

PAL7-05

The Frozen Frontier

A One-Round Dungeons & Dragons® Living
Greyhawk™

Theocracy of the Pale Regional Adventure

Version 0.7

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The beauty of the Rakers can be deceptive. Trappers and tribesmen eke out a simple existence on their snow-covered slopes while dwarves, orcs, and goblins mine and battle beneath their rocky roots. But, from time to time, events beneath the mountain spill out onto its surface. A band of orcs have been driven from their caverns; does the steady beat of their wardrums spell doom for your band of adventurers at the Stauber trading post? A one-round regional adventure set in the Theocracy of the Pale for battle-ready and wilderness savvy adventurers of level 1-11 (APLs 2-8) who know how to weigh their options.

Resources for this adventure [and the authors of those works] include PALI5-01 *The Long, Cold Watches of the Night* [Glyn Dewey], *Magic Item Compendium* [Andy Collins, et al], *Player's Handbook II* [David Noonan], and *Complete Adventurer* [Jesse Decker].

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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RPGA® SANCTIONED PLAY

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.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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 two (2) points.

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 The Theocracy of the Pale. All regional characters pay 1 Time Unit per round; Out of region characters pay 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. **NOTE: If this adventure is played after September 1st, 2007, then PCs do not spend Time Units playing it (although they may use their allotted Time Units to pay for other costs such as claiming rewards, or paying penalties incurred by breaking the law...)**

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. **NOTE: If this adventure is played after September 1st, 2007, then PCs must pay 24 gp for Standard Upkeep, or 75 gp for Rich or Luxury Upkeep, for each adventure round of this adventure.**

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

After their great victory at the battle of the Silverdelve Narrows, the dwarves continued their attack and eventually destroyed most of the so-called Dwarfkiller tribe of hobgoblins. Their forceful expansion spawned more wars as the remains of the Dwarfkillers retreated and allied themselves with other tribes of humanoids in order to make room for themselves. Eventually, the shattered remnants of one orc tribe were driven to the surface. Now that they're on the surface, they face a choice: either conquer or die, and they intend to conquer.

The Stauber Trading Post: is one of many trading posts in the Rakers. A fortified house with a small palisade, it serves as a base for trappers and prospectors who go into the mountains and return, if they return, with the wealth of pelts or minerals that their trade provides. Occasionally dwarves come up from the mountains to trade goods there and the rare military patrols and adventurers that come that way use it as a waystation. (Some PCs were heading towards the Stauber trading post when they got lost and ended up playing *The Long, Cold Watches of the Night*). The Stauber trading post is also the first hard target that the orcs encounter upon their rampage. Whether or not it is their last will depend upon the PCs.

ADVENTURE SUMMARY

Introduction: Flashback

The PCs have gathered the rewards of a successful mission in the Rakers. This reward is large, and bulky enough that its swift transportation is a challenge.

Encounter 1: Back to reality.

The PCs have made it as far as the Stauber Trading Post. They meet the inhabitants of the post when Hrothgar the Silent arrives with word that the orcs are on the march. The PCs might choose to flee at this point, but the NPCs will attempt to hole up in the trading post which is a fairly defensible location.

Encounter 2: The Vanguard

This is the orcs' first attack. They attempt to break down the gate and the palisade.

Encounter 3: The Reinforcements

The orcs' second attack. During this attack, a group of orcs scale the nearby rocky outcropping and fire arrows down at the defenders.

Encounter 4: The Storm

A snowstorm moves in and drives the orcs back to the cover of the forest. As snow begins to fall in earnest, the inhabitants of the trading post debate whether to stand fast or make a break for it. The trappers want to make a break for it. The Staubers are concerned about their livelihood. Elaine is worried that the children may not be

able to keep up and the infant may not be able to endure the cold. Barack is concerned about getting lost and winding up fighting the orcs anyway, but without any walls to help hold them off. Both sides appeal to the PCs—the Staubers to keep the trappers in, and the trappers to let them go.

Stay and Fight

Encounter 5A: The Final Push

If the PCs hold out, the orcs fling everything they have at the PCs, resolved to conquer the trading post or die trying.

Run for It

5B: The Teeth of the Storm

The PCs either make it to their destination, or encounter the perils of the wilderness in the form of wild beasts.

Conclusion: Counting the Cost

At the end, it is time to bury the dead or for the orcs to feast upon the entrails of their enemies. Did the PCs stand fast like the Spartans at Thermopylae? If so, did they force the trappers to stay and help the defense? Did they abandon the Staubers to die? Did they convince the Staubers to come with them? If so, did anyone die during the trek? No matter what choice the PCs make, there is likely to be sacrifices and what sacrifices they make determines what kind of character they have.

Troubleshooting:

“Orcs? I’m leaving now!”

If the PCs decide to run for the Pale at the first word of orcs, they essentially skip ahead to encounter 4. It needs to be determined whether they will convince the others to leave with them, will abandon them to their fate, and how quick they are about it. They will still have to contend with the storm and may still be caught by the orcs if treasure, weariness, or lack of wilderness skill slow them down.

“We might as well die charging the enemy lines as fighting like rats trapped here in this house.”

It’s possible that some PCs might decide to take the fight to the orcs. Well, they can do that. The odds will be against them, but they chose their fate.

PREPARATION FOR PLAY

Have every character look up their carrying capacity and calculate their total encumbrance and that of their mounts. Also ask any PCs who are trained in Appraise or Profession (miner) to make a check which will be used shortly.

Calculate the total weight of the ore that the PCs obtain in the introduction as follows:

APL 2: 900 lb

APL 4: 1000 lb

APL 6: 1100 lb

APL 8: 1200 lb

A character who succeeds on trained DC 20 Appraise check or a DC 15 Profession (miner) check will be able to sort out the good ore and reduce the weight by 200 lb.

Confirm if any character at the table has played Pal 15-01 *The Long, Cold Watches of the Night*

INTRODUCTION

Your expedition to explore the ancient forge was a resounding success. The few malnourished orcs and hobgoblins that you encountered in the high valleys of the Rakers did not provide the least bit of hindrance to you. You found the ancient cave-dwelling and, after a thorough exploration worthy of the Greyhawk Thieves’ Guild, you emerged with the only remaining things of value: a massive quantity of strange ore which you somehow managed to drag back to the trading post—the last bastion of civilization in the howling wilderness of the mountains.

ENCOUNTER 1: CIVILIZATION?

This afternoon, you made it to the Stauber trading post—a small palisade surrounding a two-story stone house and a thatch-roofed stable where local trappers exchange their catches for whiskey, and adventurers like yourselves find a secure camp at the edge of the frontier. The dark-haired proprietor, Barack Stauber, has leaned his sword belt against the stone walls of his house as he splits firewood and his son Joseph sits on the grass outside the stable as he skins a rabbit. From inside the smell of a hearty stew wafts out into the brisk autumn air where Barack’s wife, Elaine, alternately stirs the cauldron and uses the fire to straighten wooden rods to make the shafts of arrows. The sun is low in the west and you have been here the better part of the afternoon, restocking your rations, haggling over arrows, and exchanging stories about the wilds and news of the Pale.

ENCOUNTER 2: THE VANGUARD

The peace is shattered by a hoarse cry. A woodsman in leather skins bursts through the brush at the edge of the clearing and, screams “Orcs!” without missing a step in his mad dash for the gates. A few dozen feet behind him, a group of gray-skinned humanoids dressed in crude, brass-studded leathers and wielding massive axes charge toward the gate.

Due to the defensible position that the PCs enjoy, as well as the aid of the NPCs, the EL of this encounter has been reduced by 2 at APLs 2 and 4, and by 1 at APLs 6 and 8 since neither the fortifications nor the NPCs will be much of a factor.

APL 2 (EL 5)

👉 **Orc Veteran (1):** male orc barbarian 3; hp 31; Appendix 2.

👉 **Orc Barbarian (1):** male orc barbarian 1; hp 14; Appendix 2.

👉 **Orc Warrior (6):** hp 6; male orc warrior 1; Appendix 2.

APL 4 (EL 7)

👉 **Orc Battlerager (1):** male orc barbarian 5; hp 48; Appendix 2.

👉 **Orc Veteran (1):** male orc barbarian 3; hp 31; Appendix 2.

👉 **Orc Barbarians (6):** male orc barbarian 1; hp 14; Appendix 2.

APL 6 (EL 9)

👉 **Orc Champion (1):** male orc barbarian 7 hp 65; Appendix 2.

👉 **Orc Battlerager (1):** male orc barbarian 5; hp 48; Appendix 2.

👉 **Orc Veterans (4):** male orc barbarian 3; hp 31; Appendix 2.

APL 8 (EL 11)

👉 **Orc Warlord (1):** male orc barbarian 9; hp 82; Appendix 2.

👉 **Orc Champion (1):** male orc barbarian 7; hp 65; Appendix 2.

👉 **Orc Battlerager (1):** male orc barbarian 5; hp 48; Appendix 2.

👉 **Orc Veterans (6):** male orc hp 31; Appendix 2.

Setup: The PCs begin wherever they set their miniatures in the introduction. Barack Stauber is about ten feet away from the door to the tower. Joseph Stauber is playing with a puppy by the well. Elaine Stauber is inside the tower cooking a stew for the evening meal. Marduk Four-Fingers begins combat ten feet outside the doorway and the orcs begin combat with the closest of them just five feet outside the bushes that surround the clearing.

Tactics:

Barack: His first goal is to close the gate as soon as Marduk makes it inside, and before any orcs make it inside. If an orc is beating Marduk to the door, Barack closes the door to the outside leaving Marduk to his own devices.

Joseph: Joseph knows that his first duty in such a situation is to fetch his father's arms. He runs inside the tower and picks up his shield and crossbow then bring it to Barack. Along the way, he will get his own crossbow—he wants to prove himself too.

Elaine: Elaine immediately grabs a satchel with three potions of cure light wounds and a crossbow and heads outside to assist however she can.

Marduk: Marduk wants to stay alive at all costs. His first action is to run inside the gates and start to close one. If an orc moves to threaten him while he is inside, however, he withdraws. He cannot be trusted to hold the line.

The orcs: The orcs' primary goal is to loot and destroy any human settlements they come across. Having followed Marduk to the trading post, the obvious defensibility and eminent lootability of the trading post makes it and its defenders a higher priority than killing Marduk. Any orcs who are able to, move as fast as they need to in order to make it through the gates before someone has an opportunity to close them. The tougher orcs are even willing to risk one or two Attacks of Opportunity in order to make it inside the gates if they are open, or if another orc is already holding them open.

Once the front gates become bottled up, the orcs begin to circle around and climb the palisade. If they fail to climb the palisade, they instead attack it with their axes.

👉 **Palisade:** Hardness 5, hp: 90 per 10 foot section, break DC 25, Climb DC 21

The orcs retreat after their leader has fallen and at least half of the orcs are down, as long as the PCs are clearly holding the gates, as well as any breaches in the walls against them. When retreating, the orcs pick up the bodies of their fallen comrades (prioritizing those that are still alive) and carry them back to the relative safety of the forest.

Tactical considerations:

Closing the gates: Two doors form the gates to the trading post. They are thick and heavy. Closing each one requires a move action and setting the bar in place requires a standard action. Until the doors are barred, they can be opened from either side. A character inside the gates, however, is in the way of opening a closed gate (or closing an open gate). Attempting to open the gate against such a character is treated as a bull rush. The character resisting the bull rush gains a +2 circumstance bonus, but the cover that a closed door provides to his opponent prevents him from taking an

Attack of Opportunity at the beginning of the Bull Rush.

🗡️**Gates:** Hardness 5, 30 hp each, break DC 25 (when barred).

For further information about the trading post, see Appendix 6.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

Development: When the orcs retreat, the throb of an orcish wardrum echoes through the valley and the glitter of axes in the woods signals the arrival of the remainder of the orcs. This should dissuade the PCs from pursuing the retreating orcs. If it doesn't, the PCs may engage all of the surviving orcs at once as they desire.

As soon as the orcs are beaten off, Barack and Joseph will begin hauling crates and tables out of the tower in order to barricade the gates and any breaches in the walls. Five minutes later, the orcish archers finish sneaking around the clearing and climbing the rocky outcropping—begin Encounter 3.

ENCOUNTER 3: THE ARCHERS

Seeing the failure of their vanguard, the orcs do not immediately press the attack. Instead, a group of archers circles around the clearing and climbs the rocky outcropping to the north of the outpost. Atop the outcropping, they light clay pots filled with tar (to light their flame arrows) and begin to fire down at the PCs. Because the orcs are all dedicated ranged combatants and the PCs are unlikely to be such, the EL has been increased by 1 at all APLs despite the relatively even nature of the terrain.

APL 2 (EL 4)

🗡️**Orc Wardrummer** (1): male orc bard 2; hp 14; Appendix 2.

🗡️**Orc Bowmen** (2): male orc fighter 1; hp 5; Appendix 2.

🗡️**Orc Archer** (1): male orc warrior 1; hp 10; Appendix 2.

APL 4 (EL 6)

🗡️**Orc Wardrummer** (1): male orc bard 2; hp 14; Appendix 2.

🗡️**Orc Archers** (2): male orc fighter 1; hp 10; Appendix 2.

🗡️**Skilled Orc Archer** (1): male orc ranger 2/fighter 1; hp 23; Appendix 2.

APL 6 (EL 8)

🗡️**Veteran Orc Wardrummer** (1): male orc bard 5; hp 31; Appendix 2.

🗡️**Skilled Orc Archers** (2): male orc ranger 1/fighter 1; hp 23 Appendix 2.

🗡️**Very Skilled Orc Archer** (1): male orc ranger 2/fighter 3; hp 36; Appendix 2.

APL 8 (EL 10)

🗡️**Elite Orc Wardrummer** (1): male orc bard 7; hp 42; Appendix 2.

🗡️**Very Skilled Orc Archers** (1): male orc ranger 2/fighter 3; hp 36; Appendix 2.

🗡️**Orc Master Archer** (1): male orc ranger 3/fighter 4; hp 58; Appendix 2.

Setup: The Staubers, if alive and conscious, are attempting to barricade the gates and any breaches in the palisade.

Marduk is hiding underneath the platform

The orcs are on a rocky outcropping 80 feet away from the platform (including vertical distance). They are set up fifteen feet apart from each other.

The other orcs are spread out around the clearing, taking care to hunker down behind total cover and total concealment—at least until the archery duel begins.

Tactics:

The bard keeps up his steady drumbeat (*inspire courage*) throughout the entire combat.

The orcs prioritize their targets by the threat they pose—a sorcerer who drops *magic missiles* or *fireballs* into them is a primary target and a deadly PC archer will be their next target. After the PCs first return volley, they also step back a little bit from the edge so that the lip of the outcropping provides them with the same cover as a low wall (PHB:151).

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

Development 1: If the PCs all retreat to the shelter of the tower's arrow slits, the orcs satisfy themselves by taking cover and firing burning arrows into the roof of the stable until it lights on fire. If the PCs do nothing, the stable will burn to the ground, taking the north wall of the palisade with it.

PCs, or animals, who are inside the stable when it burns down will have ample opportunity to escape, but should they choose to remain inside the burning building, treat it as a forest fire (DMG:88) from round 5 until it finally burns down or is put out.

Reasonable attempts by the PCs to put the fire out (forming a bucket brigade, etc), will be successful, but, unless magic is used, will require the PCs to expose themselves to the orcs' arrow fire for ten rounds before the weather breaks up the archery duel. Should the PCs give up before enduring ten rounds, the weather will not break until the stable has burned down completely.

Note: if the orcs are successful in covering the burning of the stable and/or palisade, the PCs have failed to defeat them this encounter despite development 2.

Development 2: As the archery duel ends (with victory or defeat for the PCs), the storm clouds which have been threatening all day finally break and snow begins to flurry down—first providing concealment, then restricting vision to sixty feet, then entirely obscuring vision of any object more than five feet away. This does not happen in time to save the stable or the far end of the palisade (if the orcs manage to start it on fire), but it will prevent the wooden roof of the tower from burning down. It also gives the PCs a brief respite—and an opportunity to retreat.

ENCOUNTER 4: AN OPPORTUNITY FOR CHOICE

The thinly falling snow quickly becomes a storm and the once-clear mountain air turns a translucent white of falling snow. The temperature drops and the orcs who were everywhere moments ago seem to have retreated into the still shadows of the forest.

At this point, the scene will develop according to which NPCs have survived and are conscious. See below:

MARDUK

If Marduk is alive and conscious, he decides that this is his opportunity to leave. Characters, who are paying attention to the NPCs, hear him say, "Forget this, I'm out of here" as he walks toward the gates. Elaine or Barack, if present, move to stop him by holding the bar in place.

BARACK AND ELAINE

Upon stopping Marduk's attempt at flight, they say: "You're not going anywhere without us. You were quick enough to accept our help and protection; you can't just abandon us now to the orcs you brought down on us." If the PCs back the family up, this should trigger a discussion about what to do next. If the PCs back up Marduk's freedom to leave, Marduk will leave on his own and whoever the family's surviving spokesperson is will initiate the conversation by asking the PCs if they mean to abandon them (referring to the family) as well.

Marduk is a coward at heart, and can be convinced to stay with either DC 5 Intimidate or DC 20 Diplomacy check—provided that the Diplomacy attempt appeals to his sense of self-preservation. If the Diplomacy attempt appeals to Marduk's honor or courage, it is less likely to be successful and circumstance penalties bring the DC up to 25.

If present during the discussion, Marduk wants to make a break for it. The Staubers are concerned about their livelihood. Elaine is worried that the children may not be able to keep up and that the infant may not be able to endure the cold. Barack is concerned about getting lost and winding up fighting the orcs anyway but, next time, without any walls to help hold them off.

Barack is, however, unsure if the PCs and the Staubers can prevail. He knows that his family won't survive without the PCs and asks the PCs if they think they ought to leave. Elaine makes her arguments for staying, but Barack is willing to abandon the trading post and start over, if it gives his family their only good chance for survival—even if all of his family is not likely to survive.

If the PCs decide to Stay and Fight, proceed to Encounter 5A. If they agree to Run for It, proceed to encounter 5B

Stay and Fight

ENCOUNTER 5A: THE FINAL PUSH

If the PCs hold out, some orcs brave the snow and breach the palisade, penetrating to the stone walls of the blockhouse. As darkness falls, unwilling to endure another night in the cold, open spaces of the surface, the orcs fling everything they have against the PCs, resolved to conquer the trading post or die trying.

*Note that any orcs who escaped or survived the previous encounters now join this attack in addition to the orcs listed below.

Encounter Modifiers: At all APLs, the EL has been decreased because of the help from the NPCs and the fact that the PCs have a fortified location. At the higher APLs these factors are not as important so do not impact the encounter as much. The EL has also been increased because of the previous fights all in the same day.

APL 2: EL 5 (EL–2 for wall and NPC assistance and previous fights)

- 👤 **Orc Veteran** (1): male orc barbarian 3; hp 31; Appendix 2.
- 👤 **Orc Barbarian** (1): male orc barbarian 1; hp 14; Appendix 2.
- 👤 **Orc War Drummer** (1): male orc bard 2; hp 14; Appendix 2.

- ✚ **Orc Shaman** (1): female orc adept 1; hp 6; Appendix 2.
- ✚ **Orc Warriors** (5): male orc warrior 1; hp 6; Appendix 2.

APL 4: EL 7 (EL–2 for wall and NPC assistance and previous fights)

- ✚ **Orc Battlerager** (1): male orc barbarian 5; hp 50; Appendix 2.
- ✚ **Orc Veteran** (1): male orc barbarian 3; hp 31; Appendix 2.
- ✚ **Orc Wardrummer** (1): male orc bard 2; hp 14; Appendix 2.
- ✚ **Orc Adept** (1): female orc adept 2; hp 13; Appendix 2.
- ✚ **Orc Warriors** (5): male orc warrior 2; hp 11; Appendix 2.

APL 6: EL 9 (EL–1 for wall and NPC assistance and previous fights)

- ✚ **Orc Champion** (1): male orc barbarian 7; hp 68; Appendix 2.
- ✚ **Orc Battlerager** (1): male orc barbarian 5; hp 50; Appendix 2.
- ✚ **Orc Veteran Wardrummer** (1): male orc bard 5; hp 32; Appendix 2.
- ✚ **Orc Wizard** (1): male orc wizard 3; hp 19; Appendix 2.
- ✚ **Orc Warriors** (5): male orc warrior 4; hp 22; Appendix 2.

APL 8: EL 11 (EL –1 for wall and NPC assistance and previous fights)

- ✚ **Orc Warlord** (1): male orc barbarian 9; hp 86; Appendix 2.
- ✚ **Orc Champion** (1): male orc barbarian 7; hp 68; Appendix 2.
- ✚ **Elite Orc Wardrummer** (1): male orc bard 7; hp 44; Appendix 2.
- ✚ **Orc Wizard** (1): male orc wizard 5; hp 29; Appendix 2.
- ✚ **Orc Warriors** (8): male orc warrior 4; hp 22; Appendix 2.

Tactics: They want to kill or capture all of the people in the trading post.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

Development: see conclusion

Run for It

ENCOUNTER 5B: THE TEETH OF THE STORM

The snow continues to fall as the PCs leave the shelter of the trading post. It will continue to snow all night, while the orcs smash the abandoned door and drink their fill of looted ale in the stolen comfort of the trading post tower. The PCs and their companions, on the other hand, must move or freeze to death.

All APLs (EL 4—ad-hoc estimate)

Cold Weather

This weather counts as “cold weather” (see Appendix 2) and requires a Fortitude save each hour (DC 15+1 per previous check) in order to avoid non-lethal damage. Any non-lethal damage taken from the cold weather can not be healed normally until the conditions no longer apply.

The snow hampers visibility and movement, reducing characters overland speed by half.

WHERE TO FROM HERE?

There are two routes the PCs might take to find safety: Back to the Pale OR Thorgal Gregorsson’s Home OR The Monastery of Unceasing Contemplation. They are described below.

Back to the Pale:

WELLSFORD

Who knows about it? All of the PCs—they came that way on the way into the mountains.

What is it? Wellsford is the last village along this route—a thorp really—is barely larger than the trading post. It is largely distinguished by having a stone shrine to Pholtus that can double as a (very) small fortress in times of need.

How far? Wellsford is 18 miles from the Stauber trading post. There are a number of mountain trails along the route so overland movement is reduced to ¾ speed. (Thus, someone with a normal movement of 30 ft. will take just over one days of walking to reach Wellsford, 20 ft. would take about 1.5 days.)

How certain? All PCs have traveled this route and the NPCs have traveled it fairly regularly. Characters gain a +2 circumstance bonus to Survival checks to avoid getting lost on the way to Wellsford.

THORGAL GREGORSSON’S HOME

Who knows about it? PCs who make a DC 20 Knowledge (local – NMR) check—PCs native to the Pale get a +4 circumstance bonus to this roll. Assuming that he

is still alive, Barack Stauber also knows of this location and will suggest resting here.

What is it? A small goat farm. Thorgal's family includes his wife, his father-in-law, two teen-aged sons, three daughters, and a hired hand, Caedmon. The building is a long, thick-walled, wooden house surrounded by a tall, thick hedge with a sturdy gate. Caedmon's hut is adjacent to the gate and he will answer the PCs knock.

How far is it? Thorgal's home is nine miles from the Stauber trading post. There are mountain trails between the two locations so overland movement is at $\frac{3}{4}$ speed. (Thus, someone with a normal movement of 30 ft. will take just over half a day of walking to reach Thorgal's, 20 ft. would take just under a full day.)

How sure is it? Only Barack has visited Thorgal's home and he did not visit recently. Unless a PC has visited Thorgal's home in a different module, everyone except Barack suffers a -2 circumstance penalty to the Survival check to avoid getting lost on the way to Thorgal's home.

THE MONASTERY OF UNCEASING CONTEMPLATION.

Who knows about it? Any PC who played *Pal 15-01 The Long, Cold Watches of the Night* knows about the Monastery of Unceasing Contemplation (though in that mod, Brother Suender called it the Monastery of Eternal Penance). Other PCs will know of the Monastery's existence with a DC 22 Knowledge (local – NMR) check—PCs native to the Pale get a +4 circumstance bonus to this roll.

Barack and the other NPCs have heard of the monastery, but since what they heard was vague rumors of undead and cannibalism, they do not consider it as a possibility for shelter unless PCs specifically bring it up or ask probing questions about the vicinity.

What is it? A fortified monastery that was once abandoned and has now been cleared of its undead inhabitants by adventurers and magically sealed (pending further investigation into its use) by the Church of the One True Path.

How far is it? The monastery is six miles from the Stauber Trading post, but since it is trackless mountain wilderness between the two locations, overland movement is at half speed. (Thus, someone with a normal movement of 30 ft. will take half a day of walking to reach the monastery, 20 ft. would take just under one day.)

How sure is it? The path to the monastery lies up a narrow ridge that is easy to miss in the snow. PCs who have been there before may make normal Survival checks in order to avoid getting lost. PCs who have not been there and all NPCs suffer a -5 circumstance penalty to their Survival checks to avoid getting lost along the way.

*In all cases, cross reference the PCs (and the NPCs' and the PCs mounts' and pack animals') speed with the overland movement section

GETTING THERE

PCs must choose a guide from among themselves or the surviving and conscious NPCs who are with them. This PC (or NPC) must succeed at a DC 20 Survival check (because of the darkness and falling snow) in order to find their chosen destination without mishap. (A guide with low-light vision or darkvision get a +2 circumstance bonus to this check). Other PCs may aid this check but the entire party must abide by the result of their guide's check.

Parties who succeed at the Survival check make it to their destination without any further ado. Any party who fails, gets lost, adding one hour to their trip. Furthermore, they stumble into a pack of predators along the way. After defeating the predators, they may make another check in order to find their way to their destination.

In the event that they encounter the predators, the EL has been increased by 1 because of the circumstances and the number of other encounters in the day.

APL 2 (EL 2)

wolf (1): hp 13 (see MM:283)

APL 4 (EL 5)

worgs (2): hp 30 (see MM:256)

APL 6 (EL 6)

worgs (2): hp 30 (see MM:256)

winter wolf (1): hp 51 (see MM:256)

APL 8 (EL 8)

winter wolf (2): hp 51 (see *Monster Manual* p 256)

Circumstances: The darkness provides only shadowy illumination for PCs without low-light vision or darkvision and the falling snow limits visibility to 15 feet.

Tactics: The wolves will attempt to sneak up on the PCs (the PCs can make a Spot check opposed by the wolves' Hide check), using the snow as cover and attack either the last person in the marching order or a small PC or NPC who is near the back or is separated from the rest of the PCs. If the wolves are able to disable their chosen target, they will choose to drag it away into the darkness to eat rather than attempt to face the rest of the PCs in combat.

CONCLUSION: COUNTING THE COST

The PCs either make it to their destination or encounter the perils of the wilderness in the form of the weather and wild beasts. No matter what they did, win or lose, this adventure has drawn to a close.

At the end, it is time to bury the dead or for the orcs to feast upon the entrails of their enemies. Did the PCs stand fast like the Spartans at Thermopylae? If so, did they force the trapper to stay and help the defense? Did they abandon the Staubers to die? Did they convince the Staubers to come with them? If so, did anyone die during the trek? No matter what choice the PCs make, there is likely to be sacrifices and what sacrifices they make determines what kind of characters they are.

Characters who retreated from the trading post have only the treasure that they managed to carry with them.

The reaction of the orcs to victory depends upon how the PCs fought. If the PCs fought honorably and did not kill downed orcs, the orcs will stabilize any PCs who have not bled out at the end of combat, brand them on the cheek, and sell them into slavery as laborers, guards, or gladiators among the underground humanoids. The cost of this imprisonment is a base of 30 Time Units (TUs) but may be cut in half if the PC can make a DC 25 Escape Artist check to wriggle out of his or her shackles, a DC 25 Strength check to break his or her bonds, OR is able to cast *dimension door*, *dimension hop*, *gaseous form*, *shatter*, or a similar spell that could let them escape without the aid of a spellbook, spell components, or a holy symbol. PCs may then re-equip themselves using the “Charity of Friends” rules from the LGCS.

If, on the other hand, the PCs fought without mercy and coup de graced dying orcs in order to prevent them from being healed, the orcs will butcher all of the PCs and eat their corpses.

If the PCs stayed at the trading post and successfully defended it against the orcs, they earn the Greater Favor of the Stauber Family.

If the PCs saved the Stauber Family, but the trading post was lost to the orcs, then the PCs earn the Lesser favor of the Stauber Family.

CAMPAIGN CONSEQUENCES

The consequences of the PCs actions are not immediately far-reaching, but the steadfastness or the retreat of the mountainous frontier may have an impact upon future modules.

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. Note that the total amount of XP may exceed the maximum possible experience depending upon the path the players choose and the results of their struggles. XP is always capped at the amount on the AR.

1: The Vanguard (APL +3)

Defeat the Vanguard

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

3: The Archers (APL +2)

Defeat the Archers

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

5A: The Final Push (APL +3)

Survive the battle (A PC can not earn XP for both this encounter and for either of the Encounter 5Bs)

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

5B: Cold Weather(EL 4)

Endure the cold weather (A PC can not earn XP for both this encounter and for Encounter 5A)

APL 2	120 XP
APL 4	120 XP
APL 6	120 XP
APL 8	120 XP

5B: Predators (APL+0)

Defeat the wolves (A PC can not earn XP for both this encounter and for Encounter 5A)

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 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	1125 XP

Note that this is less than the sum of all experience listed above. It is not generally possible to encounter all of the encounters listed above. The fact that the sum exceeds the cap means that it is possible for the PCs to gain only partial success in some encounters and still get full xp from the module.

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.

1: Introduction

APL 2: Loot: 375 gp.

APL 4: Loot: 416 gp.

APL 6: Loot: 458 gp.

APL 8: Loot: 500 gp.

Note: this works out to 2.5 gp per pound of ore that the PCs carry out which, when split 6 ways is .41667gp / pound; if the PCs made the profession: miner check to reduce the weight, this is .5 gp per pound per character.

1: The Vanguard

APL 2: Loot 63 gp; Magic 53 gp; potion of *cure moderate wounds* (25 gp), 7 potions of *cure light wounds* (4 gp); Total 116 gp.

APL 4: Loot 108 gp; Magic 115 gp; potion of *cure serious wounds* (62 gp), potion of *shield of faith +2* (4gp), potion of *cure moderate wounds* (25 gp), 6 potions of *cure light wounds* (4 gp); Total 223 gp.

APL 6: Loot 164 gp; Magic 865 gp; 4 potions of *cure moderate wounds* (25gp), 2 potions of *cure serious wounds* (62 gp), 2 potions of *shield of faith +2* (4gp), +1 vest of resistance (83 gp), boots of the winterlands (208 gp), cloak of predatory vigor (116 gp), +1 breastplate (108gp), +1 greataxe (193 gp); Total 1029 gp.

APL 8: Loot 265 gp; Magic 2218 gp; 6 potions of *cure moderate wounds* (25gp), 3 potions of *cure serious wounds* (62 gp), potion of *displacement* (62 gp), 3 potions of *shield of faith +2* (4gp), 2 boots of the winterlands (208 gp), 2 cloaks of predatory vigor (116 gp), 2 +1 vests of resistance (83 gp), 2 +1 breastplates (108gp), +1 greataxe (193 gp), +1 beserking greataxe (693 gp); Total 2483 gp.

2: The Archers

APL 2: Loot 108 gp; Magic 78 gp; 4 potions of *cure light wounds* (4 gp), 2 potions of *invisibility* (25 gp), 3 arcane scrolls of *cure light wounds* (cl 2) (4gp); Total 186 gp.

APL 4: Loot 227 gp; Magic 207 gp; 3 potions of *cure light wounds* (4 gp), potion of *cure moderate wounds* (25 gp), 2 potions of *invisibility* (25 gp), wand of *cure light wounds* (62 gp), scroll of *dimension door* (58 gp); Total 434 gp.

APL 6: Loot 244 gp; Magic 615 gp; potion of *cure serious wounds* (62 gp), 3 potions of *cure moderate wounds* (25 gp), 2 potions of *invisibility* (25 gp), wand of *cure light wounds* (62 gp) scroll of *dimension door* (58 gp), +1 mighty [+3] composite longbow (225 gp), +1 cloak of resistance (83 gp); Total 859 gp.

APL 8: Loot 131 gp; Magic 1005 gp; potion of *cure serious wounds* (62 gp), 3 potions of *cure moderate wounds* (25 gp), 2 potions of *invisibility* (25 gp), wand of *cure light wounds* (62 gp) scroll of *dimension door* (58 gp), +1 mighty [+3] composite longbow (225 gp), +1 cloak of resistance (83 gp), 2 dwarf bane arrows (13 gp), +2 cloak of charisma (333 gp), scroll of *haste* (31 gp); Total 1136 gp.

5A: The Final Push

APL 2: Loot 115 gp; Magic 96 gp, 7 potions of *cure light wounds* (4 gp), potion of *cure moderate wounds* (25gp), 2 divine scrolls of *cure light wounds* (2gp), scroll of *obscuring mist* (2gp), 2 potions of *invisibility* (25 gp), 3 arcane scrolls of *cure light wounds* (lvl 2) (4gp); Total 211 gp.

APL 4: Loot 144 gp; Magic 341 gp; +1 studded leather armor (98 gp), potion of *cure serious wounds* (62 gp), potion of *shield of faith +2* (4 gp), potion of *cure moderate wounds* (25 gp), 6 potions of *cure light wounds* (4 gp), wand of *cure light wounds* (62 gp), scroll of *obscuring mist* (2gp), 2 potions of *invisibility* (25 gp), 3 arcane scrolls of *cure light wounds* (lvl 2) (4gp); Total 485 gp.

APL 6: Loot 278 gp; Magic 1065 gp; +1 breastplate (108 gp), 2 potions of *cure serious wounds* (62 gp), potion of *shield of faith +2* (4 gp), +1 greataxe (193 gp), +1 vest of resistance (83 gp), boots of the winterlands (208 gp), cloak of predatory vigor (116 gp) 5 potions of *cure moderate wounds* (4 gp), wand of *cure light wounds* (62 gp), scroll of *obscuring mist* (2gp), 2 potions of *invisibility* (25 gp), 3 arcane scrolls of *cure light wounds* (lvl 2) (4gp) scroll of *dimension door* (58 gp), potion of *invisibility* (25 gp); Total 1343 gp.

APL 8: Loot 536 gp; Magic 2403 gp; +1 breastplate (108 gp), 3 potions of *cure serious wounds* (62 gp), 2 potions of *shield of faith +2* (4 gp), +1 beserking greataxe (693 gp), +1 vest of resistance (83 gp), boots of the winterlands (208 gp), cloak of predatory vigor (116 gp), 8 potions of *cure moderate wounds* (4 gp), wand of *cure light wounds* (62 gp), scroll of *obscuring mist* (2gp), 2 potions of *invisibility* (25 gp), 3 arcane scrolls of *cure light wounds* (lvl 2) (4gp) scroll of *dimension door* (58 gp), potion of *invisibility* (25 gp), +2 cloak of charisma (333 gp), +2 headband of intellect (333 gp), scroll of hold monster (94 gp); Total 2939 gp.

Note: Treasure summaries for encounter 2 and 5A both include the treasure for the orc wardrummer; should he be defeated and looted in encounter 2, his treasure should not be a part of encounter 5A.

Treasure Cap

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1300 gp

Total Possible Treasure

APL 2: 513 gp

APL 4: 1142 gp

APL 6: 3231 gp

APL 8: 6558 gp

ADVENTURE RECORD ITEMS

➤ **Greater Favor of the Stauber Family:** In thanks for not only saving his family, but preserving his livelihood, Barrack Stauber will use his connections to your benefit.

You gain regional access to items made from the blue ice material described in *Frostburn* and, once ever, may sell an item for full price after a Pale regional scenario or an NMR set in the Theocracy of the Pale. Write the item, initial purchase price, and AR this favor is used below:

Item: _____ AR bought _____
DM: _____
Initial purchase Price: _____
Date: _____
AR item sold for full price: _____ DM: _____
Date: _____

☛ **Lesser Favor of the Stauber Family:** Barack Stauber owes you a favor and will use his connections with the merchant Corvan Zamir in Ogburg to help you. Once only, after an adventure set in the Nyrond Meta-region, you may purchase any item you had access to on a previous Pale or NMR adventure record. Write the item and the date used below:

Item chosen: _____ **AR#:** _____
Date purchased: _____ **AR#:** _____
DM: _____

☞ **Blue Ice Battle Axe:** Blue ice is much lighter than iron, and when forged into a slashing weapon it keeps its edge much longer and is much sharper than an equally forged iron weapon. Slashing weapons made of blue ice have a +1 enhancement bonus on damage. Bludgeoning or piercing weapons can be made of blue ice, but they gain no bonus to damage. All weapons made of blue ice weigh half as much as normal. Blue ice has 20 hit points per inch of thickness and hardness 10. Slashing weapon +500gp. (*Frostburn* p. 80)

☞ **Aurorum:** This luminous steel gleams with varying hues of pink and indigo. An aurorum weapon, shield, or suit that has been sundered can be reformed by bringing

together its fragments (a full-round action). The broken pieces bond quickly and seamlessly, restoring the item to its previous state. The market price modifier for an aurorum weapon, shield, or suit of armor is +4000 gp. Aurorum has the same hit points per inch of thickness and hardness as regular steel. (*Book of Exalted Deeds* p 38)

The PC's share of the introductory reward was the following amount of aurorum rescued from the orc raiders:

APL 2: _____ lbs/900 lbs APL 6: _____
 lbs/1,100 lbs

APL 4: _____ lbs/1,000 lbs APL 8: _____ lbs/1,200 lbs
(Divide total salvaged by number of PCs at table for PC's share.)

ITEM ACCESS

APL 2:

- *blue ice battleaxe* (Adventure; *Frostburn* p80)

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

- *cloak of predatory vigor* (Adventure; Magic Item Compendium p87; 1400 gp)

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

- +1 *bane (humanoid [dwarf]) arrows* (Adventure; DMG 161gp ea.)
- *boots of the winterlands* (Adventure; DMG)

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

- +1 *berserking greataxe* (Adventure; Magic Item Compendium p29, 8,320 gp)
- *scroll of hold monster* (Adventure, DMG)

APPENDIX 1: NONTIERED NPCS

BARACK STAUBER **CR**
 2 Male Human Expert 2/Warrior 1
 LN Medium Humanoid (human)
Init -1; **Senses** Listen +1, Spot +1
Languages Common

AC 16, touch 9, flat-footed 16
 (-1 Dex, +5 armor, +2 shield)
hp 21 (3 HD)
Fort +4, **Ref** -1, **Will** +4

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.
Melee longsword +5 (1d8+1 /19-20)
Ranged light crossbow +1 (1d8 /19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +4
Combat Gear: *potion of cure light wounds*

Abilities Str 15, Dex 8, Con 14, Int 10, Wis 12, Cha 13
Feats Negotiator, Toughness, Weapon Focus (longsword)
Skills Bluff +6, Diplomacy +10, Intimidate +4, Knowledge (local [NMR]) +5, Profession (merchant) +6, Profession (soldier) +2, Sense Motive +8, Survival +6
Possessions combat gear plus longsword, dagger, chain mail, heavy wooden shield, light crossbow, 20 bolts.

ELAINE STAUBER **CR**
 1 Female Human Expert 2
 N Medium Humanoid (human)
Init +1; **Senses** Listen +2, Spot +2
Languages Common

AC 13, touch 11, flat-footed 12
 (+1 Dex, +2 armor)
hp 11 (2 HD)
Fort +2, **Ref** +1, **Will** +5

Speed 30 ft. in light armor (6 squares), base movement 30 ft.
Melee club +0 (1d6-1)
Ranged light crossbow +2 (1d8 /19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +1
Combat Gear: *Potion of cure light wounds*

Abilities Str 8, Dex 13, Con 14, Int 12, Wis 15, Cha 10
Feats Skill Focus (Craft [weaving]), Skill Focus (Profession [merchant])
Skills Bluff +5, Craft (bowmaking) +6, Craft (weaving) +6, Diplomacy +7, Handle Animal +5, Heal +6, Profession (merchant) +10, Sense Motive +7

Possessions combat gear plus club, dagger, leather armor, healer's kit.

JOSEPH STAUBER **CR**
 1/2
 Male Human Commoner 1
 LG Medium Humanoid (human)
Init +1; **Senses** Listen +5, Spot +5
Languages Common

AC 13, touch 11, flat-footed 12
 (+1 Dex, +2 armor)
hp 6 (1 HD)
Fort +1, **Ref** +1, **Will** -1

Speed 30 ft. in light armor (6 squares), base movement 30 ft.
Melee club +0 (1d6)
Ranged light crossbow +1 (1d8 /19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +0; **Grp** +0
Combat Gear: *Potion of cure light wounds*

Abilities Str 11, Dex 13, Con 12, Int 9, Wis 8, Cha 10
Feats Alertness, Toughness
Skills Listen +5, Spot +5
Possessions combat gear plus club, dagger, leather armor.

MARDUK FOUR-FINGERS **CR**
 2 Male Human Warrior 2/Expert 1
 NE Medium Humanoid (human)
Init +2; **Senses** Listen -1, Spot -1
Languages Common

AC 15, touch 12, flat-footed 13
 (+2 Dex, +3 armor)
hp 18 (3 HD)
Fort +5, **Ref** +1, **Will** +0

Speed 30 ft. in light armor (6 squares), base movement 30 ft.
Melee hand axe +3 (1d6+1/x3)
Ranged masterwork light crossbow +6 (1d8 /19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +3
Combat Gear: *Potion of cure light wounds*

Abilities Str 13, Dex 14, Con 15, Int 10, Wis 7, Cha 12
Feats Rapid Reload, Weapon Focus (light crossbow), Track
Skills Craft (tanner) +2, Handle Animal +4, Profession (soldier) +1, Survival +5
Possessions combat gear plus masterwork light crossbow, 20 bolts, hand axe, dagger, studded leather armor, winter clothing.

APPENDIX 2: APL 2

ENCOUNTER 2:

ORC WARRIOR

CR 1/2

Male Orc warrior 1

CE Medium Humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen -1, Spot -1

Languages Orc

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

hp 6 (1 HD)

Fort +3, **Ref** +1, **Will** -1

Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee greataxe +4 (1d12+3 /x3) or hand axe +3 (1d6+2/x3)

Ranged javelin +2 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +3

Combat Gear: *potion of cure light wounds*

Abilities Str 15, Dex 12, Con 13, Int 7, Wis 8, Cha 6

Feats Weapon Focus (greataxe)

Skills Intimidate +2

Possessions combat gear plus, greataxe, battle axe, hand axe, dagger, studded leather armor, 3 javelins

ORC BARBARIAN

CR 1

Male Orc Barbarian 1

CE Medium Humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen +4, Spot +0

Languages Orc

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

hp 14 (1 HD)

Fort +4, **Ref** +1, **Will** +0

Weakness: light sensitivity

Speed 40 ft. in light armor (6 squares), base movement 40 ft.

Melee greataxe +6 (1d12+6 /x3) or battle axe +5 (1d8+6/x3)

Ranged javelin +2 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +5

Combat Gear: *potion of cure light wounds*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Weapon Focus (greataxe)

Skills Intimidate +2, Listen +4, Survival +4

Possessions combat gear plus greataxe, battle axe, dagger, studded leather armor, 3 javelins

Rage:

AC 12, touch 9, flat-footed 11

(+1 Dex, +3 armor, -2 rage)

hp 16 (1 HD)

Fort +6, **Ref** +1, **Will** +2

Melee greataxe +8 (1d12+9 /x3) or battle axe +7 (1d8+9/x3)

Ranged javelin +2(1d6+6)

Base Atk +1; **Grp** +7

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

ORC VETERAN

CR 3

Male Orc Barbarian 3

CE Medium Humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen +6, Spot +0

Languages Orc

AC 15, touch 11, flat-footed 15; Uncanny Dodge

(+1 Dex, +4 armor)

hp 31 (3 HD)

Fort +5, **Ref** +2, **Will** +1

Weakness: light sensitivity

Speed 40 ft. in light armor (8 squares), base movement 40 ft.

Melee masterwork greataxe +9 (1d12+6 /x3) or battle axe +7 (1d8+6 /x3)

Ranged javelin +4 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +7

Attack Options: Rage 1/day

Special Options: Trap Sense +1

Combat Gear: *potion of cure moderate wounds*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Mad Foam Rager, Weapon Focus (greataxe)

Skills Intimidate +4, Listen +6, Survival +6

Possessions combat gear plus masterwork greataxe, battle axe, dagger, +1 *studded leather armor*, 3 javelins

Rage:

AC 13, touch 9, flat-footed 13

(+1 Dex, +4 armor, -2 rage)

hp 37 (3 HD)

Fort +7, **Ref** +2, **Will** +3

Melee masterwork greataxe +11 (1d12+9 /x3) or battle axe +9 (1d8+9 /x3)

Ranged javelin +4 (1d6+6)

Base Atk +3; **Grp** +9

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

ENCOUNTER 3:

ORC BOWMAN

CR 1/2

Male Orc Warrior 1

CE Medium Humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen -1, Spot -1

Languages Orc

AC 15, touch 11, flat-footed 14

(+1 Dex, +3 armor, +1 buckler)

hp 5 (1 HD)

Fort +3, **Ref** +1, **Will** -1

Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee battle axe +3 (1d8+2 /x3)

Ranged composite longbow +3 (1d8 /x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +3
Atk Options Masterwork arrows: +1 to hit □ □ □ □ □ □
□ □ □ □

Combat Gear: *potion of cure light wounds*

Abilities Str 14, Dex 13, Con 12, Int 7, Wis 9, Cha 6
Feats Weapon Focus (longbow)
Skills Climb +4
Possessions combat gear plus composite longbow, 10 masterwork arrows, 20 normal arrows, battle axe, dagger, buckler, studded leather armor

ORC ARCHER CR 1

Male Orc Ftr 1
CE Medium Humanoid (orc)
Init +2; **Senses** Darkvision 60 ft.; Listen +0, Spot +0
Languages Orc

AC 16, touch 12, flat-footed 14
(+2 Dex, +3 armor, +1 buckler)
hp 10 (1 HD)
Fort +4, **Ref** +2, **Will** +0
Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee dwarven waraxe +3 (1d10+4 /x3)
Ranged masterwork mighty [+3] composite Longbow +4 (1d8+3 /x3) or masterwork mighty [+3] composite Longbow +2/+2 (1d8+3 /x3)

Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +4
Atk Options rapid shot
Combat Gear: *potion of cure light wounds*

Abilities Str 17, Dex 15, Con 14, Int 8, Wis 10, Cha 6
Feats Point Blank Shot, Rapid Shot
Skills Climb +5

Possessions combat gear plus masterwork mighty [+3] composite longbow, 30 arrows, dwarven waraxe, dagger, buckler, studded leather armor

ORC WARDRUMMER CR 2

Male Orc Bard 2
CE Medium Humanoid (orc)
Init +1; **Senses** Darkvision 60 ft.; Listen +4, Spot -1
Languages Orc

AC 14, touch 11, flat-footed 13
(+1 Dex, +3 armor)
hp 14 (2 HD)
Fort +2, **Ref** +4, **Will** +2
Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee longsword +2 (1d8+1 /19-20)
Ranged javelin +2 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +2

Special Actions Bardic music 2/day (fascinate, countersong, inspire courage [+1 to hit, +2 to damage with masterwork drums])

Combat Gear: *potion of cure light wounds*, 3 arcane scrolls of cure light wounds (cl 2), 2 potions of invisibility

Bard Spells Known (CL 2nd):
1st (1/day)—*cure light wounds*, *inspirational boost*
0 (3/day)—*dancing lights*, *daze*, *ghost sound*, *prestidigitation*, *read magic*

Abilities Str 12, Dex 13, Con 14, Int 10, Wis 8, Cha 13

Feats Ritual Blood Bonds
Skills Bluff +6 Knowledge (religion) +5] Listen +4 , Perform (oratory) +6 , Perform (percussion instruments) +8 , Sense Motive +4

Possessions combat gear plus masterwork drum, longsword, studded leather armor, dagger, 2 javelins, holy symbol of Gruumsch, 2 vials of unholy water.

ENCOUNTER 5A:

ORC WARDRUMMER CR 2

Male Orc Bard 2
CE Medium Humanoid (orc)
Init +1; **Senses** Darkvision 60 ft.; Listen +4, Spot -1
Languages Orc

AC 14, touch 11, flat-footed 13
(+1 Dex, +3 armor)
hp 14 (2 HD)
Fort +2, **Ref** +4, **Will** +2
Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee longsword +2 (1d8+1 /19-20)
Ranged javelin +2 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +2

Special Actions Bardic music 2/day (fascinate, countersong, inspire courage [+1 to hit, +2 to damage with masterwork drums])

Combat Gear: *potion of cure light wounds*, 3 arcane scrolls of cure light wounds (cl 2), 2 potions of invisibility

Bard Spells Known (CL 2nd):
1st (1/day)—*cure light wounds*, *inspirational boost*
0 (3/day)—*dancing lights*, *daze*, *ghost sound*, *prestidigitation*, *read magic*

Abilities Str 12, Dex 13, Con 14, Int 10, Wis 8, Cha 13

Feats Ritual Blood Bonds
Skills Bluff +6 Knowledge (religion) +5] Listen +4 , Perform (oratory) +6 , Perform (percussion instruments) +8 , Sense Motive +4

Possessions combat gear plus masterwork drum, longsword, studded leather armor, dagger, 2 javelins, holy symbol of Gruumsch, 2 vials of unholy water.

ORC WARRIOR CR 1/2

Male Orc warrior 1
CE Medium Humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen -1, Spot -1
Languages Orc

AC 14, touch 11, flat-footed 13
(+1 Dex, +3 armor)

hp 6 (1 HD)
Fort +3, **Ref** +1, **Will** -1

Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee greataxe +4 (1d12+3 /x3) or hand axe +3 (1d6+2)

Ranged javelin +2 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +3

Combat Gear: *potion of cure light wounds*

Abilities Str 15, Dex 12, Con 13, Int 7, Wis 8, Cha 6

Feats Weapon Focus (greataxe)

Skills Intimidate +2

Possessions combat gear plus, greataxe, battle axe, hand axe, dagger, studded leather armor, 3 javelins

ORC SHAMAN CR 1/2

Female Orc Adept 1

CE Medium Humanoid (orc)

Init -1; **Senses** Darkvision 60 ft.; Listen +0, Spot +0

Languages Orc

AC 13, touch 9, flat-footed 13
(-1 Dex, +3 armor, +1 buckler)

hp 6 (1 HD)

Fort +1, **Ref** -1, **Will** +2

Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee morning star +1 (1d8+1) or dagger +1 (1d4+1/19-20)

Ranged javelin -1 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** +1

Combat Gear: *potion of cure light wounds, 2 divine scrolls of cure light wounds, divine scroll of obscuring mist*

Adept Spells Prepared (CL 1st):

1st—*cause fear* (DC 11)

0th—*cure minor wounds, ghost sound, touch of fatigue*

Abilities Str 12, Dex 9, Con 12, Int 9, Wis 11, Cha 8

Feats Skill Focus (concentration)

Skills Concentration +7, Spellcraft +0

Possessions combat gear plus, masterwork studded leather armor, masterwork buckler, holy symbol of gruumsch, spell component pouch, morning star, dagger, 2 javelins

ORC BARBARIAN CR 1

Male Orc Barbarian 1

CE Medium Humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen +4, Spot +0

Languages Orc

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

hp 14 (1 HD)

Fort +4, **Ref** +1, **Will** +0

Weakness: light sensitivity

Speed 40 ft. in light armor (6 squares), base movement 40 ft.

Melee greataxe +6 (1d12+6 /x3) or battle axe +5 (1d8+6/x3)

Ranged javelin +2 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +5

Combat Gear: *potion of cure light wounds*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Weapon Focus (greataxe)

Skills Intimidate +2, Listen +4, Survival +4

Possessions combat gear plus greataxe, battle axe, dagger, studded leather armor, 3 javelins

Rage:

AC 12, touch 9, flat-footed 11
(+1 Dex, +3 armor, -2 rage)

hp 16 (1 HD)

Fort +6, **Ref** +1, **Will** +2

Melee greataxe +8 (1d12+9 /x3) or battle axe +7 (1d8+9/x3)

Ranged javelin +2(1d6+6)

Base Atk +1; **Grp** +7

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

ORC VETERAN CR 3

Male Orc Barbarian 3

CE Medium Humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen +6, Spot +0

Languages Orc

AC 15, touch 11, flat-footed 15; Uncanny Dodge
(+1 Dex, +4 armor)

hp 31 (3 HD)

Fort +5, **Ref** +2, **Will** +1

Weakness: light sensitivity

Speed 40 ft. in light armor (8 squares), base movement 40 ft.

Melee masterwork greataxe +9 (1d12+6 /x3) or battle axe +7 (1d8+6 /x3)

Ranged javelin +4 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +7

Attack Options: Rage 1/day

Special Options: Trap Sense +1

Combat Gear: *potion of cure moderate wounds*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Mad Foam Rager, Weapon Focus (greataxe)

Skills Intimidate +4, Listen +6, Survival +6

Possessions combat gear plus masterwork greataxe, battle axe, dagger, +1 studded leather armor, 3 javelins

Rage:

AC 13, touch 9, flat-footed 13
(+1 Dex, +4 armor, -2 rage)

hp 37 (3 HD)

Fort +7, **Ref** +2, **Will** +3

Melee masterwork greataxe +11 (1d12+9 /x3) or
battle axe +9 (1d8+9 /x3)

Ranged javelin +4 (1d6+6)

Base Atk +3; **Grp** +9

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

ENCOUNTER 2:

ORC BARBARIAN **CR 1**

Male Orc Barbarian 1
 CE Medium Humanoid (orc)
Init +1; **Senses** Darkvision 60 ft.; Listen +4, Spot +0
Languages Orc

AC 14, touch 11, flat-footed 13
 (+1 Dex, +3 armor)
hp 14 (1 HD)
Fort +4, **Ref** +1, **Will** +0
Weakness: light sensitivity

Speed 40 ft. in light armor (6 squares), base movement 40 ft.
Melee greataxe +6 (1d12+6 /x3) or battle axe +5 (1d8+6/x3)
Ranged javelin +2 (1d6+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +5
Combat Gear: *potion of cure light wounds*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6
Feats Weapon Focus (greataxe)
Skills Intimidate +2, Listen +4, Survival +4
Possessions combat gear plus greataxe, battle axe, dagger, studded leather armor, 3 javelins

Rage:

AC 12, touch 9, flat-footed 11
 (+1 Dex, +3 armor, -2 rage)
hp 16 (1 HD)
Fort +6, **Ref** +1, **Will** +2
Melee greataxe +8 (1d12+9 /x3) or battle axe +7 (1d8+9/x3)
Ranged javelin +2(1d6+6)
Base Atk +1; **Grp** +7
Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

ORC VETERAN **CR 3**

Male Orc Barbarian 3
 CE Medium Humanoid (orc)
Init +1; **Senses** Darkvision 60 ft.; Listen +6, Spot +0
Languages Orc

AC 15, touch 11, flat-footed 15; Uncanny Dodge
 (+1 Dex, +4 armor)
hp 31 (3 HD)
Fort +5, **Ref** +2, **Will** +1
Weakness: light sensitivity

Speed 40 ft. in light armor (8 squares), base movement 40 ft.
Melee masterwork greataxe +9 (1d12+6 /x3) or battle axe +7 (1d8+6 /x3)
Ranged javelin +4 (1d6+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +7
Attack Options: Rage 1/day
Special Options: Trap Sense +1
Combat Gear: *potion of cure moderate wounds*
Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Mad Foam Rager, Weapon Focus (greataxe)
Skills Intimidate +4, Listen +6, Survival +6
Possessions combat gear plus masterwork greataxe, battle axe, dagger, +1 *studded leather armor*, 3 javelins

Rage:

AC 13, touch 9, flat-footed 13
 (+1 Dex, +4 armor, -2 rage)
hp 37 (3 HD)
Fort +7, **Ref** +2, **Will** +3
Melee masterwork greataxe +11 (1d12+9 /x3) or battle axe +9 (1d8+9 /x3)
Ranged javelin +4 (1d6+6)
Base Atk +3; **Grp** +9
Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

ORC BATTLERAGER **CR 5**

Male Orc Barbarian 5
 CE Medium Humanoid (orc)
Init +1; **Senses** Darkvision 60 ft.; Listen +8, Spot +0
Languages Orc

AC 17, touch 11, flat-footed 17; Improved Uncanny Dodge
 (+1 Dex, +4 armor, +2 shield)
hp 50 (5 HD)
Fort +6, **Ref** +2, **Will** +1
Weakness: light sensitivity

Speed 40 ft. in light armor (8 squares), base movement 40 ft.
Melee blue ice battleaxe +12 (1d8+6 /x3) or hand axe +10 (1d6+5 /x3)
Ranged javelin +6 (1d6+5)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +10
Attack Options: Rage 2/day
Special Options: Trap Sense +1
Combat Gear: *potion of cure serious wounds*, *potion of shield of faith* +2

Abilities Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6
Feats Mad Foam Rager, Weapon Focus (battle axe)
Skills Intimidate +6, Listen +8, Survival +8
Possessions combat gear plus blue ice battleaxe, battle axe, dagger, heavy wooden shield, +1 *studded leather armor*, 3 javelins

Rage:

AC 15, touch 9, flat-footed 15
 (+1 Dex, +4 armor, +2 shield, -2 rage)
hp 60 (5 HD)
Fort +8, **Ref** +2, **Will** +3
Melee blue ice battleaxe +14 (1d8+8 /x3) or hand axe +12 (1d6+7 /x3)
Ranged javelin +6 (1d6+7)
Base Atk +5; **Grp** +12
Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

ENCOUNTER 3:

ORC WARDRUMMER

CR 2

Male Orc Bard 2

CE Medium Humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen +4, Spot -1

Languages Orc

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

hp 14 (2 HD)

Fort +2, **Ref** +4, **Will** +2

Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee longsword +2 (1d8+1 /19-20)

Ranged javelin +2 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Special Actions Bardic music 2/day (fascinate, countersong, inspire courage [+1 to hit, +2 to damage with masterwork drums])

Combat Gear: *potion of cure light wounds*, 3 *arcane scrolls of cure light wounds (cl 2)*, 2 *potions of invisibility*

Bard Spells Known (CL 2nd):

1st (1/day)—*cure light wounds*, *inspirational boost*

0 (3/day)—*dancing lights*, *daze*, *ghost sound*, *prestidigitation*, *read magic*

Abilities Str 12, Dex 13, Con 14, Int 10, Wis 8, Cha 13

Feats Ritual Blood Bonds

Skills Bluff +6 Knowledge (religion) +5] Listen +4 , Perform (oratory) +6 , Perform (percussion instruments) +8 , Sense Motive +4

Possessions combat gear plus masterwork drum, longsword, studded leather armor, dagger, 2 javelins, holy symbol of Gruumsch, 2 vials of unholy water.

ORC ARCHER

CR 1

Male Orc Ftr 1

CE Medium Humanoid (orc)

Init +2; **Senses** Darkvision 60 ft.; Listen +0, Spot +0

Languages Orc

AC 16, touch 12, flat-footed 14

(+2 Dex, +3 armor, +1 buckler)

hp 10 (1 HD)

Fort +4, **Ref** +2, **Will** +0

Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee dwarven waraxe +3 (1d10+4 /x3)

Ranged masterwork mighty [+3] composite Longbow +4 (1d8+3 /x3) or masterwork mighty [+3] composite Longbow +2/+2 (1d8+3 /x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +4

Atk Options rapid shot

Combat Gear: *potion of cure light wounds*

Abilities Str 17, Dex 15, Con 14, Int 8, Wis 10, Cha 6

Feats Point Blank Shot, Rapid Shot

Skills Climb +5

Possessions combat gear plus masterwork mighty [+3] composite longbow, 30 arrows, dwarven waraxe, dagger, buckler, studded leather armor

SKILLED ORC ARCHER

CR 3

Male Orc Rgr 2/Ftr 1

CE Medium Humanoid (orc)

Init +2; **Senses** Darkvision 60 ft.; Listen +5, Spot +5

Languages Orc

AC 16, touch 12, flat-footed 14

(+2 Dex, +3 armor, +1 buckler)

hp 25 (3 HD)

Fort +7, **Ref** +5, **Will** +0

Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee masterwork dwarven waraxe +6 (1d10+4 /x3)

Ranged masterwork mighty [+3] composite longbow +7 (1d8+3 /x3) or masterwork mighty [+3] composite longbow +5/+5 (1d8+3 /x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +6

Atk Options Favored Enemy (humanoid [dwarf]), rapid shot

Combat Gear: *potion of cure moderate wounds*

Abilities Str 17, Dex 15, Con 14, Int 8, Wis 10, Cha 6

Feats Point Blank Shot, Precise Shot, Rapid Shot , Track, Weapon Focus (composite longbow)

Skills Climb +7, Hide +5, Listen +5, Move Silently +5, Spot +5, Survival +5

Possessions combat gear plus masterwork mighty [+3] composite longbow, 30 arrows, masterwork dwarven waraxe, dagger, studded leather armor

ENCOUNTER 5A

ORC WARDRUMMER

CR 2

Male Orc Bard 2

CE Medium Humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen +4, Spot -1

Languages Orc

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

hp 14 (2 HD)

Fort +2, **Ref** +4, **Will** +2

Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee longsword +2 (1d8+1 /19-20)

Ranged javelin +2 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Special Actions Bardic music 2/day (fascinate, countersong, inspire courage [+1 to hit, +2 to damage with masterwork drums])

Combat Gear: *potion of cure light wounds*, 3 *arcane scrolls of cure light wounds (cl 2)*, 2 *potions of invisibility*

Bard Spells Known (CL 2nd):

1st (1/day)—*cure light wounds, inspirational boost*
 0 (3/day)—*dancing lights, daze, ghost sound, prestidigitation, read magic*

Abilities Str 12, Dex 13, Con 14, Int 10, Wis 8, Cha 13

Feats Ritual Blood Bonds

Skills Bluff +6 Knowledge (religion) +5] Listen +4 , Perform (oratory) +6 , Perform (percussion instruments) +8 , Sense Motive +4

Possessions combat gear plus masterwork drum, longsword, studded leather armor, dagger, 2 javelins, holy symbol of Gruumsch, 2 vials of unholy water.

ORC WARRIOR CR 1

Male Orc warrior 2

CE Medium Humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen -1, Spot -1

Languages Orc

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

hp 11 (2 HD)

Fort +4, **Ref** +1, **Will** -1

Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee greataxe +5 (1d12+3 /x3) or hand axe +4 (1d6+2)

Ranged javelin +3 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Combat Gear: *potion of cure light wounds*

Abilities Str 15, Dex 12, Con 13, Int 7, Wis 8, Cha 6

Feats Weapon Focus (greataxe)

Skills Intimidate +3

Possessions combat gear plus greataxe, hand axe, dagger, studded leather armor, 3 javelins

ORC VETERAN CR 3

Male Orc Barbarian 3

CE Medium Humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen +6, Spot +0

Languages Orc

AC 15, touch 11, flat-footed 15; Uncanny Dodge

(+1 Dex, +4 armor)

hp 31 (3 HD)

Fort +5, **Ref** +2, **Will** +1

Weakness: light sensitivity

Speed 40 ft. in light armor (8 squares), base movement 40 ft.

Melee masterwork greataxe +9 (1d12+6 /x3) or battle axe +7 (1d8+6 /x3)

Ranged javelin +4 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +7

Attack Options: Rage 1/day

Special Options: Trap Sense +1

Combat Gear: *potion of cure moderate wounds*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Mad Foam Rager, Weapon Focus (greataxe)

Skills Intimidate +4, Listen +6, Survival +6

Possessions combat gear plus masterwork greataxe, battle axe, dagger, +1 studded leather armor, 3 javelins

Rage:

AC 13, touch 9, flat-footed 13

(+1 Dex, +4 armor, -2 rage)

hp 37 (3 HD)

Fort +7, **Ref** +2, **Will** +3

Melee masterwork greataxe +11 (1d12+9 /x3) or battle axe +9 (1d8+9 /x3)

Ranged javelin +4 (1d6+6)

Base Atk +3; **Grp** +9

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

ORC BATTLERAGER CR 5

Male Orc Barbarian 5

CE Medium Humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen +8, Spot +0

Languages Orc

AC 17, touch 11, flat-footed 17; Improved Uncanny

Dodge

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

hp 50 (5 HD)

Fort +6, **Ref** +2, **Will** +1

Weakness: light sensitivity

Speed 40 ft. in light armor (8 squares), base movement 40 ft.

Melee blue ice battleaxe +12 (1d8+6 /x3) or hand axe +10 (1d6+5 /x3)

Ranged javelin +6 (1d6+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +10

Attack Options: Rage 2/day

Special Options: Trap Sense +1

Combat Gear: *potion of cure serious wounds, potion of shield of faith +2*

Abilities Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Mad Foam Rager, Weapon Focus (battle axe)

Skills Intimidate +6, Listen +8, Survival +8

Possessions combat gear plus blue ice battleaxe, battle axe, dagger, heavy wooden shield, +1 studded leather armor, 3 javelins

Rage:

AC 15, touch 9, flat-footed 15

(+1 Dex, +4 armor, +2 shield, -2 rage)

hp 60 (5 HD)

Fort +8, **Ref** +2, **Will** +3

Melee blue ice battleaxe +14 (1d8+8 /x3) or hand axe +12 (1d6+7 /x3)

Ranged javelin +6 (1d6+7)

Base Atk +5; **Grp** +12

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

ORC ADEPT CR 1

Female Orc Adept 2

CE Medium Humanoid (orc)

Init -1; **Senses** Darkvision 60 ft.; Listen +2, Spot +2

Languages Orc

AC 13, touch 9, flat-footed 13

(-1 Dex, +3 armor, +1 shield)

hp 13 (2 HD)

Fort +1, **Ref** -1, **Will** +3

Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee morning star +2 (1d8+1) or dagger +2 (1d4+1 /19-20)

Ranged javelin +0 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Combat Gear: *potion of cure light wounds, divine scroll of obscuring mist, wand of cure light wounds*

Adept Spells Prepared (CL 1st):

1st—*cause fear* (DC 11)

0th—*cure minor wounds, ghost sound, touch of fatigue*

Abilities Str 12, Dex 9, Con 12, Int 9, Wis 11, Cha 8

Feats Skill Focus (concentration)

Skills Concentration +8, Listen +2, Spot +2, Spellcraft +0

Possessions combat gear plus, masterwork studded leather armor, masterwork buckler, holy symbol of gruumsch, spell component pouch, morning star, dagger, 2 javelins, toad familiar

ENCOUNTER 2:

ORC VETERAN

CR 3

Male Orc Barbarian 3
 CE Medium Humanoid (orc)
Init +1; **Senses** Darkvision 60 ft.; Listen +6, Spot +0
Languages Orc

AC 15, touch 11, flat-footed 15; Uncanny Dodge
 (+1 Dex, +4 armor)

hp 31 (3 HD)

Fort +5, **Ref** +2, **Will** +1

Weakness: light sensitivity

Speed 40 ft. in light armor (8 squares), base movement 40 ft.

Melee masterwork greataxe +9 (1d12+6 /x3) or battle axe +7 (1d8+6 /x3)

Ranged javelin +4 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +7

Attack Options: Rage 1/day

Special Options: Trap Sense +1

Combat Gear: *potion of cure moderate wounds*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Mad Foam Rager, Weapon Focus (greataxe)

Skills Intimidate +4, Listen +6, Survival +6

Possessions combat gear plus masterwork greataxe, battle axe, dagger, +1 *studded leather armor*, 3 javelins

Rage:

AC 13, touch 9, flat-footed 13
 (+1 Dex, +4 armor, -2 rage)

hp 37 (3 HD)

Fort +7, **Ref** +2, **Will** +3

Melee masterwork greataxe +11 (1d12+9 /x3) or battle axe +9 (1d8+9 /x3)

Ranged javelin +4 (1d6+6)

Base Atk +3; **Grp** +9

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

ORC BATTLERAGER

CR 5

Male Orc Barbarian 5
 CE Medium Humanoid (orc)
Init +1; **Senses** Darkvision 60 ft.; Listen +8, Spot +0
Languages Orc

AC 17, touch 11, flat-footed 17; Improved Uncanny Dodge
 (+1 Dex, +4 armor, +2 shield)

hp 50 (5 HD)

Fort +6, **Ref** +2, **Will** +1

Weakness: light sensitivity

Speed 40 ft. in light armor (8 squares), base movement 40 ft.

Melee blue ice battleaxe +12 (1d8+6 /x3) or hand axe +10 (1d6+5 /x3)

Ranged javelin +6 (1d6+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +10

Attack Options: Rage 2/day

Special Options: Trap Sense +1

Combat Gear: *potion of cure serious wounds*, *potion of shield of faith* +2

Abilities Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Mad Foam Rager, Weapon Focus (battle axe)

Skills Intimidate +6, Listen +8, Survival +8

Possessions combat gear plus blue ice battleaxe, battle axe, dagger, heavy wooden shield, +1 *studded leather armor*, 3 javelins

Rage:

AC 15, touch 9, flat-footed 15
 (+1 Dex, +4 armor, +2 shield, -2 rage)

hp 60 (5 HD)

Fort +8, **Ref** +2, **Will** +3

Melee blue ice battleaxe +14 (1d8+8 /x3) or hand axe +12 (1d6+7 /x3)

Ranged javelin +6 (1d6+7)

Base Atk +5; **Grp** +12

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

ORC CHAMPION

CR 7

Male Orc Barbarian 7
 CE Medium Humanoid (orc)
Init +1; **Senses** Darkvision 60 ft.; Listen +10, Spot +0
Languages Orc

AC 17, touch 11, flat-footed 17; Improved Uncanny Dodge
 (+1 Dex, +6 armor)

hp 68 (7 HD) DR 1/-

Fort +8, **Ref** +4, **Will** +3

Weakness: light sensitivity

Speed 30 ft. in medium armor (6 squares), base movement 40 ft.

Melee +1 *greataxe* +14/+9 (1d12+8 /x3) or battle axe +12/+7 (1d8+7 /x3)

Ranged javelin +8 (1d6+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +12

Attack Options: Rage 2/day

Special Options: Trap Sense +2

Combat Gear *cloak of predatory vigor* (2/day, swift action, cure 7hp while raging), *potion of cure serious wounds*, *potion of shield of faith* +2

Abilities Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Blind-fight, Mad Foam Rager, Weapon Focus (greataxe)

Skills Intimidate +8, Listen +10, Survival +10

Possessions combat gear plus +1 *greataxe*, battle axe, +1 *breastplate*, dagger, locking gauntlet, spiked gauntlet, +1 *vest of resistance*, *boots of the winterlands*, 3 javelins

Rage:

AC 15, touch 9, flat-footed 15
 (+1 Dex, +6 armor, -2 rage)

hp 82 (7 HD)

Fort +10, **Ref** +4, **Will** +5
Melee +1 *greataxe* +16/+11 (1d12+11 /x3) or battle
axe +14/+9 (1d8+10 /x3)
Ranged javelin +8 (1d6+7)
Base Atk +7; **Grp** +14

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

ENCOUNTER 3:

VETERAN ORC WARDRUMMER CR 5

Male Orc Bard 5
CE Medium Humanoid (orc)
Init +2; **Senses** Darkvision 60 ft.; Listen +8, Spot -1
Languages Orc

AC 14, touch 11, flat-footed 13
(+1 Dex, +3 armor)
hp 32 (5 HD)
Fort +6, **Ref** +6, **Will** +5
Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base
movement 30 ft.

Melee masterwork longsword +5 (1d8+1 /19-20)

Ranged javelin +4 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Special Actions bardic music 5/day (fascinate,
countersong, inspire competence, inspire courage
[+1 to hit, +2 to damage with masterwork drums])

Combat Gear: *potion of serious wounds*, *wand of
cure light wounds*, *potion of invisibility*, *scroll of
dimension door*

Bard Spells Known (CL 5th):

2nd (2/day)—*blur*, *cure moderate wounds*,
pyrotechnics

1st (4/day)—*comprehend languages*, *cure light
wounds*, *inspirational boost*, *remove fear*

0 (3/day)—*dancing lights*, *daze*, *detect magic*,
ghost sound, *prestidigitation*, *read magic*

Abilities Str 12, Dex 13, Con 14, Int 10, Wis 8, Cha
14

Feats Great Fortitude, Ritual Blood Bonds

Skills Bluff +10, Diplomacy +6, Knowledge (religion)
+8, Listen +7, Perform (oratory) +10, Perform
(percussion instruments) +12, Sense Motive +7

Possessions combat gear plus masterwork
drum, *vest of resistance* +1, masterwork
longsword, dagger, 2 javelins, studded leather
armor, holy symbol of Gruumsch, 2 vials of
unholy water.

SKILLED ORC ARCHER CR 3

Male Orc Rgr 2/Ftr 1
CE Medium Humanoid (orc)
Init +2; **Senses** Darkvision 60 ft.; Listen +5, Spot +5
Languages Orc

AC 16, touch 12, flat-footed 14
(+2 Dex, +3 armor, +1 buckler)

hp 25 (3 HD)

Fort +7, **Ref** +5, **Will** +0

Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base
movement 30 ft.

Melee masterwork dwarven waraxe +6 (1d10+4 /x3)

Ranged masterwork mighty [+3] composite longbow
+7 (1d8+3 /x3) or masterwork mighty [+3]
composite longbow +5/+5 (1d8+3 /x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +6

Atk Options Favored Enemy (humanoid [dwarf]),
rapid shot

Combat Gear: *potion of cure moderate wounds*

Abilities Str 17, Dex 15, Con 14, Int 8, Wis 10, Cha 6

Feats Point Blank Shot, Precise Shot, Rapid Shot ,
Track, Weapon Focus (composite longbow)

Skills Climb +7, Hide +5, Listen +5, Move Silently
+5, Spot +5, Survival +5

Possessions combat gear plus masterwork mighty
[+3] composite longbow, 30 arrows, masterwork
dwarven waraxe, dagger, studded leather armor

VERY SKILLED ORC ARCHER CR 5

Male Orc Rgr 2/Ftr 3
CE Medium Humanoid (orc)
Init +3; **Senses** Darkvision 60 ft.; Listen +5, Spot +5
Languages Orc

AC 17, touch 13, flat-footed 14
(+3 Dex, +3 armor, +1 buckler)

hp 41 (5 HD)

Fort +9, **Ref** +8, **Will** +2

Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base
movement 30 ft.

Melee masterwork dwarven waraxe +8 (1d10+4 /x3)

Ranged +1 *mighty* [+3] *composite longbow* +10
(1d8+4 /x3) or +1 *mighty* [+3] *composite longbow*
+8/+8 (1d8+4 /x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +8

Atk Options Favored Enemy (humanoid [dwarf]),
rapid shot

Combat Gear: *potion of cure serious wounds*

Abilities Str 17, Dex 16, Con 14, Int 8, Wis 10, Cha 6

Feats Point Blank Shot, Precise Shot, Quickdraw,
Rapid Shot , Track, Weapon Focus (composite
longbow)

Skills Climb +9, Hide +6, Listen +5, Move Silently +6,
Spot +5, Survival +5

Possessions combat gear plus +1 *mighty* [+3]
composite longbow, 30 arrows, cloak of
resistance +1, masterwork dwarven waraxe,
dagger, spiked gauntlet, buckler, studded
leather armor

ENCOUNTER 5A

VETERAN ORC WARDRUMMER CR 5

Male Orc Bard 5
CE Medium Humanoid (orc)
Init +2; **Senses** Darkvision 60 ft.; Listen +8, Spot -1

Languages Orc

AC 14, touch 11, flat-footed 13
(+1 Dex, +3 armor)

hp 32 (5 HD)

Fort +6, **Ref** +6, **Will** +5

Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee masterwork longsword +5 (1d8+1 /19-20)

Ranged javelin +4 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Special Actions bardic music 5/day (fascinate, countersong, inspire competence, inspire courage [+1 to hit, +2 to damage with masterwork drums])

Combat Gear: *potion of serious wounds*, *wand of cure light wounds*, *potion of invisibility*, *scroll of dimension door*

Bard Spells Known (CL 5th):

2nd (2/day)—*blur*, *cure moderate wounds*, *pyrotechnics*

1st (4/day)—*comprehend languages*, *cure light wounds*, *inspirational boost*, *remove fear*

0 (3/day)—*dancing lights*, *daze*, *detect magic*, *ghost sound*, *prestidigitation*, *read magic*

Abilities Str 12, Dex 13, Con 14, Int 10, Wis 8, Cha 14

Feats Great Fortitude, Ritual Blood Bonds

Skills Bluff +10, Diplomacy +6, Knowledge (religion) +8, Listen +7, Perform (oratory) +10, Perform (percussion instruments) +12, Sense Motive +7

Possessions combat gear plus masterwork drum, *vest of resistance* +1, masterwork longsword, dagger, 2 javelins, studded leather armor, holy symbol of Gruumsh, 2 vials of unholy water.

ORC WIZARD

CR 3

Male Orc Wizard 3 (Necromancy specialist—illusion, abjuration barred)

CE Medium Humanoid (orc)

Init -1; **Senses** Darkvision 60 ft.; Listen +2, Spot +2

Languages Orc

AC 13, touch 9, flat-footed 13
(-1 Dex, +4 armor)

hp 19 (3 HD)

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

Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee masterwork quarterstaff +5 (1d6+4) or dagger +4 (1d4+3 /19-20)

Ranged javelin +0 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +4

Combat Gear: *potion of cure moderate wounds*, *arcane scroll of obscuring mist*

Wizard Spells Prepared (CL 3rd):

2nd—*spectral hand*, *ghoul touch* (DC 14)

1st—*grease* (DC 12), *mage armor* †, *shocking grasp* x2

0th—*acid splash* x2, *touch of fatigue* x2

† Already cast – mage armor

Abilities Str 16, Dex 8, Con 14, Int 13, Wis 11, Cha 8
Feats Scribe Scroll, Skill Focus (concentration), Spell Focus (necromancy)

Skills Concentration +11, Knowledge (arcana) +7, Spellcraft +9

Possessions combat gear plus, masterwork quarterstaff, holy symbol of Gruumsh, spellbook, spell component pouch, morning star, dagger, 2 javelins, toad familiar

ORC WARRIOR

CR 3

Male Orc warrior 4

CE Medium Humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen -1, Spot -1

Languages Orc

AC 17, touch 11, flat-footed 16
(+1 Dex, +4 armor, +2 shield)

hp 22 (4 HD)

Fort +5, **Ref** +2, **Will** +0

Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee blue ice battleaxe +9 (1d8+4 /x3) or hand axe +7 (1d6+3)

Ranged javelin +5 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +7

Combat Gear: *potion of cure moderate wounds*

Abilities Str 16, Dex 12, Con 13, Int 7, Wis 8, Cha 6

Feats Weapon Focus (battle axe)

Skills Intimidate +5

Possessions combat gear plus blue ice battleaxe, hand axe, dagger, chain shirt, heavy wooden shield, 3 javelins

ORC BATTLERAGER

CR 5

Male Orc Barbarian 5

CE Medium Humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen +8, Spot +0

Languages Orc

AC 17, touch 11, flat-footed 17; Improved Uncanny Dodge
(+1 Dex, +4 armor, +2 shield)

hp 50 (5 HD)

Fort +6, **Ref** +2, **Will** +1

Weakness: light sensitivity

Speed 40 ft. in light armor (8 squares), base movement 40 ft.

Melee blue ice battleaxe +12 (1d8+6 /x3) or hand axe +10 (1d6+5 /x3)

Ranged javelin +6 (1d6+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +10

Attack Options: Rage 2/day

Special Options: Trap Sense +1

Combat Gear: *potion of cure serious wounds*, *potion of shield of faith* +2

Abilities Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Mad Foam Rager, Weapon Focus (battle axe)
Skills Intimidate +6, Listen +8, Survival +8
Possessions combat gear plus blue ice battleaxe, battle axe, dagger, heavy wooden shield, +1 studded leather armor, 3 javelins

Rage:

AC 15, touch 9, flat-footed 15
(+1 Dex, +4 armor, +2 shield, -2 rage)
hp 60 (5 HD)
Fort +8, **Ref** +2, **Will** +3
Melee blue ice battleaxe +14 (1d8+8 /x3) or hand axe +12 (1d6+7 /x3)
Ranged javelin +6 (1d6+7)
Base Atk +5; **Grp** +12

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

ORC CHAMPION

CR 7

Male Orc Barbarian 7
CE Medium Humanoid (orc)
Init +1; **Senses** Darkvision 60 ft.; Listen +10, Spot +0
Languages Orc

AC 17, touch 11, flat-footed 17; Improved Uncanny Dodge
(+1 Dex, +6 armor)
hp 68 (7 HD) DR 1/-
Fort +8, **Ref** +4, **Will** +3
Weakness: light sensitivity

Speed 30 ft. in medium armor (6 squares), base movement 40 ft.

Melee +1 greataxe +14/+9 (1d12+8 /x3) or battle axe +12/+7 (1d8+7 /x3)

Ranged javelin +8 (1d6+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +12

Attack Options: Rage 2/day

Special Options: Trap Sense +2

Combat Gear *cloak of predatory vigor* (2/day, swift action, cure 7hp while raging), *potion of cure serious wounds*, *potion of shield of faith* +2

Abilities Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Blind-fight, Mad Foam Rager, Weapon Focus (greataxe)

Skills Intimidate +8, Listen +10, Survival +10

Possessions combat gear plus +1 greataxe, battle axe, +1 breastplate, dagger, locking gauntlet, spiked gauntlet, +1 vest of resistance, boots of the winterlands, 3 javelins

Rage:

AC 15, touch 9, flat-footed 15
(+1 Dex, +6 armor, -2 rage)

hp 82 (7 HD)

Fort +10, **Ref** +4, **Will** +5

Melee +1 greataxe +16/+11 (1d12+11 /x3) or battle axe +14/+9 (1d8+10 /x3)

Ranged javelin +8 (1d6+7)

Base Atk +7; **Grp** +14

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

ENCOUNTER 2:

ORC VETERAN **CR 3**

Male Orc Barbarian 3
 CE Medium Humanoid (orc)
Init +1; **Senses** Darkvision 60 ft.; Listen +6, Spot +0
Languages Orc

AC 15, touch 11, flat-footed 15; Uncanny Dodge
 (+1 Dex, +4 armor)

hp 31 (3 HD)

Fort +5, **Ref** +2, **Will** +1

Weakness: light sensitivity

Speed 40 ft. in light armor (8 squares), base movement 40 ft.

Melee masterwork greataxe +9 (1d12+6 /x3) or battle axe +7 (1d8+6 /x3)

Ranged javelin +4 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +7

Attack Options: Rage 1/day

Special Options: Trap Sense +1

Combat Gear: *potion of cure moderate wounds*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Mad Foam Rager, Weapon Focus (greataxe)

Skills Intimidate +4, Listen +6, Survival +6

Possessions combat gear plus masterwork greataxe, battle axe, dagger, +1 *studded leather armor*, 3 javelins

Rage:

AC 13, touch 9, flat-footed 13
 (+1 Dex, +4 armor, -2 rage)

hp 37 (3 HD)

Fort +7, **Ref** +2, **Will** +3

Melee masterwork greataxe +11 (1d12+9 /x3) or battle axe +9 (1d8+9 /x3)

Ranged javelin +4 (1d6+6)

Base Atk +3; **Grp** +9

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

ORC BATTLERAGER **CR 5**

Male Orc Barbarian 5
 CE Medium Humanoid (orc)
Init +1; **Senses** Darkvision 60 ft.; Listen +8, Spot +0
Languages Orc

AC 17, touch 11, flat-footed 17; Improved Uncanny Dodge
 (+1 Dex, +4 armor, +2 shield)

hp 50 (5 HD)

Fort +6, **Ref** +2, **Will** +1

Weakness: light sensitivity

Speed 40 ft. in light armor (8 squares), base movement 40 ft.

Melee blue ice battleaxe +12 (1d8+6 /x3) or hand axe +10 (1d6+5 /x3)

Ranged javelin +6 (1d6+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +10

Attack Options: Rage 2/day

Special Options: Trap Sense +1

Combat Gear: *potion of cure serious wounds*, *potion of shield of faith* +2

Abilities Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Mad Foam Rager, Weapon Focus (battle axe)

Skills Intimidate +6, Listen +8, Survival +8

Possessions combat gear plus blue ice battleaxe, battle axe, dagger, heavy wooden shield, +1 *studded leather armor*, 3 javelins

Rage:

AC 15, touch 9, flat-footed 15
 (+1 Dex, +4 armor, +2 shield, -2 rage)

hp 60 (5 HD)

Fort +8, **Ref** +2, **Will** +3

Melee blue ice battleaxe +14 (1d8+8 /x3) or hand axe +12 (1d6+7 /x3)

Ranged javelin +6 (1d6+7)

Base Atk +5; **Grp** +12

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

ORC CHAMPION **CR 7**

Male Orc Barbarian 7
 CE Medium Humanoid (orc)
Init +1; **Senses** Darkvision 60 ft.; Listen +10, Spot +0
Languages Orc

AC 17, touch 11, flat-footed 17; Improved Uncanny Dodge
 (+1 Dex, +6 armor)

hp 68 (7 HD) DR 1/-

Fort +8, **Ref** +4, **Will** +3

Weakness: light sensitivity

Speed 30 ft. in medium armor (6 squares), base movement 40 ft.

Melee +1 *greataxe* +14/+9 (1d12+8 /x3) or battle axe +12/+7 (1d8+7 /x3)

Ranged javelin +8 (1d6+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +12

Attack Options: Rage 2/day

Special Options: Trap Sense +2

Combat Gear *cloak of predatory vigor* (2/day, swift action, cure 7hp while raging), *potion of cure serious wounds*, *potion of shield of faith* +2

Abilities Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Blind-fight, Mad Foam Rager, Weapon Focus (greataxe)

Skills Intimidate +8, Listen +10, Survival +10

Possessions combat gear plus +1 *greataxe*, battle axe, +1 *breastplate*, dagger, locking gauntlet, spiked gauntlet, +1 *vest of resistance*, *boots of the winterlands*, 3 javelins

Rage:

AC 15, touch 9, flat-footed 15
 (+1 Dex, +6 armor, -2 rage)

hp 82 (7 HD)

Fort +10, **Ref** +4, **Will** +5

Melee +1 *greataxe* +16/+11 (1d12+11 /x3) or battle
axe +14/+9 (1d8+10 /x3)
Ranged javelin +8 (1d6+7)
Base Atk +7; **Grp** +14

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

ORC WARLORD **CR 9**
Male Orc Barbarian 9
CE Medium Humanoid (orc)
Init +2; **Senses** Darkvision 60 ft.; Listen +12, Spot +0
Languages Orc

AC 18, touch 12, flat-footed 18; Improved Uncanny
Dodge
(+2 Dex, +6 armor)
hp 86 (9 HD) DR 1/-
Fort +9, **Ref** +6, **Will** +4
Weakness: light sensitivity

Speed 30 ft. in medium armor (6 squares), base
movement 40 ft.
Melee +1 *beserking greataxe* +16/+11 (1d12+8 /19-
20 x3) or blue ice battleaxe +15/+10 (1d8+8 /x3)
Ranged javelin +10 (1d6+5)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +14
Attack Options: Rage 3/day, *beserking* Weapon
(deals 1d8 extra damage per hit while raging).
Special Options: Trap Sense +2
Combat Gear: *cloak of predatory vigor* (2/day, swift
action, cure 9hp while raging), *potion of cure
serious wounds*, *potion of displacement*, *potion of
shield of faith* +2

Abilities Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 6
Feats Blind-fight, Improved Critical (*greataxe*), Mad
Foam Rager, Weapon Focus (*greataxe*)
Skills Intimidate +10, Listen +12, Survival +12
Possessions combat gear plus +1 *Beserking
greataxe*, blue ice battleaxe, dagger, locking
gauntlet, spiked gauntlet, +1 *breastplate*, +1 *vest of
resistance*, *boots of the winterlands*, 3 javelins

Rage:

AC 16, touch 10, flat-footed 16
(+2 Dex, +6 armor, -2 rage)
hp 104 (9 HD)
Fort +11, **Ref** +6, **Will** +6
Melee +1 *beserking greataxe* +18/+13 (1d12+11+1d8
/19-20 x3) or blue ice battleaxe +17/+12 (1d8+11
/x3)
Ranged javelin +10 (1d6+7)
Base Atk +9; **Grp** +16

Abilities Str 24, Dex 14, Con 18, Int 8, Wis 10, Cha 6

ENCOUNTER 3:

ELITE ORC WARDRUMMER **CR 7**
Male Orc Brd 7
CE Medium Humanoid (orc)
Init +1; **Senses** Darkvision 60 ft.; Listen +9, Spot -1
Languages Orc

AC 15, touch 11, flat-footed 14
(+1 Dex, +4 armor)

hp 44 (7 HD)
Fort +7, **Ref** +9, **Will** +6
Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base
movement 30 ft.
Melee masterwork longsword +7 (1d8+1 /19-20)
Ranged javelin +6 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +6
Special Actions bardic music 7/day (fascinate,
countersong, inspire competence, inspire courage
[+1 to hit, +2 to damage with masterwork drums],
suggestion)
Combat Gear: *potion of cure serious wounds*, *wand
of cure light wounds*, *scroll of haste*, *potion of
invisibility*, *scroll of dimension door*
Bard Spells Known (CL 7th):
3rd (1/day)—*fear* (DC 16), *haste*
2nd (3/day)—*blur*, *cure moderate wounds*,
pyrotechnics, *rage*
1st (4/day)—*comprehend languages*, *cure light
wounds*, *inspirational boost*, *remove fear*
0 (3/day)—*dancing lights*, *daze*, *detect magic*,
ghost sound, *prestidigitation*, *read magic*

Abilities Str 12, Dex 13, Con 14, Int 10, Wis 8, Cha
16
Feats Great Fortitude, Lightning Reflexes, Ritual
Blood Bonds
Skills , Bluff +13, Diplomacy +7, Knowledge (local -
NMR) +2, Knowledge (religion) +8, Listen +9,
Perform (oratory) +13, Perform (percussion
instruments) +15, Sense Motive +9
Possessions combat gear plus masterwork drum, +2
cloak of charisma, *vest of resistance* +1,
masterwork longsword, dagger, 2 javelins, chain
shirt, holy symbol of Gruumsch, 2 vials of unholy
water.

VERY SKILLED ORC ARCHER **CR 5**

Male Orc Rgr 2/Ftr 3
CE Medium Humanoid (orc)
Init +3; **Senses** Darkvision 60 ft.; Listen +5, Spot +5
Languages Orc

AC 17, touch 13, flat-footed 14
(+3 Dex, +3 armor, +1 buckler)
hp 41 (5 HD)
Fort +9, **Ref** +8, **Will** +2
Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base
movement 30 ft.
Melee masterwork dwarven waraxe +8 (1d10+4 /x3)
Ranged +1 *mighty* [+3] *composite longbow* +10
(1d8+4 /x3) or +1 *mighty* [+3] *composite longbow*
+8/+8 (1d8+4 /x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +8
Atk Options Favored Enemy (humanoid [dwarf]),
rapid shot
Combat Gear: *potion of cure serious wounds*

Abilities Str 17, Dex 16, Con 14, Int 8, Wis 10, Cha 6

Feats Point Blank Shot, Precise Shot, Quickdraw, Rapid Shot, Track, Weapon Focus (composite longbow)
Skills Climb +9, Hide +6, Listen +5, Move Silently +6, Spot +5, Survival +5
Possessions combat gear plus +1 *mighty* [+3] composite longbow, 30 arrows, cloak of resistance +1, masterwork dwarven waraxe, dagger, spiked gauntlet, buckler, studded leather armor

ORC MASTER ARCHER **CR 7**

Male Orc Rgr 3/Ftr 4
CE Medium Humanoid (orc)
Init +3; **Senses** Darkvision 60 ft.; Listen +5, Spot +6
Languages Orc

AC 17, touch 13, flat-footed 14
(+3 Dex, +3 armor, +1 buckler)
hp 58 (7 HD)
Fort +10, **Ref** +8, **Will** +5
Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee masterwork dwarven waraxe +10/+5 (1d10+4/x3)

Ranged +1 *mighty* [+3] composite longbow +12/+7 (1d8+6/x3) or +1 *mighty* [+3] composite longbow +10/+10/+5 (1d8+6/x3)

Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +10
Atk Options Favored Enemy (humanoid [dwarf]), rapid shot, 2 +1, *dwarf bane arrows* [] []
Combat Gear: *potion of cure serious wounds*

Abilities Str 17, Dex 16, Con 14, Int 8, Wis 10, Cha 6
Feats Endurance, Iron Will, Point Blank Shot, Precise Shot, Quickdraw, Rapid Shot, Track, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)
Skills Climb +11, Hide +7, Listen +5, Move Silently +7, Spot +6, Survival +6

Possessions combat gear plus +1 *mighty* [+3] composite longbow, 40 arrows, 2 +1 *dwarf bane arrows*, cloak of resistance +1, masterwork dwarven waraxe, dagger, spiked gauntlet, studded leather armor

ENCOUNTER 5A

ELITE ORC WARDRUMMER **CR 7**

Male Orc Brd 7
CE Medium Humanoid (orc)
Init +1; **Senses** Darkvision 60 ft.; Listen +9, Spot -1
Languages Orc

AC 15, touch 11, flat-footed 14
(+1 Dex, +4 armor)
hp 44 (7 HD)
Fort +7, **Ref** +9, **Will** +6
Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee masterwork longsword +7 (1d8+1/19-20)

Ranged javelin +6 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +6

Special Actions bardic music 7/day (fascinate, countersong, inspire competence, inspire courage [+1 to hit, +2 to damage with masterwork drums], suggestion)

Combat Gear: *potion of cure serious wounds*, *wand of cure light wounds*, *scroll of haste*, *potion of invisibility*, *scroll of dimension door*

Bard Spells Known (CL 7th):

3rd (1/day)—*fear* (DC 16), *haste*

2nd (3/day)—*blur*, *cure moderate wounds*, *pyrotechnics*, *rage*

1st (4/day)—*comprehend languages*, *cure light wounds*, *inspirational boost*, *remove fear*

0 (3/day)—*dancing lights*, *daze*, *detect magic*, *ghost sound*, *prestidigitation*, *read magic*

Abilities Str 12, Dex 13, Con 14, Int 10, Wis 8, Cha 16

Feats Great Fortitude, Lightning Reflexes, Ritual Blood Bonds

Skills Bluff +13, Diplomacy +7, Knowledge (local - NMR) +2, Knowledge (religion) +8, Listen +9, Perform (oratory) +13, Perform (percussion instruments) +15, Sense Motive +9

Possessions combat gear plus masterwork drum, +2 cloak of charisma, vest of resistance +1, masterwork longsword, dagger, 2 javelins, chain shirt, holy symbol of Gruumsch, 2 vials of unholy water.

ORC WARRIOR **CR 3**

Male Orc warrior 4
CE Medium Humanoid (orc)
Init +1; **Senses** Darkvision 60 ft.; Listen -1, Spot -1
Languages Orc

AC 17, touch 11, flat-footed 16
(+1 Dex, +4 armor, +2 shield)
hp 22 (4 HD)
Fort +5, **Ref** +2, **Will** +0
Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee blue ice battleaxe +9 (1d8+4/x3) or hand axe +7 (1d6+3)

Ranged javelin +5 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +7

Combat Gear: *potion of cure moderate wounds*

Abilities Str 16, Dex 12, Con 13, Int 7, Wis 8, Cha 6

Feats Weapon Focus (battle axe)

Skills Intimidate +5

Possessions combat gear plus blue ice battleaxe, hand axe, dagger, chain shirt, heavy wooden shield, 3 javelins

ORC BATTLERAGER **CR 5**

Male Orc Barbarian 5
CE Medium Humanoid (orc)
Init +1; **Senses** Darkvision 60 ft.; Listen +8, Spot +0
Languages Orc

AC 17, touch 11, flat-footed 17; Improved Uncanny Dodge
(+1 Dex, +4 armor, +2 shield)
hp 50 (5 HD)
Fort +6, **Ref** +2, **Will** +1
Weakness: light sensitivity

Speed 40 ft. in light armor (8 squares), base movement 40 ft.
Melee blue ice battleaxe +12 (1d8+6 /x3) or hand axe +10 (1d6+5 /x3)
Ranged javelin +6 (1d6+5)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +10
Attack Options: Rage 2/day
Special Options: Trap Sense +1
Combat Gear: *potion of cure serious wounds, potion of shield of faith +2*

Abilities Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6
Feats Mad Foam Rager, Weapon Focus (battle axe)
Skills Intimidate +6, Listen +8, Survival +8
Possessions combat gear plus blue ice battleaxe, battle axe, dagger, heavy wooden shield, +1 *studded leather armor*, 3 javelins

Rage:

AC 15, touch 9, flat-footed 15
(+1 Dex, +4 armor, +2 shield, -2 rage)
hp 60 (5 HD)
Fort +8, **Ref** +2, **Will** +3
Melee blue ice battleaxe +14 (1d8+8 /x3) or hand axe +12 (1d6+7 /x3)
Ranged javelin +6 (1d6+7)
Base Atk +5; **Grp** +12

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

ORC CHAMPION **CR 7**

Male Orc Barbarian 7
CE Medium Humanoid (orc)
Init +1; **Senses** Darkvision 60 ft.; Listen +10, Spot +0
Languages Orc

AC 17, touch 11, flat-footed 17; Improved Uncanny Dodge
(+1 Dex, +6 armor)
hp 68 (7 HD) DR 1/-
Fort +8, **Ref** +4, **Will** +3
Weakness: light sensitivity

Speed 30 ft. in medium armor (6 squares), base movement 40 ft.
Melee +1 *greataxe* +14/+9 (1d12+8 /x3) or battle axe +12/+7 (1d8+7 /x3)
Ranged javelin +8 (1d6+5)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +12
Attack Options: Rage 2/day
Special Options: Trap Sense +2

Combat Gear *cloak of predatory vigor* (2/day, swift action, cure 7hp while raging), *potion of cure serious wounds, potion of shield of faith +2*

Abilities Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6
Feats Blind-fight, Mad Foam Rager, Weapon Focus (greataxe)
Skills Intimidate +8, Listen +10, Survival +10
Possessions combat gear plus +1 *greataxe*, battle axe, +1 *breastplate*, dagger, locking gauntlet, spiked gauntlet, +1 *vest of resistance, boots of the winterlands*, 3 javelins

Rage:

AC 15, touch 9, flat-footed 15
(+1 Dex, +6 armor, -2 rage)
hp 82 (7 HD)
Fort +10, **Ref** +4, **Will** +5
Melee +1 *greataxe* +16/+11 (1d12+11 /x3) or battle axe +14/+9 (1d8+10 /x3)
Ranged javelin +8 (1d6+7)
Base Atk +7; **Grp** +14

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

ORC WARLORD **CR 9**

Male Orc Barbarian 9
CE Medium Humanoid (orc)
Init +2; **Senses** Darkvision 60 ft.; Listen +12, Spot +0
Languages Orc

AC 18, touch 12, flat-footed 18; Improved Uncanny Dodge
(+2 Dex, +6 armor)
hp 86 (9 HD) DR 1/-
Fort +9, **Ref** +6, **Will** +4
Weakness: light sensitivity

Speed 30 ft. in medium armor (6 squares), base movement 40 ft.
Melee +1 *beserking greataxe* +16/+11 (1d12+8 /19-20 x3) or blue ice battleaxe +15/+10 (1d8+8 /x3)
Ranged javelin +10 (1d6+5)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +14
Attack Options: Rage 3/day, *beserking* Weapon (deals 1d8 extra damage per hit while raging).
Special Options: Trap Sense +2
Combat Gear: *cloak of predatory vigor* (2/day, swift action, cure 9hp while raging), *potion of cure serious wounds, potion of displacement, potion of shield of faith +2*

Abilities Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 6
Feats Blind-fight, Improved Critical (greataxe), Mad Foam Rager, Weapon Focus (greataxe)
Skills Intimidate +10, Listen +12, Survival +12
Possessions combat gear plus +1 *Beserking greataxe*, blue ice battleaxe, dagger, locking gauntlet, spiked gauntlet, +1 *breastplate*, +1 *vest of resistance, boots of the winterlands*, 3 javelins

Rage:

AC 16, touch 10, flat-footed 16
(+2 Dex, +6 armor, -2 rage)

hp 104 (9 HD)
Fort +11, **Ref** +6, **Will** +6
Melee +1 *beserking greataxe* +18/+13 (1d12+11+1d8
/19-20 x3) or blue ice battleaxe +17/+12 (1d8+11
/x3)
Ranged javelin +10 (1d6+7)
Base Atk +9; **Grp** +16

Abilities Str 24, Dex 14, Con 18, Int 8, Wis 10, Cha 6

ORC WIZARD **CR 5**
Male Orc Wizard 5 (Necromancy specialist—illusion, abjuration barred)
CE Medium Humanoid (orc)
Init -1; **Senses** Darkvision 60 ft.; Listen +2, Spot +2
Languages Orc

AC 13, touch 9, flat-footed 13
(-1 Dex, +4 armor)
hp 29 + 11 temporary hp (5 HD + *false life*)
Fort +3, **Ref** +0, **Will** +4
Weakness: light sensitivity

Speed 30 ft. in light armor (6 squares), base movement 30 ft.
Melee quarterstaff +6 (1d6+4) or dagger +5 (1d4+3/19-20)
Ranged javelin +1 (1d6+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +5
Combat Gear: *potion of cure moderate wounds, arcane scroll of obscuring mist, arcane scroll of hold monster*
Wizard Spells Prepared (CL 5th):
3rd—*haste, slow* (DC 16), *vampiric touch*
2nd—~~*false life*~~, *ghoul touch* x2 (DC 16), *spectral hand*
1st—*burning hands* (DC 14), *grease* (DC 14), ~~*mage armor*~~, *shocking grasp* x2
0th—*acid splash* x2, *touch of fatigue* x2
‡ Already cast – *false life*, *mage armor*

Abilities Str 16, Dex 8, Con 14, Int 16, Wis 11, Cha 8
Feats Craft Wondrous Item, Scribe Scroll, Skill Focus (concentration), Spell Focus (necromancy)
Skills Concentration +13, Knowledge (arcana) +11, Knowledge (religion) +5, Spellcraft +14
Possessions combat gear plus, +2 *headband of intellect*, masterwork quarterstaff, holy symbol of gruumsch, spellbook, spell component pouch, morning star, dagger, 2 javelins, toad familiar

APPENDIX 3: COLD HAZARDS AND THE SURVIVAL SKILL

COLD DANGERS

Cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill Description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below -20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a *chill metal* spell.

SURVIVAL (WIS)

Check: You can keep yourself and others safe and fed in the wild. The table below gives the DCs for various tasks that require Survival checks.

Survival does not allow you to follow difficult tracks unless you are a ranger or have the Track feat (see the Restriction section below).

<u>SURVIVAL</u> <u>DC</u>	<u>TASK</u>
10	Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.
15	Keep from getting lost or avoid natural hazards, such as quicksand.
15	Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.

Action: Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer.

Try Again: Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching.

APPENDIX 4: OVERLAND TRAVEL AND TERRAIN

One Hour (overland)	Speed			
	15 ft	20 ft	30 ft	40 ft
Walk	1 1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	-	-	-	-

Mounts (carrying load)	Per Hour	Per Day
Light horse or light warhorse	6 miles	48 miles
Light horse (151-450 lb.)	4 miles	32 miles
light warhorse (231-690 lb)	4 miles	32 miles
Heavy horse or heavy warhorse	5 miles	40 miles
heavy horse (201-600 lb)	3 1/2 miles	28 miles
heavy warhorse (301-900 lb)	3 1/2 miles	28 miles
Pony or warpony	4 miles	32 miles
Pony (76-225 lb)	3 miles	24 miles
Warpony (101-300 lb)	3 miles	24 miles
Donkey or Mule	3 miles	24 miles
Donkey (51-150lb)	2 miles	16 miles
Mule (231-690 lb)	2 miles	16 miles
Dog, riding	4 miles	32 miles
Dog, riding (101-300 lb)	3 miles	24 miles

Terrain and Overland Movement:			
Terrain	Highway	Road or Trail	Trackless
Mountains	x3/4	x3/4	x1/2

APPENDIX 5: NEW RULES ITEMS

FEATS:

Mad Foam Rager

You fight with the rage that only a rabid badger or a beer addled dwarf can bring to bear. In combat, you shrug off attacks and continue fighting even in the face of horrific injuries and effects.

Prerequisites: Rage or Frenzy ability

Benefit: When fighting, you can endure tremendous blows with little visible effect. As an immediate action, you can choose to delay the effect of a single attack, spell or ability used against you. The damage or effect does not take hold until the end of your next turn. You can only use this ability while under the effect of your rage or frenzy ability. You can activate it once every time you use your rage or frenzy ability.

Source: *Player's Handbook II* 80

Ritual Blood Bonds

You invest your allies with the power of your totem, god, or similar divine entity. These rituals allow you to forge bonds between warriors that stand the test of combat.

Prerequisites: Orc or half-orc, Knowledge (religion) 4 ranks.

Benefit: You gain access to rituals based on your total ranks in Knowledge (religion).

Blood brothers (Knowledge [Religion] 4 ranks): You gather up to six of your allies together in a circle. Each member of this circle pledges allegiance to the others, cuts himself, and bleeds into a bowl containing holy water or unholy water (as appropriate to your alignment). You then sprinkle the mixture on yourself and the members of the circle. You and everyone else who participated in this ritual gains a +4 morale bonus on Will saves against fear as long as each individual can see one other ally who took part in this ritual.

This ritual requires 10 minutes of incantation and a vial of holy water or unholy water. Its effect lasts for 24 hours.

Vengeful Bonds of Brotherhood (Knowledge [Religion] 8 ranks): You create a close, mystical bond between you and your allies. Up to six individuals can participate with you in this ritual. Each participant cuts his hand. Everyone in the ritual then clasps hands in a circle while you stand in the middle. You speak a prayer while sprinkling holy or unholy water on each participant. This ritual grants benefit to its participants (including you) when an ally falls in battle. If an individual who participated in this ritual sees another participant drop to 0 or fewer hit points due to an opponent's actions, he gains a +2 morale bonus on attack rolls against the foe who dropped his ally. This benefit lasts for 1 minute every time it is triggered. You can gain this bonus against multiple foes during the duration of the effect.

This ritual requires 10 minutes of incantation, a vial of holy water or unholy water, and silver dust worth 10 gp. This ritual's benefit lasts for 24 hours.

Source: *Player's Handbook II* 86

MAGIC ITEMS

Cloak of Predatory Vigor

Price: 1400 gp; Body Slot: Shoulders; Caster Level 3rd; Aura: Faint (DC 16) conjuration; Activation: Swift (mental); Weight: 2 lb.

This leopardskikn cloak appears comfortable yet protective.

A *cloak of predatory vigor* helps you channel the power of your combat frenzy into rejuvenating energy. While in a rage or frenzy, you can activate this cloak to heal damage to yourself equal to your hit dice.

This effect functions two times per day.

Prerequisites Craft Wondrous Item, *cure moderate wounds*.

Cost to Create: 700gp, 56 XP, 2 days

Source: *Magic Item Compendium* pg 87

Beserker (Weapon Quality)

Price: +1 bonus; Property: Two-handed melee weapon; Caster Level 7th; Aura: Moderate (DC 18) enchantment;-

Though tarnished and battered, this simple weapon is incredibly durable, the scars of a thousand battles marring its surface.

In your hands, a *beserker* weapon deals an extra 1d8 points of damage on any successful attack while you are raging.

Prerequisites Craft Magic Arms and Armor, *rage*.

Cost to Create: Varies

Source: *Magic Item Compendium* pg 29

MUNDANE EQUIPMENT

blue ice battleaxe:

Blue ice is much lighter than iron, and when forged into a slashing weapon it keeps its edge much longer and is much sharper than an equally forged iron weapon. Slashing weapons made of blue ice have a +1 enhancement bonus on damage. Bludgeoning or piercing weapons can be made of blue ice, but they gain no bonus to damage. All weapons made of blue ice weigh half as much as normal. Blue ice has 20 hit points per inch of thickness and hardness 10. Slashing weapon +500gp. (Frostburn p. 80)

SPELLS

Inspirational Boost (*Complete Adventurer*)

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 swift Action

Range: Personal

Targets: You

Duration: 1 round or special; see text

When you play your instrument, sing your song, recite your epic poem, or speak your words of encouragement, you fill your allies with greater confidence than normal. While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

APPENDIX 6: DM MAPS AND PHYSICAL DESCRIPTION OF THE TRADING POST:

A Physical Description of the Stauber Trading Post

The trading post is surrounded by a thick palisade of logs sharpened dull points at the top. The palisade is about 15 feet high. (Hardness 5, hp: 90 per 10 foot section, break DC 25, climb DC 21). The palisade encircles a more or less rectangular area about 85' feet long and about 55 feet wide.

In the northeastern corner is a small, covered well with a bucket and a winch.

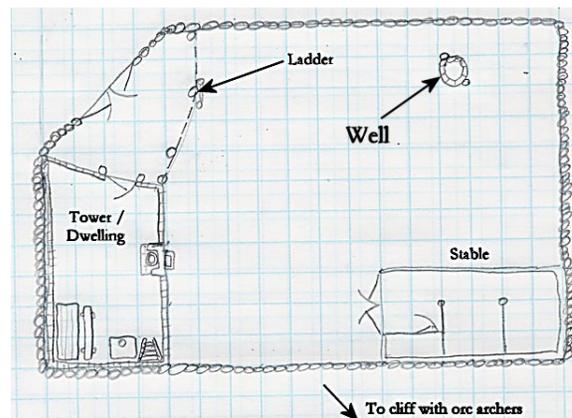
In the southeastern corner is a 30 foot by fifteen foot stable with a wattle and daub walls and a thatched roof.

In the southwestern corner is a small two story stone building built from the remains of a long ruined watchtower. It is roughly twenty feet wide and thirty feet long and is topped with decaying but still functional crenellations. There is a small basement accessible through a trapdoor on the ground floor where the Staubers store their food as well as their more bulky trade goods. The ground floor is accessible through a door on the north wall. This is where the Staubers do most of their business. There is a fireplace on the east wall with a large cast iron cauldron that Elaine uses to cook and there is a small workbench that doubles as a dining table. On cold nights, the Staubers allow visitors to camp on the floor. A ladder offers access to the second floor through a trap door. Upstairs, another ladder offers access to the roof through a trapdoor. Thick hangings cover arrow slits on the east, south, and west walls in order to keep out the winds. This is where the Staubers generally sleep and where they keep their valuable trade goods like the small satchel of healing potions.

Just north of the building, there is a raised platform accessible from inside the palisade by a ladder attached to its wooden support pillar. This large platform provides some shelter for travelers' pack animals and, in the summer, guests often hang hammocks under its shade. It also offers a convenient platform for defenders of the trading post to fire on anyone who might try attacking the gate.

Just underneath the platform, lies the only gate to the compound. The double doors are built of sturdy, weathered oak and have a thick wooden bar. (Hardness 5, hp: 30 ea, break DC 25 (when barred)).

Stauber Trading Post: First story view



Stauber Trading Post: View including roof (and 2nd story)

