

RTK7-01

Thin Air

A One-Round Dungeons & Dragons® Living Greyhawk™ Meta-Regional Adventure set in Ratik

Version 1.2

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In the shadow of the Rakers, strange events are afoot. A whole village has gone missing and no one knows how or why. Can someone get to the bottom of this mystery? A one-round Regional adventure set in the Archbarony of Ratik for characters level 1-11 (APLs 2-8).

Resources for this adventure include *Dungeon Master's Guide (DMG)* [Julia Martin & John Rateliff], *The Living Greyhawk Campaign Sourcebook (LGCS)*, *Monster Manual (MM)* [Jennifer Clarke Wilkes & Jon Pickens], *Player's Handbook (PHB)* [Julia Martin & John Rateliff], *Races of the Wild* [Skip Williams]

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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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as

part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

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

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can 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 receives only one-half of the experience points and gold for the adventure. 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.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Ratik. Characters from Ratik pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that 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 DC 20 Survival check, 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

As this is the first in a series of mods about mysterious goings-on in the Rakers, there is no history yet and any background would spoil future mods in the series. So, there's no background.

ADVENTURE SUMMARY

This adventure takes place in hex G34 of the Ratik map – the hex with Thellonsfield in it. The relevant part of the Ratik map is part of Player Handout # 1. The adventure takes place on the Abonhoth side of the river. For players who may not be familiar with House Abonhoth, Player Handout 1 has some background information that they can have.

The PCs are on their way back from the Timberway, heading for Abonhoth. They expect to spend the night at Thellonsfield, a small hamlet about a day's travel from Abonhoth. Unfortunately for them, the hamlet has been stolen – three days ago. People, animals, even buildings – all gone. There is an obvious trail to follow, but the PCs are tired and really need to rest the night before they set out. There is a possible sidetrack for them to follow as well. This is called Visiting Harold, in the Introduction.

In Encounter 1 the PCs come across an annoyed bear. It was disturbed by the passing "caravan" and is looking for a fight.

Encounter 2 has the PCs finding the remains of a makeshift camp, and some gnawed-on bones (human). There are some rats, but this isn't a combat encounter.

Encounter 3 is a natural hazard. The PCs are about to get hit with an avalanche.

In Encounter 4, the PCs find another hasty camp. This time there's a body, and some building materials. What's happened here is that, between eating some of the captives, and a person dropping dead from exhaustion, there aren't enough people to carry everything, so, something has been left behind – the orcs will come back for it later. The orcs have left a trap for anyone who tries to steal "their" stuff.

Encounter 5 has the PCs dealing with an orc patrol, sent out to check the back-trail. Assuming any orc is taken alive, they don't know much about what's happening, or why. They're "just following orders."

Following this encounter, the PCs should find the forward camp. It should be made obvious that this is a fight the PCs cannot hope to win, and that the remaining villagers are unfortunate casualties of whatever is going on. Smart PCs will want to get what information they can, and get back to Abonhoth to raise the alarm. Dumb PCs get captured and lose their gear and some TUs before they manage to escape.

PREPARATION FOR PLAY

There are a couple of things that could be useful in this mod for you to know ahead of time:

- What language(s) do the PCs speak? You only care about Orc, but better to get all the languages so you don't give the game away.
- Is there a tracker in the party? Dogs don't count for this because they track by scent and they won't know which scent to follow. Also, it's been three days and there won't be much scent left. The DC for most of the tracking will be 10 or less, but the PCs need to be

aware that trackers are useful, and will be so for the rest of this series.

- Have everyone check their weight limits. Make it sound like you're looking at movement speeds. In reality, it may be important in Encounter 5 if the PCs are captured and lose whatever they are carrying. Make sure they specify what's on any pack animals they may have, and what's in any magical items that let PCs carry more gear.
- Have everyone give you their Spot, Listen, Hide, and Move Silently modifiers, and 10-12 d20 rolls. You'll need at least some of these if anyone decides to find out what's going on towards the end.
- Make some pre-rolled Spot and Listen checks for the orcs in Encounter 1 too. Don't want to alert the players by rolling dice at the time.
- Get a "standard" marching order from the players, and make sure it includes any mounts and/or pack animals. This will be important in the encounter with the bear(s) and the avalanche. Getting it now avoids the metagaming issue of asking for it as it's needed and having players suddenly decide they want to cast buffing spells or the like.
- Read the rules about avalanches on p 90 of the DMG. In this adventure, the avalanche has been abstracted somewhat, but the basics are the same as in the DMG.
- The PCs are expected to rest at least twice in this adventure. Once at or near where Thellonsfield should be, and once or twice while following the trail. The boxed text has been written assuming more or less "normal" progress and rest patterns. You may need to adjust this somewhat if your party is particularly fast or slow.
- What if they fly? For the most part, the trail is under and through the forest. Flying creatures will not be able to see where the caravan went. If they are flying just above the ground, then the only thing that will affect is how fast they can move. Remember that mounts or pack beasts need to be included, or left behind, otherwise the flying speed won't be of much help.
- **What's the weather like?** It's almost spring, in a cold climate. It's cold. As long as the PCs have cold weather gear, this won't be a major issue. If they don't have cold weather gear, or some other means to ward off the elements, they need to make Fortitude saves every hour, DC 10 plus 1 for every hour they've been exposed to the cold. Failure means they take 1d6 non-lethal damage. This damage cannot be healed by any means other than getting out of the cold (eg. by donning cold weather gear, entering a cave and lighting a fire, using some kind of magical protection, or getting inside the nearest habitable building). There is an 80% chance each day of cloud cover, 40% that it will snow. It has not snowed for the past two days.

INTRODUCTION

It took almost a week to track that slippery goblin from Abonhoth into the Rakers and mete out some wilderness justice, though you didn't manage to find out who was paying it to set fires, release livestock, and generally create mayhem in the city. Goblins are supposed to fall over after one blow, but not this one – it led you a merry chase and even though you're certain a couple of arrows hit it early on, it kept going.

This is a good point for the PCs to introduce themselves if they have not already done so. When that's done, continue.

On top of the tracking, you had to fight off some local wildlife that didn't migrate or hibernate for winter. Spring will be here soon, and the mountains will be full of activity – not all of it friendly. You've seen almost no other living creatures for the past five days, though – not surprising for this part of the Flanaess at this time of year. Most folks don't travel now unless they have to – in a few weeks the spring melt will start and travel will be much easier.

Tomorrow, you will be able to return to Abonhoth and report on the fate of the errant goblin, and, perhaps then, head north to Keth to see what's happening in that part of Ratik. For now, though, the village of Thellonsfield lies just over the next hill. It's a bit much calling it a village – it's nothing more than an inn, stables and smithy, and a trading post. The population is about 20 – more of a gathering place for the local woodcutters and farmers than a real village. But the food will be hot, the ale cold, and you'll be sleeping on a bed tonight – even if it's just a straw mattress in the common room. It's almost dinner time and you'd swear you can smell the brixashulty stew already.

You crest the rise, and there's Thellonsfield ahead of you. Umm, no, it's not. By your reckoning, the village should be right there, but there's nothing but open space. Perhaps there's one more hill to climb? As you approach though, the truth becomes plain. This is where Thellonsfield was, but it's not here now. No people, no inn, no buildings at all. Nothing but space. It's getting dark, and you're worn out from the trail, but even so it's obvious where the village has gone. There's a well trodden trail off into the mountains. Looks like you'll be sleeping in the open again tonight, after all, and, in the morning, you can maybe follow the trail and see where it leads.

This is the adventure hook. The PCs are under no obligation to follow anything, and if they choose to continue to Abonhoth or Keth the next morning, that's fine (CN PCs may well want to do this). They will be thanked for their information, and the adventure is over

for them. Noble houses will not send adventurers out to investigate something those same adventurers could have investigated on their own initiative (ie, they won't be sent back to do what they should have already been doing, especially given the independent thinking nature of the average Ratikan.). PCs who take this option get the "Unreliable" notation of the AR, as they can't be relied on to think outside the box.

Some groups, instead of camping for the night, may well want to start the chase now. Point out to them that they've been travelling all day: their mounts and pack animals (if any) are tired, they themselves are tired (unless they have magical means to avoid that) and it's almost dark, so, unless they all have darkvision, they won't be able to see much. It's a cloudy night, and there is no moon, so lowlight vision won't be effective either. Nevertheless, PCs are a resourceful lot, and if they choose to start now, that's OK.

LOOKING AROUND

Here's what they can find, either now or in the morning. Remember to adjust for the light (PHB pp.164-165) if the looking is being done in the dark.

A DC 9 Search check finds a well trodden path with some obvious wheel tracks. The path leads into the forest.

DC 12 Knowledge (Nature) or Survival checks reveal that the path is new and was likely made through the snow as those using it went along.

A DC 20 Survival check by a PC with the Track feat reveals the path was made three days ago. It also reveals there were two wagons, and they were travelling as fast as could be expected for laden wagons in deep snow.

A DC 15 Search check finds some fur caught on a branch on the outskirts of town. A DC 10 Survival or Knowledge (Nature) check can identify this as bear fur.

A DC 26 Search check finds the pointy end of a broken arrow (tip broken off too) in the snow, off the road on the opposite side to where the new trail goes. A DC 20 Knowledge (Nature), DC 15 Knowledge (History), or DC 15 Craft (Bowmaking), check reveals this arrow is of average quality. It also reveals that the tip was not broken off – the arrow was blunt to begin with.

A DC 17 Knowledge (Local, NMR) or DC 12 Bardic Knowledge check will allow a PC to recall a tale of an old hermit who lives in the woods about a mile from Thellonsfield. He was run out of town about three years ago after a drunken brawl in which a sizeable amount of the tavern was trashed. His name is Harold, and he was an adventurer of some renown in his heyday. Here's some of what might be known about him, with the DC for Bardic Knowledge or Knowledge (History). The DC for Knowledge (Local, NMR) is always 5 more than the other two checks. All checks gain the information for all lower DC's as well:

- DC 12: Harold was a ranger, or maybe a druid.
- DC 15: He lives in a hut about a mile from town.
- DC 17: Harold's hut is in the opposite direction to where the tracks lead.

- DC 20: Harold was run out of town about three years ago after doing some significant damage to the tavern during a brawl.
- DC 23: Harold called a curse down on the tavern and all who drank in it, that they be spirited away and never seen again
- DC 30: Harold didn't have the ability himself to fulfil such a curse.

VISITING HAROLD

Should the PCs choose to go look for Harold, they are welcome to do so. It's dark, and his hut isn't easy to find, though it's not hidden either. A DC 18 Survival check lets them find the hut after an hour and a half of looking. The hut is surrounded by snow, and looks like nobody has been near it for some time.

If the PCs choose to investigate, it's easy enough to clear away some snow and get the door open. What greets them inside is simply tragic. Harold is sitting in his chair, frozen solid. He caught a cold early in the winter and was too weak to even get up and put some more wood on the fire, so he succumbed to the harsh conditions of winter in the foothills of the Rakers. While this may serve as a chilling reminder to the PCs of the conditions they are in, it also provides them with a roof over their heads for the night.

PCs who choose to bury Harold get a warm and fuzzy feeling inside that they have done a good deed. They will also get a benefit later on in the adventure, in Encounter 3. A search of the place turns up nothing of value.

ENCOUNTER 1: EARLY RISER

In which the PCs follow the trail to see what they can discover about the village's disappearance.

The PCs find themselves face to face with a bear (or two) that's been woken from hibernation early by the noise of the orcs and their entourage passing. The animal(s) is hungry, and grumpy, and spoiling for a fight. Adjust the boxed text for the number of animals. The encounter begins with 60 feet between the two groups.

Note that the snow is about four feet deep here, with the top foot being soft, and, while it is reasonably firm it is still difficult terrain (DMG p 94). Druids can use their woodland stride ability to negate this. Magical means can also be used (eg *boots of the winterland*).

Paraphrase the first sentence if the PCs stayed in Harold's hut the previous evening.

After another cold night in the open, it's time to see where the village got to. The trail is pretty obvious, even a wizard could follow it. The questions just keep coming though – who would want to move an entire village? Why? Where has it been taken? How was it taken? Did the villagers themselves do this, and, if so, what made them do it? No doubt your questions will be answered when you reach the end

of the trail. The tracks of wagons or carts are plain to see, as are many booted footprints.

The trees are not too thick here, so the going is relatively easy. The snow is deep, but hard-packed, and holds your weight with no problems. You don't think running on it would be a good idea though, the crunch of your booted feet would probably break through the crust and you'd be up to your knees in cold, wet, snow. You're reminded how cold and wet every time you bump into a low-hanging branch and get a few pounds of snow dumped on you for your troubles.

As you move out of a wooded area, there is a roar from the thick stand of trees off to the right and something big and furry is lumbering towards you. It looks lean and mean.

Creatures:

APL 2 (EL 4)

🐾Brown Bear: hp 60; *Monster Manual* 269.

APL 4 (EL 6)

🐾Brown Bear (2): hp 60, 60; *Monster Manual* 269.

APL 6 (EL 7)

🐾Dire Bear: hp 123; *Monster Manual* 63.

APL 8 (EL 9)

🐾Dire Bear (2): hp 123, 123; *Monster Manual* 63.

Tactics: The bear wants some food, by whatever means. Large animals, be they pack beasts or mounts, are preferred targets over the PCs due to there being more meat on a larger kill. If anyone thinks to offer some food, this combat doesn't have to end in violence. Any food offering is fine – with or without Animal Empathy, *Speak with Animals*, or anything similar. I

Pack beasts, or mounts not trained for combat, will attempt to flee from the combat, taking whatever or whoever they are carrying with them. After the combat these animals may need to be rounded up before the PCs can continue

If the bear is reduced to half its hit points or less, it will attempt to flee. If there are two bears, the second one will flee if the first one does. Yes, the PCs can follow them and finish them off if they want. No, they don't have to do that to get the xp for the encounter. Fleeing bears will not return to their lair right away, but will go somewhere to lick their wounds (literally). This gives the PCs a chance to find the lair, without any inhabitants

Treasure: If the PCs defeat the bear(s) in combat, they can probably locate the lair if they think to search for it (don't prompt them – they need to think of it for themselves, except at APL 2 where you could suggest that a bear's cave would make a good place to camp for the night if a player doesn't think of that themselves). It is a DC 12 Survival check to follow the bear's tracks to the

lair. Amongst the detritus can be found a small pouch containing some loose coins and a gemstone or two. There is also some adventuring equipment but it has all rotted or corroded.

A DC 12 Search check reveals there is a well packed backpack with a few sets of clothes.

👑All APLs: Coin 240gp.

Near the backpack are rough carvings on the wall. These depict rough humanoid figures, bears, and bear-like humanoids.

A DC 15 Survival or Knowledge (Nature) check indicates that the cave has been an animal lair for several years, but prior to that it may have been inhabited by a single humanoid.

If the PCs have not yet made camp, they should probably be looking for a campsite after dealing with the bears. A DC 15 Survival check will find a suitable site, or the bear cave can be used if the bear(s) was defeated in combat.

Development: If any pack beasts fled the combat, they will need to be tracked down and brought back. The DC to track the fleeing animals is only 9, so anyone can do it. If any pack beast or mount was killed in the combat, their load will need to be redistributed or abandoned. This may affect the party's movement rate if any encumbrance gets above what it was (light to medium, medium to heavy, etc.).

ENCOUNTER 2: THE ABANDONED CAMPSITE

In which the PCs discover a used campsite and some gnawed-on bones. The main thing here is to hint at the fate of the captives.

After encountering the bears, one could wonder why they woke up early. Someone or something must have made a lot of noise, or perhaps deliberately woke them to slow down any pursuit.

It's almost a shame you're on the trail of something weird, since the environment merits attention. The trail you are following gives way slowly to the open rocks of the Rakers as you cross the treeline. The view is magnificent, of majestic mountains reaching for the sky, with their snow-covered peaks glistening in the sunlight. If only you had the time to just stand here and enjoy it, but you don't.

Another hour of trekking and the trail once again descends below the treeline, and the view is much shorter but no less magnificent. Some of these trees are likely hundreds of years old, as this part of the mountains has not been logged since anyone bothered keeping records in these parts. They have one thing in common with the trees lower down

though – they dump snow on you whenever you bump a branch.

After a few more hours, what would have been about a day's march for heavily laden wagons, you come across the remains of a campsite.

Assuming the PCs search the camp, they find little of value. A DC 15 Search check finds a pile of discarded rubbish a little off the trail, with a few rats scavenging for food. Some attempt to hide the rubbish has been made. Among the pile are some bones that have been well gnawed. A DC 15 Heal check can identify these bones as human thigh bones. A DC 25 Heal check identifies them as from a middle aged male. A DC 15 Profession (Cook) or the like identifies the bones as coming from recently cooked cuts (ie. not a preserved haunch). There are no other bones to be found. Let the PCs make of that what they will.

A deliberate effort has been made to tidy up this camp, so it is nigh on impossible to tell how many individuals used the camp. Based on the remains, a PC succeeding at a DC 20 Survival check could make a guess at around a couple of dozen or more.

If any PC is able to cast *Speak with animals*, the rats can't tell them much. They know this camp has been used before, but only in recent times (not that rats know seasons as such, but the last "warm" this camp wasn't here, and the rats dined on dead animals). They have no way to count, but can tell the PC that there were more "big things" in the camp than there are in the PC's party.

The PCs can make camp here, or nearby, or they can press on. There's at least two hours of useable light left in the day.

ENCOUNTER 3: NATURE TAKES A HAND

In this encounter, the PCs trigger an avalanche, which was almost triggered by the orcs and their caravan. Allow the players to interrupt the boxed text at any time if they want to take precautions, but keep in mind that, once they get onto the ridge, the sound of spellcasting, or hammering of pitons, or any other sound above a whisper, will trigger the avalanche immediately. If there are no such noises, the avalanche triggers when the PCs are just at the far treeline for APL 2, or halfway across at APL 4 and up. It is 800 feet to the bottom of the mountain, and anyone who fell would take all 80d6 of damage as they bounced off bits of the mountain on the way down. (There is no risk of falling unless someone does something other than follow the trail.) Don't forget that animal companions and pack beasts will be caught in this, too.

There is a percentage chance of being caught in the bury zone, or the slide zone, at APLs 6 and 8. This percentage represents how many trees and rocks are caught up in the avalanche, and how many natural ridges on the mountainside the avalanche has crossed to get to

the PCs. The more the avalanche travels, and picks up debris, the more narrow the bury zone of deep snow as the other material makes it spread out further, but not as deep.

DM's Note: PC groups who buried Harold in the Introduction to the adventure will get a feeling of impending doom at the appropriate time here. Effectively, they have an additional round to get out of the way of the avalanche.

The find at the campsite wasn't pleasant at all. You suspect that haste is needed, since the signs are not promising for the continuing health of the missing villagers.

The trail you are following breaks out of the trees and ahead of you is a ridge across the steep face of a mountain. You are still below the treeline, but no trees grow on the mountainside. Perhaps there are some hardy bushes under the snow, waiting for spring, but all you can see is snow and rock, and the trees on the other side. The wheel tracks went this way, so it can't be too difficult to traverse. It looks to be about 300 feet to the other side, and back into the trees. You make your way across the ridge, aware that to fall off the edge would mean a long way to the bottom. And the rocks look sharp where they jut out of the snow.

About half way across, it seems your quarry had a small problem. The wheel tracks quite clearly slide towards the edge, though it's equally clear that whatever caused the slide was overcome before the vehicle went over the edge.

Suddenly, there is a loud CRACK! and a low rumbling. The mountain seems to be moving, right down on top of you!

APL 2 (EL 0)

The PCs are safe in the trees on the far side when this occurs, but the event might be frightening.

APL 4 (EL 2)

The avalanche starts far enough up the mountain that the PCs can get mostly out of its way if they act quickly. With Harold's warning, unless their movement rate is less than 20 they have time to avoid the avalanche completely.

➤ **Avalanche:** CR 2; natural; proximity trigger; no reset; 3d6; Reflex DC 15 for half damage; no disable.

APL 6 (EL 5)

The avalanche starts 1,000 feet from the PCs. They have two rounds (three with Harold's warning) to get out of the way (150 feet to the trees) before it hits them. For each PC and animal who doesn't make it to the trees, there is a 20% chance they are caught in the bury zone, otherwise they are in the slide zone. No PC will be completely caught up in the avalanche and dragged to the bottom of the mountain.

↗**Avalanche:** CR 5; natural; proximity trigger; no reset; 4d6 in bury zone, 1d6/minute non-lethal (when buried), 1d6 lethal damage/minute (when buried and unconscious, DC 15 Con each time for no damage), 2d6 in slide zone; Reflex DC 15 for half damage in bury zone (avoids in slide zone); No disable; DC 16 Str check per minute to exit snow if buried. In snow, speed is reduced by half.

APL 8 (EL 7)

The avalanche starts only 500 feet away. The PCs have one round (two with Harold's warning) to get out of the way (150 feet to the trees) before they get caught. For each PC and animal who doesn't make it to the trees, there is a 40% chance they are caught in the bury zone, otherwise they are in the slide zone. Note that PCs can be buried even if they make their reflex save, and even if they have evasion or improved evasion. No PC will be completely caught up in the avalanche and dragged to the bottom of the mountain.

↗**Avalanche:** CR 7; natural; proximity trigger; no reset; 8d6 in bury zone, 1d6/minute non-lethal (when buried), 1d6 lethal damage/minute (when buried and unconscious, DC 15 Con each time for no damage), 3d6 in slide zone; Reflex DC 15 for half damage in bury zone (avoids in slide zone); No disable; DC 16 Str check per minute to exit snow if buried. In snow, speed is reduced by half.

Development: It is possible some cautious groups may decide to go around rather than across. Doing this will take them two days (you should tell them this). If they still do it, when they get to the main campsite, there are no villagers to be found. They've all been sent deeper into the mountains. The Orcs will still be in camp, getting set for another lot of raids on small hamlets.

ENCOUNTER 4: ANOTHER CAMPSITE

In this encounter, the PCs find another abandoned camp, this time with a dead body left behind and some inexpensive gear. The body is an elderly human who simply couldn't handle the pace, and was too old (and stringy) for the orcs to want to eat. But, it's trapped – these orcs waste nothing. If the PCs rush to do Heal checks or similar things, they are in for a nasty surprise. The trap emits an unearthly wail if set off. This does no damage, but it echoes through the mountains, alerting every living thing for miles around. It is possible that one or more PCs will want to do Heal checks on the human. Have them make rolls *before* you have the trap go off. Anyone who made a roll is probably going to be in the spell's area of effect – they need to be close enough to the body to do the Heal check. The trap is set to go off in the direction from which the PCs approach the body. So, unless they specifically say they are moving to a point

other than the closest one to where they start, they get caught.

You have been following the trail for almost another day's worth of caravan travel, so it's no surprise to find another campsite. This time, you can clearly see an elderly human slumped on the ground, next to a small stack of timber. The human looks to be asleep or unconscious.

Trap:

All APLs

↗**Burning Hands Trap:** CR 3; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26; Cost 2,500gp, 200xp.

Development: If the PCs set off the trap, the entire orc force within a 5 mile radius is aware of their presence, if not their exact location.

ENCOUNTER 5: WHAT ARE THEY DOING HERE?

In which the PCs encounter a patrol of orcs sent back to check out the trap, or just to make sure nobody is following, whichever the case may be.

Note that the snow is about three feet deep here and is therefore difficult terrain (DMG, p 94). Druids can use their woodland stride ability to negate this. Magical means can also be used (eg *boots of the winterland*).

Now would be a good time to use one of those pre-rolled Spot and Listen checks for the PCs. The orcs are not attempting to hide, or to be especially quiet, so the DC is 10, before being adjusted for distance (-1 penalty per 10 feet). The furthest the two groups can be aware of each other is 100 feet. Check again every 10 feet until one or both groups becomes aware, or the distance closes to 50 feet (at which time everyone is aware). There is a potential surprise round for both sides if they don't get to 50 feet.

DM's Note: The cleric (APL 8 only) is the only orc not wearing cold weather gear. As such, at APLs 2, 4 and 6 it is not possible to see exactly what the PCs are fighting until they get into melee combat. If any PC speaks Orc, they can deduce what their opponents are. For PCs who don't know what they are fighting, there is no knowledge check they can make that will help them with weaknesses etc.

You've been following the trail for some time, wending your way through the trees, and having snow dumped on you from low branches every time you bump into one. Some humanoid figures are coming out of a copse of trees ahead. They are dressed in thick, winter clothing, much like your

cold-weather outfits, and their aggressive stance suggests they aren't pleased to see you.

APL 2 (EL 5)

👉**Orc Fighter (3):** male or female orc fighter 2; hp 19, 19, 19; Appendix 1.

APL 4 (EL 7)

👉**Orc Fighter (3):** male or female orc fighter 4; hp 38, 38, 38; Appendix 1.

APL 6 (EL 9)

👉**Orc Fighter (4):** male or female orc fighter 5; hp 47 each; Appendix 1.

APL 8 (EL 11)

👉**Orc Fighter (7):** male or female orc fighter 5; hp 47 each; Appendix 1.

👉**Orc Cleric:** male orc cleric 5; hp 40; Appendix 1.

Tactics: These orcs are a patrol that has been sent to the rear to make sure nobody is following. They don't expect to find anyone, which is why they're not being very careful, but that's their only lapse. They are trained troops, not slaving maniacs. They aren't here to talk. They will use flanking where they can, and they will not charge recklessly into combat against multiple opponents. They have the quickdraw feat, and will use it. They will try to focus on one PC at a time, starting with spellcasters. Their biggest disadvantage is that they are trying to subdue the PCs (more slaves, food, or breeding stock). They will switch to doing lethal damage only if things get tough (each Orc individually changes to doing lethal damage when they drop below half their starting hit point total).

At APL 8, the cleric will stay back and cast spells to best effect (*Bull's Strength* in the first round, then the *Hold Person* spells – unless his *Dispel Magic* is required. If spells aren't required, or aren't appropriate, or he's run out, he can use his crossbow, doing real damage. He will not engage in melee unless he has no option, and will be doing lethal damage if it comes to that.

Note that any orc using a greatsword takes a –1 penalty on their AC in any round they swing the sword, due to losing the benefit of the buckler until their next action after attacking with a two-handed weapon (PHB, p 124). Also, the cleric can't be using his crossbow and gaining the +2 AC advantage for his darkwood shield at the same time (although he can be cast spells as long as his other hand is empty).

The orcs will all fight to the death, they will not surrender, nor will they flee (unless forced to do so by magical means). They can be stabilised if they are above –10 hit points and the PCs think to do so.

Treasure: The PCs can gain the following treasure here:

👑**APL 2:** Loot 177gp; Magic 51gp; 3 *darkwood bucklers* (17gp each); Total 228gp.

👑**APL 4:** Loot 290gp; Magic 936gp; 3 +1 *sap* (191gp each), 3 +1 *chain shirt* (104gp each); 3 *darkwood bucklers* (17gp each); Total 1,226gp.

👑**APL 6:** Loot 386gp; Magic 1,248gp; 4 +1 *sap* (191gp each), 4 +1 *chain shirt* (104gp each); 4 *darkwood bucklers* (17gp each); Total 1,634gp.

👑**APL 8:** Loot 707gp; Magic 2,874gp; 7 +1 *sap* (191gp each), 8 +1 *chain shirt* (104gp each); 7 *darkwood bucklers* (17gp each), *darkwood shield* (21gp), +1 *spear* (191gp), *boots of the winterland* (208gp), 2 *pearl of power, 1st level* (83 each); Total 3,581gp.

Development: If the PCs are all captured (or some of them are killed and the rest captured) go to Conclusion B to end the adventure for any PCs that are captured rather than killed. Unconscious PCs will be stabilised for use as slaves, but dead PCs become food for the hungry orcs, which, unfortunately, means they are permanently dead.

On a more positive note, if the PCs manage to capture one or more orcs alive, and question them, the only information the orcs have is they are part of a larger force that's been "collecting" small isolated groups of humanoids, and all their possessions, and bringing them deep into the Rakers. They don't know exactly where things or people end up, nor do they care. All they really care about is they have something to do, they are eating well, and whoever is in charge seems to have the interests of the orcs uppermost.

The orcs' armour, under their cold weather cloaks, is coloured yellow with purple stripes looking vaguely like a sword. It's some kind of uniform. If there's at least one orc left alive to be questioned, it can confirm that the colouring is a marking for this particular band (the "Purple Swords"). Other units have other colours, but none as "attractive" as this one.

Captured orcs pose another problem. Once they have been questioned, what do the PCs do with them? Killing them would be an evil act (they're defenceless). Make sure the players are aware of this. No matter how much they argue semantics, applying this ruling means every group that plays this possibility gets a consistent conundrum. Letting them go would be stupid (but not evil), even if they are first looted of everything but their cold-weather gear. Looting their cold-weather gear amounts to a sentence of death, and is as evil as killing them outright. The orcs won't hesitate to point out that leaving them to freeze is worse than a quick sword-thrust to an unarmed opponent. Taking the orcs with them isn't really an option as it will slow the party down – the orcs aren't going to go willingly. The orcs themselves have provided a possible solution though. They have a number of non-lethal weapons. If a sled or similar is available (or can be made from some tree branches), the orcs can be knocked out, tied up, and dragged behind whatever animal(s) the PCs have handy. There are many possible solutions to this dilemma – let the PCs interact and work out what works for them.

INTERROGATION

Some possible questions, and answers (true unless otherwise noted. Feel free to have the orc lie a bit if it's not thoroughly cowed):

Who are you? *We are members of the Purple Swords* (spoken with pride).

Who are the Purple Swords? *An eeeleet* (that's how you should say it) *fighting unit*.

Who do you fight for? *The boss*.

Who is the boss? *Don't know. They guy who pays us, feeds us, gives us humans to play with.*

What were you doing here? *Looking for more captives*.

Where have the villagers been taken? *To the camp*.

Why did you take the buildings? *Because we were told to*.

Where is the camp? *Where you'll never find it*.

How many of you are there at the camp? *Thousands*. (This is a lie, it's actually about 600).

How long have you been here? *Since you captured me* (smart alec answer) **OR** *A couple of weeks* (if the orc is thoroughly intimidated, or otherwise helpful).

Most other questions will get "I don't know" as an answer. If the question relates to information that's in this adventure, and the orc could reasonably know it, you can give it out, or lie about it.

ENCOUNTER 6: THE ORC CAMP

In which the PCs locate a major campsite, with lots of prisoners, lots of material, and lots of orcs. They're not supposed to get into combat here. It's time to make a tough decision about leaving these poor souls to their fate in order to save the rest of the region. Paraphrase this as necessary, depending on the PCs' tactics. Note that if the trap was set off, there are 300 orcs out and about, not the 200 stated in the boxed text. There are still only 600 in total though.

Refer to DM's Aid 1 for a map of the camp. It lies in an open valley running east-west, and the PCs will likely approach from the south-east. A frigid mountain stream runs through the valley, and this has been dammed by the orcs to form a pool for their water supply. A few rocky fords cross the stream. There is a rocky bluff on the south side, overlooking the camp. Needless to say, it is guarded.

On the map, the outlined, light grey circles, squares and rectangles represent various semi-permanent huts and shacks. The darker grey shapes are the stockpiles of looted gear (not all of it from Thellonsfield). Areas marked W indicate the main watch points. Areas marked F indicate the fords. Area D is the dam.

That patrol can't have been too far behind the rest of the orcs, so you should catch up fairly soon. Now, you can hear some noise ahead, the sounds of a large encampment.

Pause to give the PCs time to take any precautions, and/or cast any spells, they want to, but don't prompt them.

Sure enough, about 250 feet away, you see a very large encampment. Maybe 200 orcs at a rough count, all armed, and seemingly spread amongst a handful of smaller camps. There is a stockade in the centre of the camp, with guards at the gates. From here, it looks like the gates are barred on the outside. The stockade could hold perhaps 50 humanoid prisoners. If it is full, the prisoners can't all have come from Thellonsfield, and nor can the stacks of lumber on the outskirts of the camp or the stockpiles of consumables, or the three forges on wagons. There's something much bigger going on here.

Pause again to let the PCs decide what to do about the situation. Only continue with the boxed text if it looks like they plan to start a fight.

There are probably too many orcs to simply mount a frontal assault, and it looks like the guards know what they are doing too. The question is, do you take what you know and leave the prisoners to whatever awaits them. Or do you see if the gods are with you this day and try to rescue them?

The thing the PCs should do here is leave. That might not sit well with some of them, especially paladins, but Lawful Good does not mean Lawful Stupid. Explain to the PCs that the odds here are overwhelming, and they won't help anyone by becoming prisoners themselves. Don't push them too hard, but point out that not all the prisoners have been eaten, and perhaps some can be saved if a larger force can be assembled for the task. This will only happen if the PCs act quickly to raise the alarm with the good folk at Abonhoth, or Keth if they are that way inclined.

If the PCs want to fight, despite all your warnings, don't hold back.

☛ **Creatures:** There's a whole camp of orcs here. At least 200 visible, another 100 resting in barracks, and another 300 out on patrol not too far off (see below for how far). The PCs need to be made aware of the futility of starting a fight here, or of trying to mount a stealthy rescue. If they insist on a fight, give them one.

All APLs

Hit the PCs with three groups of the APL 8 version of Encounter 1 (see Appendix 1). After 1d4 rounds add another three identical groups. Each 1d3 rounds thereafter, add another three groups until a total of 300 orcs have joined the fight. Wait 1d6 rounds before adding any more orcs as they have to return from whatever they were doing in the mountains. Each 1d4 rounds after the

pause, another two groups of orcs joins the fray until a further 300 of them have joined in.

If the PCs can defeat 600 orcs, they deserve to rescue everyone, and everything. Plus, they get a special bonus on the AR (but no xp or gp for the combat)

Tactics: The orcs begin with non-lethal tactics, attempting to surround and then capture the PCs. As far as possible the orcs won't stand in groups, and will take flanks if they can get them.

If the battle is going badly for them, the orcs will switch to lethal tactics. They will stabilise unconscious PCs if they can do so at no risk to themselves.

In the first round of combat, an orc who is about to join the fray blows a long call on a horn, alerting all those nearby that the camp is under attack. Each round after, for the next five rounds, the horn call can be heard being repeated from further away.

The orcs will pursue any PC who attempts to flee, assuming the fleeing doesn't involve casting teleportation magic or some other means of escape that negates pursuit.

Note: Some PCs may attempt to use Diplomacy to get out of this situation. Just because the orcs are turned to Helpful doesn't mean they won't follow their orders to capture or kill any non-orc they encounter. They'll just smile and be friendly while they do it.

Treasure: Nil, to keep, but there's more than enough to pay for as many *raise dead* spells as might be needed by the PCs. In this instance, House Abonhoth has a 9th level cleric available to cast the spell if needed.

Development: It will not sit well with most players (whatever their characters may think) to simply walk away. Some will try to come up with ways and means of rescuing the prisoners. Any attempt to use magic to get into the prisoners' barracks will have to be very carefully planned out. Simply being *invisible* won't do it, as the doors have to be unbarred. Teleportation spells will work, but, while the prisoners are thoroughly dejected and cowed, their first action if someone pops into existence in their midst will be panic – with a lot of noise that will alert the guards. If the area is *silenced*, that would stop the noise, but would make communication difficult, and casting another spell to get out would also be difficult.

Another possibility is to dig a way into the huts from below, using digging animals, or summoned elementals. The huts have wooden floors, and breaking through those will be noisy and will panic the prisoners. Doing it quietly will be difficult, but if successful, a tunnel can get a whole lot more people out than one or two magic spells can.

Remember, difficult is not impossible. If a clever plan is concocted, it should be given at least a chance of success. Failure will trigger the whole 600 orc combat though, and the players should be made aware of the consequences of failure.

CONCLUSION

Depending on how the PCs deal with the orc camp, there are two plausible conclusions, and one implausible but not impossible conclusion, since PCs do the darnedest things sometimes.

CONCLUSION A

(The PCs elect to return and report)

If the PCs take the safe option and elect to go to Abonhoth or Keth (or somewhere else) with what they know, read or paraphrase the following:

The orc force was far too strong for your group to deal with. As unfortunate as it was to leave those villagers to their fate, joining them would serve no purpose.

You make your way back to Abonhoth [or Keth] with a heavy heart and make your report. Nobody blames you for not taking on the orcs, but you can't help but wonder what they're saying about you behind your back. In public at least, you are lauded as heroes for exposing this new threat in the Rakers.

The PCs get the Favour of House Abonhoth or House Keth, unless they chose to bypass these two and deliver their report somewhere else. The adventure doesn't have the scope to award an alternative favour.

CONCLUSION B

(The PCs are captured by the first orc patrol, or they elect to save the remaining villagers, and fail)

The orc force was far too strong for your group to handle. You were captured, beaten, tortured, used as playthings by the orc leaders, and made to do a lot of carrying and toting and other manual labour. You gained some insight into what is going on, but not enough to work it all out – yet. After a few weeks in captivity, you managed to escape with the clothes on your back and a dagger, but had to leave all your possessions behind. You don't even know where those possessions ended up.

The PCs spend an additional 4 TUs as slaves of the orcs before escaping. They lose all equipment and funds that were with them when they were captured. Make sure it is noted on their AR and comes off their MIL (if applicable). The Charity of Friends clause from the LGCS may be applicable in this situation.. See the LGCS, p 43.

CONCLUSION C

(The PCs elect to save the remaining villagers, and succeed)

Against all the odds, you managed to defeat the orc horde and save the remaining villagers. You make your way back to Abonhoth [or Keth], where the

villagers are taken care of while you make your report. House Abonhoth [or Keth] is deeply indebted to you and won't forget your actions. But, you can't help wondering what was going on, and have you seen the last of those orcs?

CAMPAIGN CONSEQUENCES

PCs get the Favour of House Abonhoth or House Keth, for making the house aware of the danger, and the Further Favour of House Abonhoth if they go to Abonhoth. There is no Further Favour of House Keth because it wasn't Keth people who got rescued. Also, please email the Ratik triad (ratik-triad@rpga-apac.com) and the author (wes@netspeed.com.au) if this conclusion occurs before the end of March 2007. We'd like to know how it was done, and by whom, as it will affect the rest of this plot arc.

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 1

Defeat or befriend the bear(s)

APL 2	120 XP
APL 4	180 XP
APL 6	210 XP
APL 8	270 XP

Encounter 3

The avalanche

APL 2	0 XP
APL 4	60 XP
APL 6	150 XP
APL 8	210 XP

Encounter 4

Set off or disable the trap

All APLs	90 XP
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Encounter 5

Defeat the orcs

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Discretionary roleplaying award

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 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.

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

Encounter 1: Defeat the bear(s)

All APLs : Coin: 240gp

Encounter 5: Defeat the orcs

APL 2: Loot: 177gp; Magic: 51gp

APL 4: Loot: 290gp; Magic: 936gp

APL 6: Loot: 386gp; Magic: 1,248gp

APL 8: Loot: 707gp; Magic: 2,874gp

Total Possible Treasure

APL 2: Loot: 177gp; Coin: 240gp; Magic: 51gp; Total: 468gp (Max 450gp)

APL 4: Loot: 290gp; Coin: 240gp; Magic: 936gp; Total: 1,486gp (Max 650gp)

APL 6: Loot: 386gp; Coin: 240gp; Magic: 1,248gp; Total: 1,874gp (Max 900gp)

APL 8: Loot: 707gp; Coin: 240gp; Magic: 2,874gp; Total: 3,821gp (Max 1,300gp)

Special

Favour of House Abonhoth: You have performed a valuable service for House Abonhoth and the area of the Rakers Mountains. This counts as an influence point with the house. For the next three adventures set in the Abonhoth area of Ratik, you get free High lifestyle.

Further Favour of House Abonhoth: You have performed an amazing service for House Abonhoth and

this area of the Rakers Mountains. This counts as two influence points with the house. For the next year, for any adventures set in the Abonhoth area of Ratik, you get free High lifestyle. In addition, House Abonhoth will use their contacts to acquire for you any single LG legal item from the DMG with a cost of not more than 37,500gp. You may use this favour whenever you choose. You still have to pay for the item.

Write the item chosen here: _____

Favour of House Keth: You have performed a valuable service for House Keth and the area of the Rakers Mountains. This counts as an influence point with the house. For the next three adventures set in the Keth area of Ratik, you get free High lifestyle.

Unreliable: Your actions have shown you to be too unreliable to be trusted, even in a place as individualistic as Ratik. For a period of one calendar year from the date the Adventure Record was issued, all items purchased in Ratik regional adventures by the PC incur a 10% increase in price. This increase is cumulative with any other such penalties. This includes items purchased specifically for the PC by other characters.

Captured: You were captured by the orc forces and spent 4 TUs as their prisoner before you managed to escape with nothing more than the clothes on you back, and a dagger you managed to steal. All your other items that were with you on this adventure were taken by the orcs and sent somewhere else. They are lost to you.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APLs 2, 4 and 6:

- *darkwood buckler* (Adventure; DMG)
- *blunt arrows* (Regional; RW; 1gp per 20)

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

- *darkwood shield* (Adventure; DMG)
- *pearl of power, 1st level* (Adventure; DMG)
- *boots of the winterland* (Adventure, DMG)

5: WHAT ARE THEY DOING HERE?

ORC FIGHTER**CR 2**

Male or female orc Fighter 2

NE Medium humanoid (orc)

Init +6; **Senses** Darkvision, Listen -1, Spot -1**Languages** Common, Dwarven, orc

AC 17, touch 12, flat-footed 15

(+2 Dex, +4 armour, +1 shield,)

hp 17 (2 HD);**Fort** +4, **Ref** +2, **Will** -1**Weakness** Dazzled in bright sunlight or within the radius of a *daylight* spell

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;**Melee** sap (Mwk) +6 (1d6+3 non-lethal) or greatsword +5 (2d6+4 (19-20/x2))**Ranged** longbow, composite +4 (1d8 (20/x3) non-lethal or real depending on arrows used)**Base Atk** +2; **Grp** +5**Combat Gear**Mwk sap, greatsword, longbow (composite), blunt arrows (20), normal arrows (20), chain shirt, darkwood buckler

Abilities Str 16, Dex 15, Con 12, Int 12, Wis 8, Cha 6

Feats Improved Initiative , Quick Draw , Weapon Focus: Greatsword .

Skills Climb +8 , Jump +8 , Swim +8**Possessions** combat gear plus cold weather outfit

5: WHAT ARE THEY DOING HERE?

ORC FIGHTER

CR 4

Male or female orc Fighter 4

NE Medium humanoid(orc)

Init +6; **Senses** Darkvision , Listen -1, Spot -1

Languages Common, Dwarven ,Orc

AC 18, touch 12, flat-footed 16

(+2 Dex, +5 armour, +1 shield,)

hp 34 (4 HD);

Fort +5, **Ref** +3, **Will** +0

Weakness Dazzled in bright sunlight or within the radius of a *daylight* spell

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee +1 sap +11[+4 BAB, +5 Str, +1 weapon, +1 feat] (1d6+6 non-lethal) or geatsword (mwk) +10 [+4 BAB, +5 Str, +1 feat, +1 wpn, -1 buckler] (2d6+9 (19-20/x2))

Ranged longbow, mwk, composite(+4 STR bonus) +6[+4 BAB, +1 Dex, +1 wpn] (1d8+4 (20/x3) non-lethal or real depending on arrows used)

Base Atk +4; **Grp** +8

Combat Gear

+1 *sap*, mwk greatsword, mwk composite longbow (+4 STR bonus), blunt arrows (20), normal arrows (20), +1 *chain shirt*, darkwood buckler

Abilities Str 18 Dex 15, Con 12 Int 12, Wis 8, Cha 6

Feats Improved Initiative , Quick Draw , Weapon Focus: Greatsword , Weapon Focus: Sap , Weapon Specialisation: Greatsword .

Skills Climb +9, Jump +9, Swim +9Tumble +5

Possessions combat gear plus cold weather outfit

5: WHAT ARE THEY DOING HERE?**ORC FIGHTER****CR 5**

Male or female orc Fighter 5

NE Medium humanoid (orc)

Init +6; **Senses** Darkvision , Listen -1, Spot +1**Languages** Common, Dwarven , Orc**AC** 18, touch 12, flat-footed 16**hp** 43 (5 HD);**Fort** +5, **Ref** +3, **Will** +0Race F+0, R+0, W+0; Class F+4, R+1, W+1; Abilities
Con +1, Dex +2, Wis -1;**Weakness** Dazzled in bright sunlight or within the
radius of a *daylight* spell**Speed** 30 ft. in chain shirt (6 squares), base
movement 30 ft.;**Melee** +1 *sap* +11 [+5 BAB, +4 Str, +1 weapon, +1
Weapon Focus] (1d6+5 non-lethal) or greatsword
(mwk) +10 [+5 BAB, +4 Str, +1 Weapon Focus, +1
wpn, -1 buckler] (2d6+9 (19-20/x2))**Ranged** longbow, mwk, composite(+4 STR bonus)
+8[+5 BAB, +2 Dex, +1 wpn] (1d8+4 (20/x3) non-
lethal or real depending on arrows used)**Base Atk** +5; **Grp** +9**Combat Gear**+1 *sap*, mwk greatsword, mwk composite longbow
(+4 STR bonus), blunt arrows (20), normal arrows
(20), +1 *chain shirt*, darkwood buckler**Abilities** Str 18 Dex 15, Con 12 Int 12, Wis 8, Cha 6**Feats** Improved Initiative , Quick Draw , Weapon
Focus: Greatsword , Weapon Focus: Sap ,
Weapon Specialisation: Greatsword .**Skills** Climb +9 , Jump +9, Spot +1 Swim +9Tumble
+5**Possessions** combat gear plus cold weather outfit

5: WHAT ARE THEY DOING HERE?

ORC FIGHTER **CR 5**

Male or female orc Fighter 5
 NE Medium humanoid (orc)
Init +6; **Senses** Darkvision , Listen -1, Spot +0
Languages Common, Dwarven , Orc

AC 18, touch 12, flat-footed 16
hp 43 (5 HD);
Fort +5, **Ref** +3, **Will** +0
 Race F+0, R+0, W+0; Class F+4, R+1, W+1; Abilities
 Con +1, Dex +2, Wis -1;
Weakness Dazzled in bright sunlight or within the
 radius of a *daylight* spell

Speed 30 ft. in chain shirt (6 squares), base
 movement 30 ft.;
Melee +1 *sap* +11 [+5 BAB, +4 Str, +1 weapon, +1
 Weapon Focus] (1d6+5 non-lethal) or greatsword
 (mwk) +10 [+5 BAB, +4 Str, +1 Weapon Focus, +1
 wpn, -1 buckler] (2d6+9 (19-20/x2))
Ranged longbow, mwk, composite(+4 STR bonus)
 +8[+5 BAB, +2 Dex, +1 wpn] (1d8+4 (20/x3) non-
 lethal or real depending on arrows used)
Base Atk +5; **Grp** +9
Combat Gear
 +1 *sap*, mwk greatsword, mwk composite longbow
 (+4 STR bonus), blunt arrows (20), normal arrows
 (20), +1 *chain shirt*, darkwood buckler

Abilities Str 18 Dex 15, Con 12 Int 12, Wis 8, Cha 6

Feats Improved Initiative , Quick Draw , Weapon
 Focus: Greatsword , Weapon Focus: Sap ,
 Weapon Specialisation: Greatsword .
Skills Climb +9 , Jump +9, Spot +1 Swim +9Tumble
 +5
Possessions combat gear plus cold weather outfit

ORC CLERIC **CR 5**

Male orc Cleric 5
 NE Medium humanoid (orc)
Init +1; **Senses** Darkvision, Listen +1, Spot +1
Languages Common, Dwarven, Orc

AC 18, touch 11, flat-footed 17
hp 35 (5 HD);
Fort +5, **Ref** +2, **Will** +5
Weakness Dazzled in bright sunlight or within the
 radius of a *daylight* spell

Speed 20 ft. in chain shirt (4 squares, movement is
 20 due to medium load), base movement 30 ft (20
 ft due to medium load);
Melee +1 *spear* +6 [+3 BAB, +1 Str, +1 weapon, +1
 Weapon Focus] (1d8+1 (20/x3))
Ranged mwk light crossbow +5 [+3 BAB, +1 Dex, +1
 weapon] (1d8 (19-20/x2))
Base Atk +3; **Grp** +4
Special Actions Rebuke undead (2/day)

Combat Gear +1 *spear*, mwk light crossbow, +1
chain shirt, darkwood shield

Cleric Spells Prepared (CL 5th, DC 11 + Spell level):
 3rd— *Dispel Magic* (2), *Magic Vestment* [D]
 2nd— *Bull's Strength*, *Hold Person* x2,
Spiritual Weapon [D]
 1st— *Cure Light Wounds* x3, *Doom*, *Magic
 Weapon* [D]
 0— *Cure Minor Wounds*, *Guidance* x2,
Inflict Minor Wounds x2

D: Domain spell. Deity: Gruumsh. Domains: Evil, War
Abilities Str 12, Dex 12, Con 13, Int 13, Wis 13, Cha
 8

Feats Alertness , Improved Initiative , Weapon Focus:
 Spear(War Domain)

Skills: Concentration +9 , Heal +5, Knowledge
 (religion)t +7 Listen +0 Spot +1Spellcraft +7

Possessions combat gear plus silver holy symbol
 (Gruumsh), *boots of the winterland*, *pearl of power*
 1st (2)

PLAYER HANDOUT 1

HOUSE ABONHOTH

One of the northern territories of Ratik, the lands of house Abonhoth reside on the southern reaches of the Timberway. This portion of the Timberway is the most densely populated with small towns and villages. All these settlements have been built around lumber mills and wood workers.

Who's in Charge:

His Lordship Thellon of House Abonhoth

Economy: Strong.

The majority of timber used in shipbuilding is logged from the lands under the control of house Abonhoth. The people of this land live and die by logging. The ruling house makes sure that a strong system of conservation is practiced so as not to diminish this prized commodity.

People:

Lord Thellon Abonhoth (male human). Lord Thellon is a just man. He constantly rides throughout his lands to see to his people. He holds the council of his mayors in high respect. He loves his home and his people. He has established specific laws on logging and hunting in Abonhoth that sometimes strain his relations with the merchant houses. He knows how important the material to build ships is to Ratik and he sometimes appears pompous to the other ruling families when he reminds them of house Abonhoth's importance.

Relations:

House Abonhoth has a stable relation with the merchants and thus house Cormik. Due to its conservation of natural resources, it is in good standing with House Ulthek. The tension with house Keth is growing as Keth's loggers and hunters continue to cross the established boundaries between the two houses.

Map:



DM AID 1: MAP OF ORC CAMP

