfling comes out of the house and greets the party.

“Well ho there. May Yondalla bless ye. Are ye here to take a look after me sheep?”

The Halfling is Reg Shamus, and he mostly grows squashes and melons. The Shamus farm also has a sizable flock of sheep. Once Reg realizes that the party is there to investigate the missing livestock, he happily allows them to investigate the field.

The last sheep was taken two nights ago.

A Search or Survival check (DC 10) finds an imprint of a large “bear” claw near the field where the flock is kept. A Knowledge (nature) check (DC 20) identifies the track as that of an owlbear.

Following the trail requires the Track feat and a Survival check (DC 17). If the PCs are able to follow the tracks, have them make opposed spot checks with the owlbears; however the owlbears are “distracted” and receive a -5 to their roll. If the PCs beat the owlbears, they notice the creatures at their resulting spot check, minus the owlbears’ spot check, times 10 feet away. The owlbears are nesting in a small clump of trees in an otherwise open field. The PCs then can determine how to approach the creatures and potentially get surprise.

If the party fails the track, or is otherwise unable to track, the PCs can search around and hope to find the

owlbears. However, such random searching alerts the owlbears and they prepare to attack the party. If the PCs make a Spot check (DC 14), they notice the owlbears hiding in a nearby clump of trees. Start the PCs 10 feet away from the clump for every point above 10 they get on their Spot check. Neither side has surprise. If none of the PCs make the spot check, start the combat 30 feet away from the owlbears.

Should the party opt not to investigate, the owlbears will attack the party on the road anyway. Allow the PCs to make a Spot check (DC 19) to avoid surprise at 30 feet, or start the combat at 10 feet away for every point above 15 they get on their spot check.

Creatures: The PCs have come across a nest of owlbears.

APL 2 (EL 4)

 **Owlbear (1):** hp 52; see *Monster Manual* page 206.

APL 4 (EL 6)

 **Owlbear (2):** hp 52, 52; see *Monster Manual* page 206.

APL 6 (EL 8)

 **Owlbear, Advanced (2):** hp 113, 113; see *Combat Appendix* – APL 6.

Tactics: The owlbears simply attack the closest and smallest character. If they get a surprise round they will do a partial charge, and attempt to grab one character each. Keep in mind that the owlbears see the PCs only as food, but they will fight to the death to get their prey. Once they are wounded they will drop their prey and fight back using their full attacks.

Development: After dealing with the owlbears, the PCs can attempt to skin the owlbears for their pelts. A Survival check (DC 15) is all that is needed to get a sellable pelt. Also the party may opt to search for the owlbear nest. Doing so takes a little time, but is otherwise automatic. Searching the nest reveals a collection of bones from the various stolen livestock, and some shiny trinkets. Depending on the APL the PCs discover the following notable trinkets:

- APL 2: Broach of Shielding
- APL 4 and 6: Scarab of Golembane

Encounter Five: Travel Log Justcrown Province

Heading south and west you cross the boundary into Justcrown Province. The mid-day sun shines over the rolling hills that replace the fertile fields of the north. A series of thorps dot the countryside, punctuated by the occasional manor house of some minor noble.

As you make your way through the communities, you notice that many of the thorps are untouched. But from time to time you come across areas that have been scarred by war.

Thorps are slowly rebuilding. But wood and stone are scarce. Many structures are being patched with dried mud and thatch.

Justcrown is unique in Nyronnd since no community can grow past a set size. What has evolved is a broad network of Thorps, governed by a broad network of lesser nobles and knights who report directly to Rel Mord. Many of these Lords lost their lives in the recent Civil War and thus some areas have fallen into disrepair. The occasional collection of Thorps was razed when the local Lord was violently “removed from office.”

Encounter Six: Thank You and Good Luck

While making your way across the countryside, you notice an armored rider approaching bearing a shield emblazoned with a bastard sword, sunburst two golden spheres, and two victory runes.

The PCs can make a Knowledge (religion) check (DC 15 or DC 10 if they are a Nyronnd citizen) to recognize the holy symbol of Mayaheine.

The rider hails you and approaches. The Oeridian male with some Suloise features in well made, but well used plate mail, greets you. “Blessings of the Sky Father be upon you.”

He will wait for the party to respond then continue.

“I heard about what you did near the village of Fess and I would like to thank you.”

This is a short role-playing encounter for the PCs to learn more about post-war Nyronnd and the Pelorites role in the recovery:

- The Paladin’s name is Victor Lundt. He is currently patrolling the area between Justcrown and Orberend.
- The Paladin had heard about the livestock thefts and was on his way to investigate.
- Numerous Paladins of Mayaheine and Pelor have taken up patrols in various areas around Nyronnd. They have been tasked to help out as they can.
- Orcs that used to be part of Sewardnt’s forces have been seen roaming the countryside between Justcrown and the Bone March. As you get further away from Rel Mord, they become more frequent.
- The second legion is still recovering from the losses it sustained when retaking Rel Mord and does not have the man-power to hunt down and take care of

these orc war bands, which are currently plaguing Womtham.

If the PCs did not agree to investigate the issue in Fess and were attacked on the road, Victor will still be friendly. Though he will make comments like, “Pelor does provide for his faithful, even if his instruments are sometimes unwilling.”

Encounter Seven: Saving the Flame

Leaving Justcrown Province you enter the more rugged terrain of the Duchy of Womtham. The road you are on weaves its way between hills and woods.

The PCs are on a trail through the woods leading to a community on the other side. Because of the twists and bends, the PCs cannot directly see the village through the trees but they will soon hear the combat.

The trail you are on makes its way through the woods, towards the village of Chester. As you near the edge of the woods, you hear the sounds of weapons clashing from up ahead. It sounds like it is coming from just outside the woods.

The PCs start about 100 ft along the path to the edge of the woods (see Judge Aid #2 – Road to Chester). The orcs are currently surrounding the Priestess of Pelor who is putting up her best defense, but since she is not a trained fighter, she can only last so long. She currently is standing up to the orcs to allow the rest of the villagers to flee to safety from the war band.

Creatures: A band of orcs has raided the village of Chester and is currently surrounding Ilsa, a priestess of Pelor.

All APLs

👤 **Ilsa:** Female human Clr4 (Pelor).

APL 2 (EL 4)

👤 **Orc Raiders (5):** hp 8, 8, 8, 8, 8; see *Combat Appendix* – APL 2.

APL 4 (EL 5)

👤 **Orc Raiders (4):** hp 27, 27, 27, 27; see *Combat Appendix* – APL 4.

APL 6 (EL 7)

👤 **Orc Raiders (3):** hp 46, 46, 46; see *Combat Appendix* – APL 6.

When the combat starts, the PCs do not see what is going on. The woods provide concealment (20% miss chance) for anyone 10 feet away. Anyone 20 feet or more has total concealment. No concealment is provided for being only 5 feet away. The tops of the trees are 20 feet up.

Moving through the woods off the path is considered difficult terrain. Anyone with Woodland Stride or a similar ability to ignore natural difficult terrain is unhindered.

When a character gets within line of site of the situation read the following:

Nearing the edge of the woods and looking out, you see a lone humanoid figure wearing an ill-fitting breastplate with a large wooden shield and a mace, fending off a war band of orcs. The humanoid is trying to ward off the orcs from the village.

Tactics: The orcs currently surround Ilsa and will attack her every round until they are otherwise attacked. Once they realize that the PCs are a threat, they will ignore Ilsa and focus on the PCs. While surrounded, Ilsa will fight defensively trying to beat back the orcs; she has used most of her spells for today and will partially fall back towards the village once the PCs arrive. She will stay near by to cast Cure Minor on any PC that is down and bleeding.

Ilsa can hold off the orcs for four rounds. On the orc's fourth round Ilsa falls down at -7 hp. On the fifth round, one orc will kill Ilsa on the ground.

Once the combat is over, and if Ilsa is conscious, she will go over and thank the PCs.

“Pelor be praised that you arrived when you did. I am not sure how long I would have lasted, though it would have been long enough for the villagers to get to safety. The village is safe, for now. Come let us head inside and recover.”

The woman leads you to a nearby farmhouse; she enters and looks around for a bit then heads over to a set of shelves near the hearth. “It is safe, you can come out now.” A well-worn Oeridian man appears and nods to the Priestess. There is a brief exchange, and the man looks over and smiles.

“Anyone in the service of Pelor is welcome in this house. Lucinda, we have a few more for dinner.”

Encounter Eight: Resting in Chester

This is a brief interlude for the characters to role-play with Ilsa and the Woolsey family.

Dinner at the Woolsey Farm this evening is a simple fare of vegetable stew with some fresh bread and dried fruit. Bernard does fetch some good cheese for his guests in addition to the stew. Around the table are Bernard, his wife Lucinda, and their seven children. It's easy enough to tell the elder daughters and sons apart, but utilitarian clothing and short hair makes distinguishing the genders of the younger children a trick.

Bernard and Lucinda are very warm and talkative with the adventures. Bernard will pester the PCs about what happened in Rel Mord and other areas of the kingdom. Though he is more concerned that the war is over than who is king. Now that there is only one ruler, maybe they can start taking care of the raiders and other problems.

The village of Chester is a foresting community. They have not harvested as many trees as usually for this time of year since many young men went off to fight. Also, raiders destroyed the local sawmill about four months ago, and they have not been able to get supplies to rebuild it as yet.

When the players deliver the letter to Ilsa, read the following:

Ilsa seems a bit surprised that you have a letter for her, but she thanks you and begins to read. After a few moments a warm smile crosses over her face. With a small tear of joy escaping from her eyes, she proclaims, "By Pelor's blessing, I'm a Grandmother!"

The letter (Player Handout #1 – Ilsa's Letter) is short and simple. Another key element that is not obvious in the letter is that Ilsa's son (a lieutenant in the legions) returned home safely from the siege of Rel Mord. She is twice rejoiced at the news.

Should the PCs have previously opened the letter, Ilsa will initially look mildly concerned, but will forget about the issue after reading the letter.

Encounter Nine: Travel Log Duchy of Womtham

Leaving the village of Chester and the welcoming hearth of the Woolsey family behind, you start on your final leg across Womtham towards the Bone March.

Far away now are the fertile fields and idyllic villages. Womtham was not so lucky during the war as were other areas. Whole villages have been destroyed along with various mining and foresting operations. Little is grown within the Duchy during peacetime, but now food is notably scarce.

But even now the curse of the Civil War still lingers. Orc war bands, those that were a part of the Usurper's forces from the Bone March have taken to raiding the local area for both food and goods as well as for fun.

Womtham has been the most affected by the civil war. Aside from Duke Boomgren's infestation of ware-creatures, orcs and other former followers of Sewardnt still linger. Womtham is also one of the more industrial provinces of Nyronnd. It produces a good deal of metals, wood, and other minerals for use throughout the Kingdom. There is a severe lack of food. Also, many villages were destroyed during the war, as well as by the

remaining raiders. Many mines and forestry operations have been shut down due to damage or lack of workers.

Encounter Ten: Orcs from the Wastes

Nearing the foothills of the Flinty Hills you have been granted the use of a farmer's barn for the night. The hints of winter's approach are more noticeable in this rocky area.

Before you start resting for the night at a local farmhouse, the farmer, and a young lad dressed in leathers and carrying a bow, enter the barn.

"Sorry to be bothering you," says the farmer, "But Thomas here just got back from hunting and he found something you might be interested in. Go ahead boy, tell them."

Thomas looks to the older man and nods. "While I was out hunting for some game, I heard a strange noise in the woods. I slowly approached and I spied a small group of orcs camping under a rock overhang. Not sure how long they been there, but it couldn't be for more than a few days."

The PCs will no doubt have a few questions for the boy:

- Thomas saw one orc "on watch" and what looked like no more than two others sleeping. (Note at APL 6, Thomas did not see any sign of the other two.)
- Thomas was last in that same area about three days ago and there was no orcs then.
- He has no idea where they may be going, but he did find tracks that suggest they may have come from a village that was raided recently.
- He can give the party good directions to find the camp, or a Diplomacy check (DC 20) (to go from Friendly to Helpful) will get him to lead the PCs there.

The PCs can choose to head out now in the evening or wait until morning. By the time the PCs get the news, the orcs have already broken camp and are heading along their way during the night, however they are still reveling from their previous successful raid, and are not moving very fast. The orcs are using their *lamp of the stars* (see New Rules) while traveling at night. This gives them an effect 90-foot radius light source, with their low-light vision.

If the PCs leave immediately, they can catch up to the orcs late in the night while they are traveling. The terrain consists of rocky foothills, so there is some cover and a possibility to set up some type of ambush.

If the PCs wait until morning, they get to the deserted camp but can easily figure out where they went. They will catch up to the orcs in the late afternoon. At

this time, the orcs are asleep, and only one is “on watch.” This is also in a hilly/rocky area.

The PCs may opt to do some combination of the two. Follow the orcs during the night and attacking them at dawn when they are making camp.

The orcs themselves are Badlands Orcs from the Bright Sands Desert. They have been raiding in Nyronnd since the Coup. At this point these orcs are all that are left from the original larger raiding party. They are now just wandering and raiding towns for supplies when needed or when bored. They are not going anywhere in particular, but are slowing wandering eastward towards the Bone March.

APL 2 (EL 4)

👤 **Badlands Orc Mystic:** hp 17; see *Combat Appendix* – APL 2.

👤 **Badlands Orc Berserkers (2):** hp 15, 15; see *Combat Appendix* – APL 2.

APL 4 (EL 7)

👤 **Badlands Orc Mystic:** hp 31; see *Combat Appendix* – APL 4.

👤 **Badlands Orc Berserkers (2):** hp 45, 45; see *Combat Appendix* – APL 4.

APL 6 (EL 9)

👤 **Badlands Orc Mystic:** hp 46; see *Combat Appendix* – APL 6.

👤 **Badlands Orc Berserkers (4):** hp 45, 45, 45, 45; see *Combat Appendix* – APL 6.

Conclusion

Making your way into the Flinty Hills, you finally arrive at the small border fort. You are shown to the office of the captain to make your report. An elderly gnomish officer greets you, “By the Sky Father’s Light you have arrived, what do you have to report.”

Allow the PCs to make the report in character. There are a few key points they should relate:

- Orberend was mostly untouched but needs labor to help with the harvests and to get food out to other areas
- Justcrown Province had a few destroyed homes and farms, and just needs supplies to help rebuild their homes and infrastructure.
- Womtham needs much more help. Aside from a lack of food and building supplies, orcs are still a problem.

The captain will make sure that they file a report on each area, but will not know if the report is correct. Once the PCs are done reporting:

The gnome smiles and shakes each of your hands. “This will be very helpful. I thank you and the Church of Pelor thanks you. You can spend a few days here to rest and recover before returning if you wish.”

While walking out to the courtyard, you notice a courier being summoned. A pouch bearing the holy symbol of Pelor is given to the rider and he quickly sets out on his way while the face of the Sky Father begins to rest.

The End

Experience Point Summary

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

Encounter Four

Defeating the owlbears and solving the missing livestock problem

APL2 120 xp

APL4 180 xp

APL6 240 xp

Encounter Seven

Defeat the orc raiders and save the Priestess of Pelor

APL2 120 xp

APL4 150 xp

APL6 210 xp

Encounter Ten

Hunt down and destroy the raiders

APL2 120 xp

APL4 210 xp

APL6 270 xp

Story Award

Report each of the main items of information to the gnomish captain (award one third of the XP for each item):

APL2 45 xp (15 xp per correct region report)

APL4 75 xp (25 xp per correct region report)

APL6 105 xp (35 xp per correct region report)

Discretionary roleplaying award

APL2 45 xp

APL4 60 xp

APL6 75 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 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 Four: Who Let the Birds Out

APL 2: L: 5 gp – 5gp for each saleable pelt; C: 0 gp; M: 92 gp – broach of shielding (92 gp each)

APL 4: L: 10 gp – 5 gp for each saleable pelt; C: 0 gp; M: 208 gp – golembane scarab (208 gp each)

APL 6: L: 20 gp – 10 gp for each saleable pelt; C: 0 gp; M: 208 gp – golembane scarab (208 gp each)

Encounter Seven: Saving the Flame

APL 2: L: 15 gp; C: 5 gp; M: 0 gp

APL 4: L: 137 gp; C: 12 gp; M: 0 gp

APL 6: L: 0 gp; C: 15 gp; M: 890 gp – +1 chain shirt (3) (104 gp each), +1 halberd (3) (193 gp each)

Encounter Ten: Orcs from the Wastes

APL 2: L: 69 gp; C: 10 gp; M: 259 gp – ring of protection +1 (167 gp each), lamp of the stars (92 gp each)

APL 4: L: 27 gp; C: 17 gp; M: 1062 gp – +1 great falchions (2) (200 gp each), +1 chain shirt (2) (104 gp each), +1 hide (97 gp each), +1 heavy wooden shield (97 gp each), ring of protection +1 (167 gp each), lamp of the stars (92 gp each), scroll: cloak of shade (2 gp each)

APL 6: L: 27 gp; C: 22 gp; M: 1682 gp – +1 great falchions (4) (200 gp each), +1 chain shirt (4) (104 gp each), +1 hide (97 gp each), +1 heavy wooden shield (97 gp each), ring of protection +1 (167 gp each), lamp of the stars (92 gp each), scroll: cloak of shade (2 gp each), scroll: halo of sand (12 gp each)

Total Possible Treasure

APL 2: L: 12 gp; C: 50 gp; M: 13 gp - Total: 75 gp

APL 4: L: 25 gp; C: 100 gp; M: 180 gp - Total: 305 gp

APL 6: L: 16 gp; C: 150 gp; M: 214 gp - Total: 380 gp

Special

For completing the mission and filing a full report, each character will receive:

Favor of the Church of Pelor: Your service to the Church of Pelor has not gone unnoticed. The character has gained an Influence Point with the Church of Pelor. Also, as the Church is in need of raising more money for relief efforts, the priest will offer to upgrade any weapon with *flaming*, *holy*, or *undead bane*. The character may choose one upgrade and must pay the cost of the upgrade. Cross off when used, however, the character still retains the Influence Point.

For saving Ilsa and delivering the letter to her without opening the letter:

Favor of Ilsa' Family: Ilsa is very grateful for the news about her family. To show her gratitude, Ilsa and her family have made arrangements with the Church of Pelor to grant access to one of the following enhancements or items. This favor should be crossed off once it is used.

- Add the Ghost Touch special ability to any one weapon
- Upgrade any one weapon, shield, or suit of armor to a +2 enhancement bonus
- Purchase a wand of Cure Moderate Wounds
- Purchase a jar of Keoghtom's Ointment
- Gain access to the spell Benign Transposition (MH)
- Gain access to the spell Close Wounds (MH)

In order to get this last favor the PC must have acted in a truly selfless manner throughout the course of the mod. This includes:

- Not asking for a reward from the Church of Pelor.
- Hunting down and killing the owlbears for the farmers of Fess. The party does not get this if they are attacked by the owlbears on the road.
- Saving the Priestess Ilsa, and acting courteously to the Woolsey family.
- Defeating the wandering orcs without asking for a reward.

Defender of the Common People: For your selfish acts of compassion and mercy, your names have been passed around the gossip train. You receive free standard upkeep in any Nyrond module that does not start in a major city for one year from the date recorded on this AR. Also this renown may have other uses in the future.

Items for the Adventure Record

Item Access

APL 2:

- Broach of Shielding (Adventure; DMG; 1100gp)
- Lamp of the Stars (Adventure; Sandstorm; 1100 gp)

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

- +1 Great Falchion (Adventure; Sandstorm; 2400 gp)
- Scarab, Golembane (Adventure; DMG; 2500gp)
- Scroll of *cloak of shade* (Adventure; Sandstorm; 25 gp)

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

- Scroll of *halo of sand* (Adventure; Sandstorm; 150 gp)

Combat Appendix – APL 2

Encounter Seven

Orc Raider: Male orc War1; CR 1/2; HD 1d8+2; hp 8; Init +1; Spd 30 ft.; AC 14 (+3 armor, +1 Dex), touch 11, flat-footed 13; BAB/Grp +1/+4; Atk/Full Atk +6 melee (1d10+6 20/x3, halberd); AL CE; SQ Darkvision 60 ft., light sensitivity; SV Fort +4, Ref +1, Will +0; Str 18, Dex 13, Con 15, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +5, Jump +5; Weapon Focus (halberd)

Possessions: studded leather, halberd

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

Encounter Ten

Badlands Orc Berserker: Male orc (badlands) Brb1; CR 1; HD 1d12+3; hp 15; Init +2; Spd 40 ft.; AC 15 (+3 armor, +2 Dex), touch 12, flat-footed 13; BAB/Grp +1/+6; Atk/Full Atk +6 melee (2d4+6 18-20/x2, masterwork falchion); AL CE; SA Rage 1/day; SQ Low-light vision, badlands orc traits; SV Fort +5, Ref +2, Will -2; Str 19, Dex 15, Con 16, Int 8, Wis 6, Cha 6.

Skills and Feats: Intimidate +2, Jump +13, Listen +2; Blazing Berserker

Possessions: masterwork falchion, studded leather

Rage stats: (fire subtype) hp 17; AC 13, Atk +8 melee (2d4+9 18-20/x2, masterwork falchion); SQ Immune to fire, vulnerable to cold; SV Fort +9, Ref +3, Will +1; Str 24, Dex 15, Con 20

Badlands Orc Mystic: Female orc (badlands) Drd2; CR 2; HD 2d8+4; hp 17; Init +1; Spd 30 ft.; AC 17 (+2 armor, +2 shield, +1 deflection +2 Dex) touch 13, flat-footed 15; BAB/Grp +1/+3; Atk/Full Atk +3 melee (1d6+1 18-20/x2, scimitar); AL NE; SQ Low-light vision, badlands orc traits; SV Fort +5, Ref +1, Will +5; Str 13, Dex 12, Con 14, Int 10, Wis 15, Cha 6.

Skills and Feats: Handle Animal +6, Knowledge (nature) +4, Listen +7, Spot +7, Survival +7; Skill Focus (Handle Animal)

Possessions: leather armor, scimitar, heavy wooden shield, 4 pints of oil, *ring of protection* +1, *lamp of the stars*

Spells Prepared: (4/3; Save DC 12 plus spell level) 0 – cure minor wound, flare, guidance, resistance; 1 – magic fang, produce flame, sunstroke

Serval Animal Companion: (*Sandstorm*, p 194); Small animal; HD 1d8+1; hp 5; Init +3; Spd 40 ft.; AC 15 (+1 size, +3 dex, +1 natural), touch 14, flat-footed 12; BAB/Grp +0/-3; Atk +4 melee (1d3+1, claw); Full Atk +4 melee (1d3+1, 2 claws) and -1 (1d4, bite); SA

Improved grab, pounce, rake 1d3; SQ Low-light vision, scent; SV Fort +3, Ref +5, Will +1; Str 12, Dex 17, Con 13, Int 2, Wis 12, Cha 7

Skills and Feats: Balance +7, Climb +7, Hide +11, Jump +17, Listen +9, Move Silently +7, Spot +3; Weapon Finesse

Improved Grab (Ex): To use this ability, a serval must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a serval charges a foe, it can make a full attack, including 2 rake attacks.

Rake (Ex): Attack bonus +4 melee, damage 1d3

Combat Appendix – APL 4

Encounter Seven

Orc Raider: Male orc War3; CR 2; HD 3d8+9; hp 27; Init +1; Spd 30 ft.; AC 15 (+4 armor, +1 Dex), touch 11, flat-footed 14; BAB/Grp +3/+7; Atk/Full Atk +9 melee (1d10+6 20/x3, masterwork halberd); AL CE; SQ Darkvision 60 ft., light sensitivity; SV Fort +5, Ref +2, Will +1; Str 18, Dex 13, Con 15, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +6, Jump +6; Improved Toughness, Weapon Focus (halberd)

Possessions: chain shirt, masterwork halberd

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

Encounter Ten

Badlands Orc Berserker: Male orc (badlands) Brb4; CR 4; HD 4d12+12; hp 45; Init +2; Spd 40 ft.; AC 17 (+5 armor, +2 Dex), touch 12, flat-footed 13; BAB/Grp +1/+6; Atk +10 melee (1d12+8 18-20/x2, +1 great falchion); AL CE; SA Rage 2/day; SQ Low-light vision, badlands orc traits; SV Fort +7, Ref +3, Will -1; Str 20, Dex 15, Con 16, Int 8, Wis 6, Cha 6.

Skills and Feats: Intimidate +5, Jump +15, Listen +5; Blazing Berserker, Exotic Weapon Proficiency (great falchion)

Possessions: +1 chain shirt, +1 great falchion

Rage stats: (fire subtype) hp 53; AC 15, Atk +12 melee (1d2+11 18-20/x2, +1 great falchion); SQ Fire immunity, vulnerable to cold; SV Fort +9, Ref +3, Will +1; Str 24, Dex 15, Con 20

Badlands Orc Mystic: Female orc (badlands) Drd4; CR 4; HD 4d8+8; hp 31; Init +1; Spd 20 ft.; AC 19 (+4 armor, +3 shield, +1 deflection +2 Dex) touch 13, flat-footed 17; BAB/Grp +3/+4; Atk/Full Atk +5 melee (1d6+1 18-20/x2, scimitar); AL NE; SQ Low-light vision, badlands orc traits; SV Fort +6, Ref +2, Will +7; Str 13, Dex 12, Con 14, Int 10, Wis 16, Cha 6.

Skills and Feats: Handle Animal +8, Knowledge (nature) +7, Listen +10, Spot +9, Survival +8; Drift Magic, Skill Focus (Handle Animal)

Possessions: +1 hide armor, masterwork scimitar, +1 heavy wooden shield, +1 ring of protection, scroll: cloak of shade

Spells Prepared: (CL 4; 4/3; Save DC 12 plus spell level) 0 – cure minor wound, flare, guidance, resistance; 1 – longstrider, magic fang, produce flame, sunstroke; 2 – briar web, desiccate*, halo of sand*

*Drift Magic Spell: +1 effective caster level for this spell

Puma Animal Companion: Medium animal; HD 3d8+6; hp 19; Init +4; Spd 40 ft, climb 20 ft; AC 15 (+4 dex, +1 natural), touch 14, flat-footed 11; BAB/Grp +2/+5; Atk +6 melee (1d6+3, bite); Full Atk +6 melee (1d6+3, bite) and +1 melee (1d3+1, 2 claws); SA Improved grab, pounce, rake 1d3+1; SQ Low-light vision, scent, link, share spells; SV Fort +5, Ref +7, Will +2; Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6

Skills and Feats: Balance +12, Climb +11, Hide +8, Jump +11, Listen +6, Move Silently +8, Spot +6; Alertness, Weapon Finesse

Improved Grab (Ex): To use this ability, a puma must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake

Pounce (Ex): If a puma charges a foe, it can make a full attack, including two rakes.

Rake (Ex): Attack Bonus +6 melee, damage 1d3+1

Combat Appendix – APL 6

Encounter Four

Owlbear, Advanced: CR 6; Huge magical beast; HD 9d10+63; hp 113; Init +0; Spd 30 ft.; AC 16 (-2 size, +8 Natural), touch 8, flat-footed 16; Base Atk/Grp: +9/+27; Atk +17 melee (1d8+10, claw); Full Atk +17 melee (1d8+10, 2 claws) and +15 melee (2d6+5, bite); Space/Reach: 15ft./10 ft.; SA Improved Grab; SQ Scent; AL N; SV Fort +13, Ref +6, Will +3; Str 30, Dex 10, Con 25, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +12, Spot +12; Alertness, Power Attack, Multi-Attack, Track.

Improved Grab (Ex): To use this ability, an owlbear must hit with a claw attack. It can attempt to start a grapple as a free action without provoking and attack of opportunity.

Encounter Seven

Orc Raider: Male orc War5; CR 4; HD 5d8+18; hp 46; Init +1; Spd 30 ft.; AC 16 (+5 armor, +1 Dex), touch 11, flat-footed 15; BAB/Grp +5/+9; Atk/Full Atk +11 melee (1d10+7 20/x3, +1 halberd); AL CE; SQ Darkvision 60 ft., light sensitivity; SV Fort +7, Ref +2, Will +1; Str 18, Dex 13, Con 16, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +7, Jump +7; Improved Toughness, Weapon Focus (halberd)

Possessions: +1 chain shirt, +1 halberd

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

Encounter Ten

Badlands Orc Berserker: Male orc (badlands) Brb4; CR 4; HD 4d12+12; hp 45; Init +2; Spd 40 ft.; AC 17 (+5 armor, +2 Dex), touch 12, flat-footed 13; BAB/Grp +1/+6; Atk +10 melee (1d12+8 18-20/x2, +1 great falchion); AL CE; SA Rage 2/day; SQ Low-light vision, badlands orc traits; SV Fort +7, Ref +3, Will -1; Str 20, Dex 15, Con 16, Int 8, Wis 6, Cha 6.

Skills and Feats: Intimidate +5, Jump +15, Listen +5; Blazing Berserker, Exotic Weapon Proficiency (great falchion)

Possessions: +1 chain shirt, +1 great falchion

Rage stats: (fire subtype) hp 53; AC 15, Atk +12 melee (1d2+11 18-20/x2, +1 great falchion); SQ Fire immunity, vulnerable to cold; SV Fort +9, Ref +3, Will +1; Str 24, Dex 15, Con 20

Badlands Orc Mystic: Female orc (badlands) Drd5; Beast Master 1; CR 6; HD 5d8+1d10+12; hp 46; Init +1; Spd 20 ft.; AC 19 (+4 armor, +3 shield, +1 deflection +2

Dex) touch 13, flat-footed 17; BAB/Grp +4/+5; Atk/Full Atk +6 melee (1d6+2 18-20/x2, +1 scimitar); AL NE; SQ Low-light vision, badlands orc traits; SV Fort +8, Ref +4, Will +7; Str 13, Dex 12, Con 14, Int 10, Wis 16, Cha 6.

Skills and Feats: Handle Animal +10, Knowledge (nature) +7, Listen +12, Spot +12, Survival +9; Blindsight (wild), Drift Magic, Skill Focus (Handle Animal)

Possessions: +1 hide armor, masterwork scimitar, +1 heavy wooden shield, +1 ring of protection, scroll: cloak of shade, scroll: halo of sand

Spells Prepared: (CL 5; 4/3/2; Save DC 12 plus spell level) 0 – cure minor wound, flare, guidance, resistance; 1 – longstrider, magic fang, produce flame, sunstroke; 2 – briar web, desiccate*, halo of sand*; 3 – haboob*, wind wall

*Drift Magic Spell: +1 effective caster level for this spell

Puma Animal Companion: Medium animal; HD 7d8+14; hp 45; Init +5; Spd 40 ft, climb 20 ft; AC 21 (+6 dex, +5 natural), touch 16, flat-footed 15; BAB/Grp +5/+9; Atk +11 melee (1d6+4, bite); Full Atk +11 melee (1d6+4, bite) and +6 melee (1d3+2, 2 claws); SA Improved grab, pounce, rake 1d3+2; SQ Low-light vision, scent, link, share spells; SV Fort +5, Ref +7, Will +2; Str 18, Dex 22, Con 15, Int 2, Wis 12, Cha 6

Skills and Feats: Balance +12, Climb +11, Hide +8, Jump +11, Listen +6, Move Silently +8, Spot +6; Alertness, Weapon Finesse

Improved Grab (Ex): To use this ability, a puma must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake

Pounce (Ex): If a puma charges a foe, it can make a full attack, including two rakes.

Rake (Ex): Attack Bonus +11 melee, damage 1d3+2

Judges Aid #1 – Excerpts from the Nyronde Gazetteer

The following is excerpts from the Gazetteer describing the basic background of each province. Use this information to help describe what the characters see and discover. More information on each province can be found online at: <http://www.nyronde.org>.

Duchy of Orberend

Orberend is a fitting tribute to the old, idealistic Nyronde of the early empire era. It is quiet, peaceful and fertile country that prospers on grain, cloth weaving and trade. The casual observer might well understate its prosperity. Ostentatious display of wealth is rare, largely because Orberend is close to the capital, which assigns some of its most hard-working tax collectors to this province that has long been a prime source of royal revenue. Since records of what anyone is worth are absent, or faked, taxes are largely based on the apparent wealth, which means that things like living in a big house means a big tax bill. Accordingly, showing off one's wealth is not just in bad taste, it is foolhardy, and the locals avoid it.

Most of the region is devoted to farming, and the central and eastern regions of Orberend's lands are very fertile. Industry revolves around grain and cloth weaving. So, while there are very few cities of any size in the area, most of the population (several hundred thousand), doesn't live in the cities, and no matter where one is, people are never very far away. At least, in the Eastern and Central sections of the Duchy.

Justcrown Province

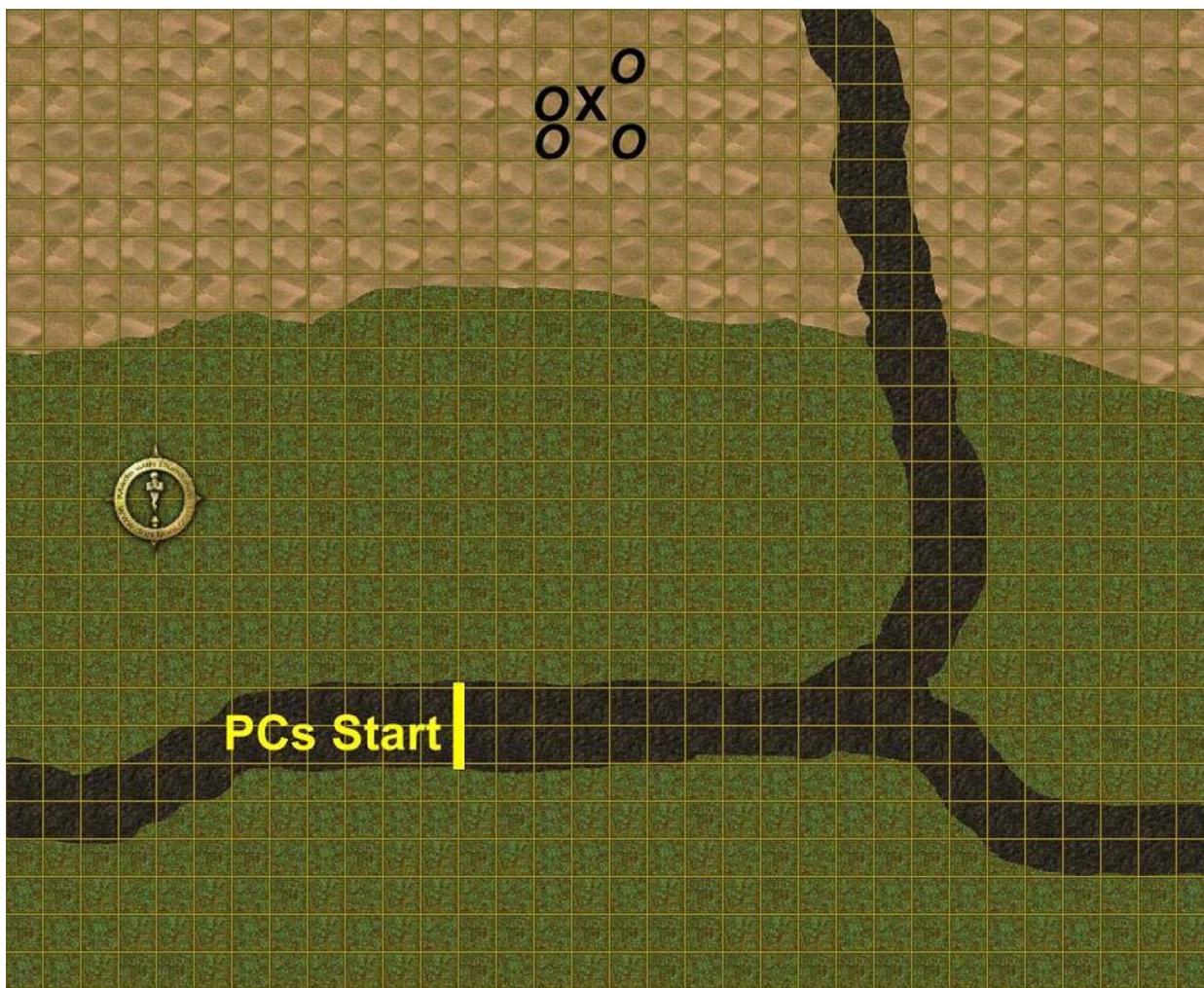
The Justcrown Province is the only region of Nyronde ruled directly by the Royal Family, and as such it also has a unique political situation. The Nyronde Kings, fearing challenges to the crown's authority, have long discouraged and set laws on the books disallowing large settlements and cities near the capital. Because of this, Rel Mord is the only city in the Justcrown province, and no other large settlement is allowed. Instead, what has been created is a broad network of Thorps spread across the province's rolling hills, governed by a broad network of lesser nobles and knights who report directly to Rel Mord.

The Thorps are not allowed to grow beyond a certain size, which has created a unique degree of broad communities. This has also cultivated much traffic, giving rise to many small overnight travelers' shacks and periodic Inns on the more frequented roads. At the heart of Justcrown is the fortress-like walled city of Rel Mord, capital of all Nyronde and a renowned center of learning and culture.

Duchy of Womtham

Womtham is the heart of eastern Nyronde. Produce from the Gamboge comes south from Arndulanth, and the bulk of the nation's raw metals make their way here, to be pounded into coin in the city's Royal Mint. As the center of eastern trade, the entire duchy is wealthy, more so in the walled city than in the hills or countryside. Despite the threat from Bone March or from North Kingdom through Innspa, and despite the recent traitorous acts of the late Duke Finelann Boomgren, the Duchy of Womtham is a stable, lucrative province.

Judge Aid #2 – Road to Chester



Scale: 1 inch = 5 feet



Forest: Natural Difficult Terrain. 10 ft – Concealment (20%); 20 ft Total Concealment (50%)



Ilsa's starting point



Orc starting point

Appendix – New Rules

New Feats

Blazing Berserker [General] (*Sandstorm*, page 49)

When you enter your rage, your body becomes infused with fire

Prerequisite: Ability to rage

Benefit: As long as you are under the effects of a rage, you gain the fire subtype. You gain immunity to fire, but have vulnerability to cold, which means you take +50% damage from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Blindsense [Wild] (Complete Adventurer)

Benefit: By spending one use of wild shape, the character gains blindsense 30 ft for

Drift Magic [General] (*Sandstorm*, page 49)

You can tap the power of drift magic.

Prerequisites: Knowledge (local wasteland region) 4 ranks, ability to cast spells.

Benefit: You can use drift magic, as described below.

Heat Endurance [General] (*Sandstorm*, page 50)

Either as a result of growing up in the waste, or by training your body and mind to ignore the effects of searing heat, you can exist with ease in high-temperature environments.

Prerequisite: Base Fortitude save +2

Benefit: You gain a +2 bonus on saving throws against fire effects. You can exist comfortably in temperatures up to 120° F without having to make Fortitude saves. Your protection against heat is level 1.

Improved Heat Endurance [General] (*Sandstorm*, page 50)

You can survive even the most extreme natural heat conditions.

Prerequisites: Base Fortitude save +6, Heat Endurance

Benefit: You gain fire resistance 5. If you already have fire resistance, it increases by 5. You can exist comfortably in temperatures up to 160° F without having to make Fortitude saves. Your protection against heat is level 3.

Improved Toughness [General] (Complete Warrior)

Benefit: The character receives an additional +1 hp per HD

New Magic Items

Lamp of the Stars (*Sandstorm*, page 134)

This item appears to be an ordinary oil lamp, decorated with a pattern of tiny stars. Once per day, the bearer of the lamp can utter a command word, causing the flame to flicker out and be replaced by magical starlight. The lamp then sheds blue-white light in a 30-foot radius (and shadow light for an additional 30 feet). Creatures with low-light vision can see three times as far in this light, instead of just twice as far. The starlight lasts until the lamp runs out of oil after 6 hours, at which point both the starlight and the lamplight are extinguished. Refilling the lamp with oil allows the magic to be used once again.

Faint evocation; CL 3rd; Craft Wondrous Item, *light*; Price 1100 gp

New Spells

Briar Web (*Complete Divine*, page 156)

Transmutation

Level: Cleric 3, druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Plants in 20-ft radius spread

Duration: 1 min/level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap and twist around creatures in or entering the area.

Creatures that make their save against the spell are unaffected other than having to move at half speed within the area of effect.

If a creature fails its initial saving throw, it has three options: stay perfectly still, attempt to break free from the thorns, or continue to act normally.

A creature that fails its save but stands perfectly still is entangled (-2 attack, -4 Dexterity), but experiences no other effects and takes no damage. Anyone entangled this way loses the condition if they leave the area of the spell.

Each round in which a creature remains in the area, it may spend a full round action extricating themselves from the thorns. Doing so allows for a new saving throw. If successful, the creature is unaffected by the thorns except it may only move at half speed in the spell. Successfully breaking free in this way is the only thing a character can do that does not cause thorn damage to the character. A failed attempt to break free deals the normal 2d6 thorn piercing damage.

Those that attempt action (such as attack, cast a spell with a somatic component, or move) take 2d6 points of piercing damage from the thorns. A creature that tries to cast a spell must also make a Concentration check (DC 15 + spell level + damage taken) or lose the spell.

The plants provide cover. A creature 5 feet away has cover. Creatures separated by 20 or more feet of *briar webs* have total cover.

Cloak of Shade (*Sandstorm*, page 112)

Abjuration

Level: Cleric 1, druid 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject is wrapped in an envelope of perfect shade. Inside the cloak, the temperature is one band lower than the actual temperature, but the spell has no effect on unearthly or hotter heat, nor does it offer any protection from fire damage. The target is treated as though it is in shade, thereby protected from sunburn, able to begin recovering from sun glare, and able to begin healing nonlethal damage taken from exposure to heat. *Cloak of shade* has no effect on *light*, *daylight*, *sunburst*, and similar magical light effects, and it offers no protection from damage that creatures vulnerable to sunlight might take from the sun.

Desiccate (*Sandstorm*, page 114)

Necromancy

Level: Cleric 2, druid 2, sorcerer/wizard 2, Thirst 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You evaporate moisture from the body of a living creature, dealing it 1d6 points of desiccation damage per two caster levels (maximum 5d6) and making it dehydrated (fatigued until long-term care with twice as much water). A successful Fortitude save results in half damage and negates the dehydration. A plant or elemental of the water subtype takes 1d8 points of damage per caster level (maximum 10d8). An elemental of the earth subtype takes only 1d4 points of damage per two caster levels (maximum 5d4).

Material Component: A pinch of dust.

Haboob (*Sandstorm*, page 117)

Conjuration (Creation) [Air, Earth]

Level: Cleric 3, druid 3, ranger 3, Sand 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. +10 ft./level)

Effect: Abrasive dust spreads in 20-ft. radius, 20 ft. high

Duration: 1 min/level (D)

Saving Throw: None or Reflex for half

Spell Resistance: No

A thick haze of swirling dust and sand swirls out from the point you designate. The effect obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment. Creatures farther away have total concealment. Unprotected, nonmagical flames are automatically extinguished, and there is a 50% chance that protected flames will be snuffed.

In addition to obscuring sight, the swirling dust abrades any creature within it or attempting to move through it. Any creature passing through the haze takes 1d4 points of damage per two caster levels (maximum 5d4), no save allowed. If you conjure *haboob* so that it appears where creatures are located, each creature takes damage as if passing through the haze. Such creatures take half damage with a successful Reflex save, but if these creatures do not leave the affected area at their next opportunity, they take full damage from the abrading sands (no save) as if they had voluntarily entered the area. Any creature that remains within the affected area for more than 1 round likewise takes damage automatically (no save).

A moderate wind (11+ mph) disperses the dust in 8 rounds; a strong wind (21+ mph) disperses it in 4 rounds. This spell does not function underwater.

Material Component: A pinch of ash, dust, or sand.

Halo of Sand (*Sandstorm*, page 117)

Abjuration [Earth]

Level: Druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min/level (D)

Halo of sand creates a thin band of sand that swirls and twists around your body, helping to deflect incoming attacks. The sand does not make it difficult for others to see you, but it grants a +1 deflection bonus to AC. This deflection bonus increases by 1 for every three caster levels above 3rd, to a maximum of +4 at caster level 12th.

Sunstroke (*Sandstorm*, page 123)

Necromancy

Level: Druid 1, sorcerer/wizard 1, Summoner 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You cause a living creature to experience the effects of heatstroke. The target takes 2d6 points of nonlethal damage. If the target fails a Fortitude save, it immediately becomes fatigued, or exhausted if already fatigued. Since this spell causes heatstroke, the damage and fatigue dealt can only be healed after that condition is treated properly.

New Race sub-type

Badlands Orc

This particular breed of orc has adapted to the harsh climate of the desert. Unlike their more temperate climate brethren, they are more acclimated to the bright light of the desert. However, they still prefer to work at night and in the dark.

Badlands orcs are identical to the orcs detailed in the *Monster Manual*, except where noted below:

- Badlands orcs have low-light vision instead of darkvision
- A badlands orc can go without water for two days (48 hours), plus a number of hours equal to his Constitution score, before beginning to experience the ill effects of thirst.
- Heat Endurance: Badlands orcs gain Heat Endurance (see above) as a bonus feat
- Badlands orcs lose the Light Sensitivity trait.

Player Handout #1 – Ilsa’s Letter

This is the letter that Bishop Orberend sent to Ilsa

My Beloved Niece Ilsa,

In these troubling times, it is rare that I get to spread such joyous news. Your son is now the proud father of a baby girl, Alis. She was born on the evening right after our good King Lynwerd reclaimed his crown and ended this terrible bloodshed. Your son, daughter-in-law, and my beloved great grand niece, are all doing well. I wish you Pelor’s blessing for safety and hope that you are able to complete your assignment soon.

*Your Loving Uncle –
Guilford*