

GRM2-06



THE PATROL

A One-Round D&D[®] LIVING GREYHAWK[®]
Gran March Regional Adventure

Version 1

by Pete Winz

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Sometimes it's all about getting back alive. This scenario is intended only for those who serve in the Gran March military (active duty, activated veterans, or foreign soldiers on detached duty). An adventure for characters levels 1 - 10.

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

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with the actual playing time being around three hours. The rest of the time is spent in preparation before game play, reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before you running the event. Take time to review any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, can bar the use of even Core Rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in *bold italics* is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes for you, offering insight to issues particular to the adventure. Monster and non-player character (NPC)

statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monsters and unique individuals are profiled in the Appendix at the end of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creature's abilities.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Website (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure's challenges are proportioned to the average character level of the character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mount, and so forth) use the following chart to determine that number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
¼ and 1/6	0	0	0	1
1/3 and ½	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure - round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is

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

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

1) Attempt to create a table of six 1st level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see *DUNGEON MASTER'S Guide* Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Gran March. In-region characters pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50gp, and Luxury Upkeep costs 100gp. Out-of-region characters pay double these amounts.

Note: In Gran March adventures, any active member of the military or reactivated veteran receives Adventurer's Standard upkeep at no charge. They also collect their military pay for each time unit of the adventure, which like profession checks is not limited by the adventure treasure cap.

Adventure Summary and Background

Gran March has suffered a number of attacks on its home soil over the past year. Evidence has pointed to backing by the giants across the Realstream in Geoff,

but each of the attacks has been made through the Dim Forest. The Army of Gran March has decided that it is time to put a stop to these incursions and seeks to find the paths by which the enemy forces have traveled into Gran March and close them.

The PCs are dispatched as part of a long-range reconnaissance in force. The PCs are assigned to a cavalry Squadron that is tasked with deep exploration of the Dim Forest in the hope of finding information that will allow the Army to block reinforcements of the enemy over the Realstream and to possibly locate the enemy's command and control centers (it's assumed that there are several).

Introduction - The PCs are assigned to their Squadron and receive their mission objectives.

Encounter 1 (Courier) - The PCs are called in to a meeting between the Squadron commander and a Dim Forest elf they may have met previously, Worolan Ethelos. Worolan has information that a courier carrying messages for the leader of the humanoid forces is nearby. He was on his way to recruit some elves to capture the courier when he encountered signs of the Gran March forces. He is concerned that he'll miss the courier and requests assistance from the Squadron Lieutenant. The PCs are assigned to follow Worolan and capture the courier, who is accompanied by orcish guards.

Encounter 2 (Scouting) - The PCs are tasked with scouting out information about a nearby enemy encampment. There are a number of traps to bypass in order to get to a place where they can safely spy upon the camp, but they find it deserted.

Encounter 3 (Mop-up) - When they reach the site where they are to rendezvous with the main force, they find that goblinoids have overwhelmed the camp. The battle is over, but a number of goblinoids have lingered to loot. All of the other soldiers are dead or severely injured and all of the mounts are missing, save three that have been injured to unconsciousness. The Lieutenant is dead but has left information to help the PCs recover certain important papers to be delivered to the Warden at all costs. The PCs will find that there are a number of wounded who are alive but unable to move on their own.

Encounter 4 (Scavengers) - The smell of blood on the battlefield draws the attention of some of the denizens of the Dim Forest (ranging from krenshar at lowest APLs to advanced shadows at the highest).

Encounter 5 (Final Attack) - The humanoids make one last attempt to stop the PCs from returning to Fort Endurance. The PCs see the courier they captured just

before the battle is joined, but there is no sign of him afterwards.

Conclusion - The PCs report.

Introduction

You first need to make sure that all of the PCs are active members of the Gran March Army or might otherwise be brought into service as activated veterans or members of foreign military organizations that have soldier exchange programs with Gran March (such as the Yeomanry). If the PC is not somehow under orders of the Gran March Army, he or she won't be sent on this mission - NO CIVILIANS! The scenario is written to support PCs of 1st level, so players are welcome to start a new character in order to qualify to play this scenario.

The next point to address is chain of command. Request the rank of each PC and determine who is the most senior. The PCs will be put into a File together and the highest-ranking soldier will be put in command of that File. The agreement with the Yeomanry authorizes an exchange of troops between the countries but Yeomanry soldiers will not be part of the normal chain of command. Ignore their rank for the purposes of choosing a File leader.

Third, it is quite possible that one of the PCs at your table might be a Lieutenant. If this is the case, that PC will be put in command of the entire Squadron and you will need to brief him apart from the others. Give him the same info as appears below, plus the information that is listed as classified. He will then need to brief the other PCs on the mission.

If no Lieutenant is present at the table, the PCs will serve under Lieutenant Ennister, the officer from "Caravan Duty." Determine which PCs have participated in that adventure and their level of success in carrying out their mission in that scenario - Lieutenant Ennister will remember them.

Finally, another NPC from a previous scenario makes an appearance here as well - Worolan Ethelos, an elven warrior. Find out whether any of the PCs participated in "Under Siege" and if so, whether they assisted the wounded elf in that scenario (i.e., they or another PC used a spell or magic item to heal some or all of his wounds). This will come up in Encounter 1.

When you've gotten the preliminaries out of the way, you can proceed to the Introduction text.

Recent attacks against Gran March have resulted in reactivation of many veterans and numerous reassignments of active-duty personnel, often

without apparent rhyme or reason. You have been ordered to report to Lieutenant Ennister at Fort Endurance. You arrive at the fort to find it a much-changed place. Signs of last year's attack have mostly been wiped away and the hill is a beehive of activity as troops move about the camp that has sprung up outside the fort itself. As you approach, a patrol stops you, asks your business, and quickly directs you to Lieutenant Ennister's camp. You find a number of individuals waiting outside the Lieutenant's tent.

Have each player describe his or her PC to the other players. Allow the PCs a chance to introduce themselves and chat, and then proceed.

The tent flap opens and you see a tall, blonde man dressed in fine quality, but well-worn, chain mail. He appears not to have shaved for many days and the wind carries a scent that tells you he has not bathed for a much longer time. He greets you with a ready smile and beckons you into the tent.

Lieutenant Ennister has changed considerably from the formal, hidebound character the PCs may know from "Caravan Duty." Shortly after the time of that scenario, the 23rd Cavalry Squadron was once again brought to full strength and has since been assigned to patrol duties in the Dim Forest. At the time of the attack on Fort Endurance, his unit was caught in the advancing wave of goblin attackers and he and a handful of his men were the only survivors (Sergeant Anthorn didn't make it, but Corporal Birkit did and has since completed his term of service and retired). The long patrols and several near-death experiences have taken a good deal of starch out of this once formal young officer. He won't brook outright disrespect, but he has relaxed considerably from the martinet that the PCs may remember serving under previously.

"Welcome, welcome! Please pardon my appearance and odor. I've just returned from an extended patrol and haven't had time to freshen up yet. After a month out there in the woods, I'm really looking forward to a hot bath and a good shave. I've got my Sergeant lining that up for me, but he was so kind as to rustle up a cask of cool ale first. Care to join me in a mug?"

At this point, he will pause to greet by name any PCs who completed the "Caravan Duty" mission successfully. He will tell them that he's glad they're here because he will definitely need some men of skill and determination on this one. Once that's out of the way and everyone has settled down, he'll proceed with the mission briefing.

"All right, let me get down to brass tacks and tell you what we're about to get into here. As you are no doubt aware, there have been some serious

attacks mounted against us through the Dim Forest in the last year. The Warden has had us going on some fairly extended patrols to see if we can find out where the enemy is based, but we've had little luck to this point. He has ordered us to penetrate further into the Dim Forest than we've gone before. He's received extra troops following the attack last year and he's sending out a lot of patrols all at once.

Our mission is to find the enemy, map out his routes of travel and attack, and if possible, locate his command and control centers. The Warden is convinced that there are several, given that the orcs and goblins tend to have inter-tribal conflicts if they're cooped up together for too long. This is a reconnaissance in force. We're traveling in numbers for protection against the denizens of the Dim, but we're to avoid conflict with humanoid forces as much as possible.

If we encounter small scouting parties, we are allowed to attack, but we are to avoid detection as much as possible. The idea is to find out as much as we can about the enemy while not giving him any useful information in return. Of course, if we're attacked, that all goes out the window and we're to use best judgment as to how to carry out as much of the mission as possible – to return alive with as much intelligence as we've been able to gather.

Here is a map showing the route we'll be taking.

Give the PCs Player Handout #1.

There is a landmark at the far edge of the previously patrolled area – a lightning-struck tree. The extended patrols will be using it as a launching point. It will also serve as a rendezvous site for anyone who becomes lost or separated. We'll be zigzagging around an arc, in order to cover a wider area. We're expected back in 15 days and will be considered overdue at 17 days.

You've been assigned to me as specialist troops to deal with unusual situations. I'm sure we'll see a few and I'm equally sure that you're up to the task or you wouldn't be here. To keep things as regular as possible for the rest of my men, I'll be keeping you together in one file and retaining my normal chain of command. I'll be putting [insert name of highest ranking PC here] in charge. I realize that this may cause some irregularities in the chain of command, but I think it will be easiest this way. We may need to travel fast, so the unit will be equipped as light cavalry. The terrain is good for horses, although it will be difficult to mount a proper charge with all the trees about. If you don't already have a war-trained mount, I'll have the Sergeant find one for you – regular mounts get spooked too easily in the Dim. We'll be leaving tomorrow. If you require

any special equipment, head up to the fort and requisition whatever you need. Any questions?

The PCs will each be loaned a light warhorse or riding dog if they don't already have one. If this will boost the APL to a level the PCs prefer not to face, allow them the option to choose a mount that will not fight but counts as war-trained as far as the rules on spooking are concerned. Additional equipment from the Player's Handbook is available for loan, provided that it is what you would consider standard military equipment (no exotic weapons or expensive items).

There's not a whole lot more that the Lieutenant can tell the PCs about their mission. He's seen a lot of trouble on his Dim Forest patrols over the last year, but most of the denizens of the forest will stay away from large, well-armed, and well-organized groups of men, unless they're really, really hungry. He shares the "classified" information below only as he sees necessary to ensure the success of the mission - if PCs ask direct questions and seem to have reasonable need to know, use that information as you see fit.

Lieutenant Ennister gladly discusses his experiences since the PCs saw him last. If anyone asks about Sergeant Anthorn, he looks very sad for a moment, almost ready to cry. He describes Sergeant Anthorn's heroic death standing off nearly 100 goblins so that the rest of the Squadron could escape the armies marching to lay siege to Fort Endurance. He was posthumously awarded the Sign of Trilesimain. Lieutenant Ennister has been by to visit his widow and young child. The boy is the spitting image of his father and seems set to follow in his footsteps. If the boy is even half the man his father was, the March will be well served indeed.

If anyone asks about Corporal Birkit, Lieutenant Ennister cheers up considerably. He tells them that Feodor survived his wound and served out the rest of his term. He was one of the few who survived the goblin siege forces. Lieutenant Ennister heard that he's back on his horse farm in Malthinius, and doing well.

Classified Information: The 23rd Cavalry Squadron is at full strength except for the short File made up by the PCs. It has five other Files, each with seven Soldiers (War 1) and one Corporal (War 2). There is also Sergeant Delak (War 3). Even 1st level PCs have skills and abilities lacking in the usual Soldier of the March, thus their assignment as a sort of Special Forces unit for the mission.

The Lieutenant's orders are to collect the specified intelligence with as little contact with the enemy as possible - it's better that the enemy doesn't know that the Warden has discovered his secrets. The Warden is certain that there are multiple enemy encampments. He's also convinced that there is a single leader acting

to coordinate the various humanoid tribes. The patrol is to go about 90 miles into the forest, all the way to the Realstream river. Any encampments and trails are to be marked on a map for the final report, but evidence of a unifying "warlord" is to be rushed back immediately. Commanders should ensure that the Warden receives this important information by using multiple methods to deliver it (i.e., immediately send one file with an initial report and retain a second copy of any information found for later delivery with the final report).

Encounter 1: Courier

You should frequently remind the PCs about what the Dim Forest is like to help set the tone for the adventure. The forest canopy is so thick that very little light penetrates to the ground below; leaving the forest in a state of perpetual twilight while the sun is overhead and plunging it into total darkness when it is not. The air is heavy with moisture, with fogs springing up in the cool hours of morning. In summer, the heat is oppressive, despite the shade. There is very little undergrowth because of the low light. There are many small animals and some larger ones, but they are mostly heard rather than seen. The forest itself is composed of many extremely old trees spaced far enough apart to make horse travel relatively easy, but between the size of the trunks, the number of trees, and the low light conditions, visual range is limited to about 100 feet in most places.

If any PCs participated in "Under Siege" and assisted the wounded elf in that scenario, they recognize the elf in the following description (and are recognized in turn).

The last week has been a lot less exciting than one might expect of travel deep into the Dim Forest. You have seen nothing more dangerous than a doe and found no signs of the humanoids you seek. You've found several promising trails, but they've proven to be used by nothing aside from the aforementioned deer and other game. You are traveling just behind the Lieutenant when you see an elf step out from behind a tree just ahead of you.

This is Worolan Ethelos (War 4). He nods to the Lieutenant and greets any PCs that helped him in "Under Siege."

"Hello soldiers of the March! It is good to see you here now. Perhaps we can once again be of aid to each other. I need to speak of an opportunity to strike a blow against our common foes."

Lieutenant Ennister orders the Squadron to halt and set up a temporary camp while he confers with Worolan. It

won't be long after they step into his tent before he summons the PCs to join them.

"It seems that I have a mission for you. I'll let Worolan here tell his story again. If it proves true, we might be in for some very good luck indeed!"

Worolan explains that he and some of his fellow sylvan elves have been scouting the area, trying to determine much the same things that the Warden wishes to know. He has found a goblin camp nearby (a little over a days travel away). The camp is pretty large (several hundred goblins) and is well patrolled. He found a way that someone could get close and still maintain concealment, but he thinks that the goblins may have set some traps in the area.

Yesterday he happened upon a small group of orcs accompanying a kobold and overheard enough to find out that the kobold is a messenger of some type. The orcs are also guarding a large chest that is a payment intended for a goblin tribal leader. There were too many for Worolan to hope to overcome on his own and he was on his way to find help when he stumbled upon the Gran March soldiers. This is good because now there's hope that they can catch the messenger before he reaches the goblin camp. In fact, if they leave soon, they should be able to reach the orcs and kobold before they break camp, making it easier to find them and keep any from escaping.

Lieutenant Ennister is eager to have the PCs take on the mission - it's the break he's been looking for. He also mentions that after they catch the courier and return with any information or prisoners that they are able to find, he wants them to scout the goblin camp. He listens to any reservations that the PCs might have, but indicates that he has heard of Worolan before, knows him to be a friend of the March, and believes that undertaking this mission is the best chance to accomplish what the Warden sent him to do. In the end, he orders the PCs to go if they don't seem eager to do so already. If they are eager, he is quite pleased, saying, "I knew I had the right men. Excellent!"

The orcs and kobold have been traveling by night and sleeping by day. It is now near noon and the humanoids are encamped about four hours travel away (Worolan had almost given up hope of finding someone to help in time to get back before the humanoids struck camp and became much more difficult to find again). Worolan asks the PCs if they wish to make a plan, since they form the majority of the fighting force and he is not familiar with their tactics or abilities. He tells them that his preferred weapon is the bow and that he is a fair shot. Worolan joins a melee if it looks necessary to save the life of a companion, but prefers to attack with his bow from cover if possible.

APL 2 (EL 2)

Orcs (4): hp 4 each; see *Monster Manual* page 146.

APL 4 (EL 5)

Orcs (6): Male orc Brb 1; hp 12 each; see Appendix I.

APL 6 (EL 7)

Orcs (6): Male orc Brb 2; hp 19 each; see Appendix I.

APL 8 (EL 8)

Orcs (6): Male orc Brb 3; hp 26 each; see Appendix I.

APL 10 (EL 10)

Orcs (6): Male orc Brb 5; hp 40 each; see Appendix I.

All APLs (EL 20)

Kenningamek: Male half-dragon/half-kobold Rog 3/Sor 6/Arcane Trickster 9; hp 92; see Appendix II.

Tactics: The orcs are unaware of the importance of their courier, but they are aware of the importance of the cargo and the consequences for surviving its loss. They sleep with their weapons drawn, so they may attack adjacent foes in the round in which they awake. They fight to the death to defend the chest they guard, going into a rage and using their Power Attack to their full base attack bonus.

Kenningamek cowers and begs for mercy. This is, of course, an act. He knows that it would be simple for him to destroy any ordinary Gran March military unit, but he's curious as to why they're out here. He thinks that he can be captured for a time, learn what he needs to know about why the soldiers are here, what they know already, and what their plans are. It will then be a simple matter to escape and order some of his minions to make sure that the soldiers never report their findings back to their commanding officers. He is not overly concerned about the loss of gold or minions - they can be replaced. Intelligence about his enemy's activity and plans is much more valuable.

Treasure: The chest contains an amount of gold that varies depending on which APL is used for the encounter: APL 2 - 300 gp; APL 4 - 500 gp; APL 6 - 900 gp; APL 8 - 1,600 gp; APL 10 - 2,800 gp. Kenningamek is carrying a leather satchel containing several scroll tubes and a leather pouch full of sparkly sand (Appraise check at DC 20 to recognize it as 1,000 gp worth of diamond dust, or Spellcraft check at DC 13 to recognize what it is without knowing its value). The scroll tubes contain coded messages.

APL 2: L: 28 gp; C: 500 gp; M: 0

APL 4: L: 42 gp; C: 700 gp; M: 0

APL 6: L: 42 gp; C: 1,100 gp; M: 0

APL 8: L: 42 gp; C: 1,800 gp; M: 0
APL 10: L: 42 gp; C: 3,000 gp; M: 0

Development: The PCs should be able to defeat the orcs and capture Kennigamek. Worolan is happy to let the Gran March soldiers take any prisoners but is interested in hearing anything that can be learned from questioning them. Lieutenant Ennister is very pleased that the PCs have captured the courier and decides that for the purposes of dividing the spoils of war, the PCs' File will be considered to have been operating independently of the rest of the unit (i.e., the PCs don't have to share with the rest of the Squadron). He asks them to be present for the interrogation, in case anything the prisoner says does not ring true with what they've observed. He suggests that perhaps if the PCs do most of the questioning (and threatening), he can step in as a "friend" to the poor kobold and use his relative kindness to get him to open up if they reach an impasse.

Kennigamek thinks of it as a game, but he is wary of any chance that someone might discover his true identity and ability. While being questioned, he casts *detect thoughts* using his Extend Spell, Silent Spell, Still Spell, and Eschew Materials feats. If he suspects that his captors have any idea of his true nature, he escapes as soon as possible (*teleport* using Silent Spell, preferably when left alone for even an instant) and then send his troops after the soldiers to eradicate them completely. You need to adjust the descriptions of the events that follow slightly to indicate that they're a result of the prisoner's escape and attempts to recapture him rather than simply sending him back to Fort Endurance.

Kennigamek talks in a sing-song, pidgin Common, attempting to play the part of an elderly kobold who is frightened of the soldiers. He claims to know nothing, but caves at the first threat. Remember that his extended *nondetection* likely prevents most of the divinations that the PCs can use to aid in interrogation (DC 30 caster level check to overcome it).

If asked about the messages, he identifies which scroll tubes were to be given to which tribal leaders (one for Harigga, leader of the goblins on this side of the river; two for Worotigan, leader of a large band of orcs on the other side; and one for Nalaburr, leader of a smaller orc band on the other side as well), but claims to be unable to read a map to point out where the camps are located. He gives directions to the nearby camp (and Worolan confirms that they are accurate). No matter how much he is threatened, he refuses to guide the PCs across the river ("Kill me now, hurt less than I get killed later."). He pretends ignorance of the message codes.

If asked for details about Harigga's camp, he describes it as a bunch of huts built close to a cliff near the river

about a day from here. There are about 200 goblins there, all warriors – no females or young. Worolan confirms that this is accurate.

If asked about the diamond dust he was carrying, he says that it's pretty sand he got from a dead guy after a battle. "Kennigamek have sand back? It fun to play with!"

If asked about the humanoid warlord, he says that the warlord doesn't let anyone see him or know what he looks like (true). It is said that he's a very powerful spellcaster (also true). He's been known to execute anyone who fails him in very painful, public ways, to make sure no one crosses him (very true). Kennigamek asks to be protected from the warlord because even saying as much as he has already warrants flaying alive or worse. He claims to not know more than that.

After the interrogation is finished, Lieutenant Ennister once again thanks the PCs. He tells them that his orders indicate that he must send the prisoner and messages back to Fort Endurance immediately. He might normally ask the PCs to take on that task, but he feels that they are better utilized in scouting the nearby humanoid camp. Lieutenant Ennister plans to take the remaining troops and complete the rest of the planned patrol route. He directs the PCs to rendezvous with the main body at the rally point mentioned in their mission briefing (the lightning-struck tree). It should take the PCs a little more than a day to reach the enemy camp and it's about four days travel from there to the rendezvous site since they'll be able to travel directly rather than zigzagging, so the Lieutenant expects them to arrive in about five or six days. See DM Aid #1 for a map of the area showing the locations of the Gran March camp, the goblin camp, and the rendezvous site.

Kennigamek, through the use of his *detect thoughts*, monitors the PCs' briefing and knows the entire plan, even knowing that Lieutenant Ennister is keeping some of the coded messages as insurance against loss of the escort File and where Lieutenant Ennister plans to go on his patrol route. Kennigamek goes willingly with the soldiers taking him to Fort Endurance (riding double in front of the Corporal), but kills them all after requesting a rest stop a couple of hours after leaving camp. While the PCs are making their way to the goblin camp, he *teleports* to a safe place close by, where he has previously left emergency supplies (including more diamond dust). There, he writes some new orders, which he delivers to Harigga in the guise of the messenger. The orders say that the Gran March soldiers have intercepted his payment but that he can catch them by using the river to move ahead.

When the PCs are ready to go, proceed to Encounter 2.

Encounter 2: Scouting

The journey to the goblin camp takes a day and a quarter. On the first day, Worolan takes the PCs to a safe place about two hours away from the goblin camp. Ask the PCs if they wish to set watches. Worolan only needs to trance for four hours and so is happy to stand a double watch to allow the PCs more time to sleep. When they awaken, proceed with the following.

Worolan escorts you to the area where he thinks you should be able to penetrate closest to the enemy camp without being detected. You see a ravine cutting into the rising ground ahead. Worolan speaks.

“This ravine leads up to the top of a cliff. The goblin camp is on the other side. I scouted as closely as I could from the open side, but they had too many patrols for me to get close enough to count their numbers. It is a long hike to come around to this side of the cliff, so they don’t send patrols here often. I tried climbing up several ways around here, but it seems that the ravine is the only clear path to the top. The goblins know this too, I guess, because when I tried to go that way before, I set off a rock fall that I’m sure they could hear from the other side. It was purposefully set up. I left quickly and haven’t been back since.

I have to return to my people to tell them what I’ve found. Good luck to you on your mission and I hope we can help each other again one day soon.”

Worolan gives a passable Gran March salute and moves off into the trees.

The ravine varies anywhere from 5 to 15 feet wide and 10 to 20 feet deep. It is cut through the earth down to the bedrock in places and is filled with loose dirt, rock, and detritus. The ravine climbs at an approximate 15-degree slope for a distance of 800 feet (vertical rise of 200 feet).

This encounter is basically a series of traps that the PCs find as they make their way up the ravine. The effects of the traps vary by APL, so use the appropriate descriptions and effects listed by APL below.

Trap 1 – This is the rockslide trap mentioned previously. It has already been sprung and the pile of loose stones simply represents a climbing hazard. Have the PCs attempting to cross it make Climb checks at DC 10 (they can take 10, but that won’t help anyone in heavy armor without some Strength or climbing skill). Having someone climb ahead and secure a rope for the others to use reduces the Climb DC to 5. If someone fails by less

than 5, describe the loud noise that echoes up the ravine as they slip and dislodge a pile of rocks during their climb. If they fail by 5 or more, they take 1d6 points of damage as they fall down the pile of loose rocks (making an even louder noise).

No EL is assigned to this trap because it represents a very low threat of damage or expended resources to a savvy party.

Trap 2 – Halfway up the ravine is an area where it narrows to only 5 feet wide. A clump of brush and timber has washed down into the ravine and wedged in the rocks at this point, completely blocking the ravine. There is a narrow opening at the very bottom, where runoff from rains has washed away the blockage in a 2-3 foot wide path. The tunnel is about 10 feet long and 1-2 feet high, so anyone trying to pass through it must crawl on their bellies (making them an easy target for the arrow trap that lies 7 feet ahead). It is possible to climb the 15-foot high walls to get around the blockage, but they’re fairly smooth here (DC 25).

APL 2 (EL 1)

↗**Arrow Trap:** CR1: mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search (DC 20), Disable Device (DC 20).

APL 4 (EL 2)

↗**Poisoned Arrow Trap:** CR2: mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow plus poison); poison (greenblood oil, Fortitude save [DC 13] resists, 1 Con/1d2 Con); Search (DC 22), Disable Device (DC 20).

APL 6 (EL 3)

↗**Poisoned Arrow Trap:** CR3: mechanical; proximity trigger; manual reset; Atk +15 ranged (1d6/x3, arrow plus poison); poison (medium-size spider venom, Fortitude save [DC 14] resists, 1d4 Str/1d6 Con); Search (DC 22), Disable Device (DC 20).

APL 8 (EL 4)

↗**Poisoned Arrow Trap:** CR4: mechanical; proximity trigger; manual reset; Atk +15 ranged (1d6/x3, arrow plus poison); poison (large scorpion venom, Fortitude save [DC 18] resists, 1d6 Str/1d6 Con); Search (DC 22), Disable Device (DC 20).

APL 10 (EL 5)

↗**Poisoned Arrow Trap:** CR5: mechanical; proximity trigger; manual reset; Atk +20 ranged (1d6/x3, arrow plus poison); poison (deathblade, Fortitude save [DC 20] resists, 1d6 Con/2d6 Con); Search (DC 22), Disable Device (DC 20).

Trap 3 – This trap is located 100 feet short of the top of the ravine. At this point, the ravine again narrows to about 5 feet wide. The walls are not very steep (Climb DC 10) and are 10 feet high. At low APLs, there is a simple pit trap, but at higher APLs there are also deadfall traps on either side where loose rocks fall on the PCs attempting to climb the walls to avoid the pit, possibly sweeping them into it. The pit is 10 feet across at all APLs.

APL 2 (EL 1)

✔ **Deeper Pit Trap:** CR1: mechanical; location trigger; manual reset; hidden switch bypass (Search [DC 25]); Reflex saving throw (DC 15) avoids; 20 ft. deep (2d6, fall); Search (DC 20), Disable Device (DC 23).

APL 4 (EL 2)

✔ **Deeper Pit Trap:** CR2: mechanical; location trigger; manual reset; hidden switch bypass (Search [DC 25]); Reflex saving throw (DC 15) avoids; 40 ft. deep (4d6, fall); Search (DC 20), Disable Device (DC 23).

APL 6 (EL 3)

✔ **Deeper Spiked Pit Trap:** CR3: mechanical; location trigger; manual reset; hidden switch bypass (Search [DC 25]); Reflex saving throw (DC 20) avoids; 40 ft. deep (4d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each); Search (DC 20), Disable Device (DC 23).

APL 8 (EL 4)

✔ **Deeper Spiked Pit Trap:** CR3: mechanical; location trigger; manual reset; hidden switch bypass (Search [DC 25]); Reflex saving throw (DC 20) avoids; 40 ft. deep (4d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each); Search (DC 20), Disable Device (DC 23).

✔ **Deadfall Trap (one to either side):** CR1: mechanical; location trigger; manual reset; Reflex saving throw (DC 20) avoids being knocked into the pit; 1d6, falling rocks; Search (DC 20), Disable Device (DC 23).

APL 10 (EL 5)

✔ **Deeper Spiked Pit Trap:** CR3: mechanical; location trigger; manual reset; hidden switch bypass (Search [DC 25]); Reflex saving throw (DC 20) avoids; 40 ft. deep (4d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each); Search (DC 20), Disable Device (DC 23).

✔ **Deadfall Trap (one to either side):** CR2: mechanical; location trigger; manual reset; Reflex saving throw (DC 22) avoids being knocked into the pit; 2d6, falling rocks; Search (DC 20), Disable Device (DC 23).

Development: Once the PCs make it to the top of the ravine, they will be able to observe the camp at the base of the cliff below. They can see many huts and other crude shelters, but it's obvious from the lack of movement and the smoldering embers in the fire pits that the place has been totally abandoned, and quite recently at that. The PCs may decide to then search the camp itself. They find signs that the inhabitants didn't take everything with them, but they didn't leave behind anything of real value that can be easily transported – it appears that the inhabitants were in a bit of a hurry to leave but not so much so that they were disorganized. See DM Aid #1 for the route taken by the goblins.

The PCs may decide to try to track the goblins from the camp. Their trail is very easy to follow due to the sheer number of goblins involved (200+ goblins would mean a DC somewhere near -50 despite the firm ground at the start of the trail and the time since it was made). The trail goes straight to the banks of the Realstream (a half hour walking time), where it is apparent that the goblins boarded some rafts and boats (again, the numbers make tracking pretty simple). The Realstream is about 10 feet deep and 150 feet wide at this point. It flows fairly swiftly here (5 feet per second), so swimming PCs find themselves swept a good distance downstream from their starting point (the exact distance depends on their movement rate and the success of their Swim checks – the water is relatively calm, DC 10). Forcing a horse to swim across requires either Handle Animal to lead it (DC 15) or Ride (DC 15). Remember to include the weight modifiers for any load carried in the horse's Swim check.

The PCs find no corresponding tracks on the other side of the river, no matter how far up or downstream they may travel. The goblins have taken their boats downstream for an entire day (over 40 miles) and have disembarked on the same side of the river from which they started (see DM Aid #1)

When the PCs decide to head for the rendezvous point, proceed to Encounter 3.

Encounter 3: Mop Up

The PCs need to take the most direct route if they wish to keep Lieutenant Ennister from waiting. They find something interesting on the way, a couple of hours travel from the previous army encampment.

Ahead of you is a rather strange sight. An area where the undergrowth and leaf litter have been burned black in a more or less perfect circle about 30 feet in diameter. The trees in that area have had their bark deeply burned to a height of about 20 feet.

If the PCs stop to investigate, they can determine a number of things.

A Wilderness Lore or Knowledge (Nature) check at DC 12 allows the PCs to determine that although the fire was quite hot, it was of extremely short duration and only the high moisture content of the forest here kept it from spreading.

A Spellcraft check at DC 23 positively identifies the effect as that of a *fireball* – one cast by a high-level caster (maximum damage dice).

A Search check at DC 10 turns up 8 longswords, metal parts from 8 crossbows, 8 horse bits, and many scraps of chain mail. The metal shows signs of being exposed to extreme heat – the swords and armor have lost their temper and the crossbow parts still have bits of charred wood attached here and there. If the check is successful at DC 20, a scrap of cloth is found. It is burnt and torn but enough of a Gran March coat of arms is left to identify it as part of a soldier's tabard. No unit or rank insignia remain, however (it is of the same color scheme as the 23rd Cavalry Squadron, if anyone asks).

A Tracking check at DC 10 indicates that a lot of scavengers have been all over this area over the last four days; DC 15 also reveals that there were somewhere between 5 and 10 bodies here before the scavengers arrived; DC 20 reveals all of the above plus the tracker finds a set of small humanoid footprints leaving the area, turning to face it, and then disappearing.

After riding about two hours, Kenningamek requested a rest stop ("Old kobold no hold it as long as he used to. You want keep going okay by me, but hope you got extra dry clothes."). While the soldiers waited for him to finish his business, he cast a *fireball* using his Silent Spell, Still Spell, and Eschew Materials feats. All of the soldiers died immediately. He then cast *teleport* get to the goblin camp to give them their marching orders. The goblins have been instructed in a coded message from the warlord to attack Lieutenant Ennister and his men.

When the PCs are ready to proceed, tell them that the rest of their journey to the rendezvous is uneventful and proceed with the following.

As you approach the rendezvous site, the scent of blood and burnt flesh can be sensed wafting in the light breeze moving through the trees.

Pause briefly for PC reactions. They may choose to charge or to attempt to approach with stealth. There are goblinoids still in the camp looting and they will attack any PCs they see, but could be surprised by a cautious approach.

As you come to the campsite, you find a scene of carnage. Piles of goblin bodies surround the low hillock on which the lightning-struck tree stands, but there are many men in Gran March Army uniforms lying among them. The only figures you see standing are a few goblinoids rifling through the pockets of the dead and dying soldiers.

If the PCs approach at full charge, the goblinoids hear them coming and stop what they're doing to meet the attack. If the PCs are stealthy, the goblinoids continue searching for loot until they have reason to know that the PCs are there (make Listen and Spot checks for the goblinoids as appropriate). If the PCs wait and watch for a bit before attacking, they hear one of the soldiers let out a moan as his pockets are rifled. The goblinoid stops his looting and prepares to issue a coup de grace against the wounded, but still living, soldier. Allow the PCs a chance to intervene, but if they do not, reduce the number of wounded left by one.

APL 2 (EL 2)

Goblins (8): hp 4 each; see *Monster Manual* page 107.

APL 4 (EL 5)

Hobgoblins (8): hp 5 each; see *Monster Manual* page 119.

APL 6 (EL 6)

Bugbears (4): hp 16 each; see *Monster Manual* page 27.

APL 8 (EL 8)

Bugbears (8): hp 16 each; see *Monster Manual* page 27.

APL 10 (EL 11)

Bugbears (8): Male bugbear Rog 2; hp 38 each; see Appendix I.

Tactics: The goblinoids start out scattered widely over the 100-ft. diameter campsite. When attacked, they throw their javelins and close with their enemies, trying to aid each other in flanking when possible. They also attempt to remain as spread out as possible to avoid being caught in area-effect spells.

Treasure: The treasure in this Encounter is the arms and armor of the goblinoids. Treasure is per PC.

APL 2: L: 27.2 gp; C: 0 gp; M: 0

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

APL 6: L: 8 gp; C: 0 gp; M: 0

APL 8: L: 16 gp; C: 0 gp; M: 0

APL 10: L: 661.6 gp; C: 0 gp; M: 0

Development: There are many Gran March soldiers who have stabilized on their own or whose wounds were bound before the goblins prevailed and thus are still alive. The number varies by APL, as follows.

APL 2 – 1 Corporal at –6 hp, 1 soldier at –6 hp, 2 soldiers at –4 hp

APL 4 – 1 Corporal at –8 hp, 3 soldiers at –6 hp, 4 soldiers at –4 hp

APL 6 – 1 Corporal at –8 hp, 4 soldiers at –6 hp, 7 soldiers at –4 hp

APL 8 – 1 Corporal at –8 hp, 6 soldiers at –6 hp, 5 soldiers at –4 hp

APL 10 – 1 Corporal at –9 hp, 4 soldiers at –8 hp, 7 soldiers at –6 hp

Lieutenant Ennister's body has been pinned to the tree with javelins and his head is missing (taken as a trophy to give to the warlord). The horses have all been taken or lie dead, except for three that have self-stabilized (at –8, –6, and –4 hp). A search of the camp reveals that the looting is far from complete – the PCs can re-equip any soldiers that they can return to consciousness. They also find that although Lieutenant Ennister's tent has been rifled and no valuables remain, his journal is still there. The final entry can be found in Player Handout #2.

If the PCs search the latrine, they find a leather satchel with the coded messages Lieutenant Ennister kept in reserve. If the PCs left the chest of gold from Encounter 1 behind when they went on their scouting mission, they find it here as well. If they also left their mounts behind, they are missing. Paladin bonded mounts escape their captors (and even bring the other PC's mounts with them when they do).

After the PCs have had a chance to organize the survivors but before they're ready to leave the site, proceed to Encounter 4.

Encounter 4: Scavengers

You notice movement at the edges of the campsite – shadows flicker among the trees.

The sounds and smells of battle have brought forth some Dim Forest residents looking for a little bite to eat.

APL 2 (EL 2)

Krenshar (2): hp 11 each; see *Monster Manual* page 125.

APL 4 (EL 4)

Krenshar (4): hp 11 each; see *Monster Manual* page 125.

APL 6 (EL 6)

Owlbears (2): hp 47 each; see *Monster Manual* page 148.

APL 8 (EL 8)

Owlbears (4): hp 47 each; see *Monster Manual* page 148.

APL 10 (EL 11)

Shadows, advanced (5): hp 36 each; see Appendix I.

Tactics: The kenshar are interested in feeding without a fight if possible – they move to attack unconscious soldiers but turn on any PCs that try to intervene. If allowed to feed without interference, each krenshar takes a single soldier and leave. The owlbears see the PCs as competition for their food and move to attack them immediately. The shadows also attack moving PCs in preference to unconscious soldiers. At APL 10, they approach through the ground, with only their heads sticking out so they can see (giving them nine-tenths cover).

Development: The rendezvous site is about 45 miles from Fort Endurance. It takes three days to travel that distance. You should determine what watches the PCs set each night, if any. The first day and night pass uneventfully, but you should keep them on edge by describing strange sounds they hear and movement they catch out of the corner of their eyes.

If the PCs decide to Track the goblins leaving the battle site, the trail is extremely easy to follow for about three hours (DC 0), after which the goblins split into groups (DC 5 to determine that there are 15 groups, each 5-10 strong, and that 5 of them are accompanied by 5-10 mounts each). Locating the specific tracks of their own mounts is much more difficult (DC 25 if they're all horses, DC 20 if there is a distinctive track in the group such as a dog or other special mount), but if they take the trouble to do so, they find they all went with the same group (the goblins left them on the common lead on which they found them).

When they set up camp on the third night, proceed to Encounter 5.

Encounter 5: Final Attack

The attack comes at about 2:00 in the morning, so you should have the PCs on watch at that time make opposed Spot/Hide and Listen/Move Silently checks. Kenningamek is leading a group of trusted minions to the PCs, so use his Spot and Listen stats to perform the checks (see Appendix I). No boxed text is provided because the way the encounter develops depends entirely on the relative success of the detection checks. Regardless of how the combat starts, the PCs see the little, wizened kobold point them out and shout in clear common totally unlike that he used before, "Kill them all!" He then leaves the scene (preferably by immediate

teleport, but through whatever means necessary if this is not possible).

APL 2 (EL 4)

Nitka: Male goblin Rog1; hp 6; see Appendix I.

Rugakk & Hroggoth: Male orc Brb1; hp 14 each; see Appendix I.

Gomarg: Male orc Clr1 (Gruumsh); hp 9; see Appendix I.

APL 4 (EL 6)

Nitka: Male goblin Rog2; hp 14; see Appendix I.

Rugakk & Hroggoth: Male orc Brb2; hp 23 each; see Appendix I.

Gomarg: Male orc Clr2 (Gruumsh); hp 15; see Appendix I.

APL 6 (EL 8)

Nitka: Male bugbear Rog2; hp 38; see Appendix I.

Rugakk & Hroggoth: Male orc Brb4; hp 41 each; see Appendix I.

Gomarg: Male orc Clr4 (Gruumsh); hp 27; see Appendix I.

APL 8 (EL 10)

Nitka: Male bugbear Rog4; hp 54; see Appendix I.

Rugakk & Hroggoth: Male orc Brb6; hp 59 each; see Appendix I.

Gomarg: Male orc Clr6 (Gruumsh); hp 39; see Appendix I.

APL 10 (EL 12)

Nitka: Male bugbear Rog6; hp 66; see Appendix I.

Rugakk & Hroggoth: Male orc Brb8; hp 77 each; see Appendix I.

Gomarg: Male orc Clr8 (Gruumsh); hp 51; see Appendix I.

Tactics: Buffing spells with long durations (e.g., *bull's strength* and *greater magic weapon*) have been cast while the attackers were well out of audible range. If the attackers can see that they've been detected but are able to act before watchers can give an alarm, they act as best they can to silence the watchers. If an alarm is raised, they use ranged weapons and spells before closing. If they can sneak up without being detected, they use their more powerful melee attacks.

Treasure: The treasure in this Encounter is the arms and armor of Kenningamek's minions. Treasure is per PC.

APL 2: L: 113.8 gp; C: 0 gp; M: 0

APL 4: L: 113.8 gp; C: 0 gp; M: 0

APL 6: L: 148.4 gp; C: 0 gp; M: 0

APL 8: L: 148.4 gp; C: 0 gp; M: 0

APL 10: L: 148.4 gp; C: 0 gp; M: 0

Conclusion

The PCs report to the Warden of the Dim March, who is very interested in their information. If they return with the coded messages that Lieutenant Ennister hid, they are each awarded a Baronial Medal of Valor. If they return with Lieutenant Ennister's body, he is *resurrected* and he puts them in for Commendations. If they don't bring back the body but do return with his journal, the recommendation he wrote there is sufficient to get them the Commendation they deserve. If they don't return with either the body or the journal, but do return with half or more of the survivors listed for their APL in Encounter 3 still alive, they receive a Commendation. Only one Commendation is awarded to each PC, regardless of how many of the above criteria they meet. All PCs who meet the criteria for both a Commendation and the Baronial Medal of Valor should be awarded both.

Treasure: If the PCs return with Lieutenant Ennister's body, his father, the Elector, rewards each with 100 gp in cash.

All APLs - L: 0 gp; C: 100 gp; M: 0

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 1: Courier

Defeat the orcs

APL 2	60 xp
APL 4	150 xp
APL 6	210 xp

APL 8	240 xp
APL 10	300 xp

about the loot, coins, and magic items that make up the encounter's treasure.

Encounter 2: Scouting

Each trap defeated

APL 2	30 xp
APL 4	60 xp
APL 6	90 xp
APL 8	120 xp
APL 10	150 xp

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.

Encounter 3: Mop-Up

Defeat the goblinoids

APL 2	60 xp
APL 4	150 xp
APL 6	180 xp
APL 8	240 xp
APL 10	330 xp

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.

Encounter 4: Scavengers

Defeat the scavengers

APL 2	60 xp
APL 4	120 xp
APL 6	180 xp
APL 8	240 xp
APL 10	330 xp

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 spells 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.

Encounter 5: Final Attack

Defeating Kenningamek's minions

APL 2	120 xp
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is the number of gold pieces a character's total and coin value increases at the end of the adventure. Write the total in the GP Gained field of the Adventure Certificate.

Role-Playing Award

APL 2	30 xp
APL 4	60 xp
APL 6	90 xp
APL 8	120 xp
APL 10	150 xp

No matter what they actually recover from the module, they may only keep piles of gold pieces. Note that it is possible (though unlikely, due to time pressure in the module) that the PCs could recover more than the allowed value from the module. In this case, the excess is confiscated by the Office of Strategic Resource Management.

Total possible experience

APL 2	300 xp
APL 4	600 xp
APL 6	900 xp
APL 8	1,200 xp
APL 10	1,500 xp

Note: Any pay collected by active members of the Gran March military is not affected by the maximum treasure cap of the adventure and may be collected even if it would place the character over the treasure cap for the adventure.

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

Encounter 1: Courier

Recover chest of money, diamond dust and orc equipment.

APL 2: L: 28 gp; C: 500 gp; M: 0
APL 4: L: 42 gp; C: 700 gp; M: 0
APL 6: L: 42 gp; C: 1,100 gp; M: 0
APL 8: L: 42 gp; C: 1,800 gp; M: 0
APL 10: L: 42 gp; C: 3,000 gp; M: 0

Encounter 5: Final Attack

Recover the arms and armor of Kenningamek's minions.

APL 2: L: 569 gp; C: 0 gp; M: 0
APL 4: L: 569 gp; C: 0 gp; M: 0
APL 6: L: 742 gp; C: 0 gp; M: 0
APL 8: L: 742 gp; C: 0 gp; M: 0
APL 10: L: 742 gp; C: 0 gp; M: 0

Conclusion

All APLs - L: 0 gp; C: 100 gp; M: 0

Adventure Maximums

APL 2: 300gp
APL 4: 600gp
APL 6: 1,000gp
APL 8: 1,700gp
APL 10: 2,900gp

Special (On Adventure Certificate)

● **Comendation:** In recognition of exceptional bravery during an extended operation into hostile territory this character is awarded a commendation.

● **Baronial Medal of Valor:** For valor above and beyond the call of duty in the recovery of valuable coded messages from the enemy this character is awarded the Baronial Medal of Valor.

Appendix I: Enemies & Monsters

Encounter 1: Courier

APL 4 (EL 4)

Orcs (6): Male orc Brb1; CR 1; Medium-size humanoid (orc); HD 1d12; hp 12 each; Init +0; Spd 30ft.; AC 14 (10 touch, 14 flatfooted); Atk +3 melee (1d12+3, greataxe); SA: Rage 1/day; SQ: Darkvision 60', light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills & Feats: Climb +2, Jump, +2, Listen +5, Spot +1; Alertness, Power Attack.

Possessions: scale mail, greataxe.

APL 6 (EL 6)

Orcs (6): Male orc Brb2; CR 2; Medium-size humanoid (orc); HD 2d12; hp 19 each; Init +0; Spd 30ft.; AC 14 (10 touch, 14 flatfooted); Atk +4 melee (1d12+3, greataxe); SA: Rage 1/day; SQ: Darkvision 60', light sensitivity, uncanny dodge; AL CE; SV Fort +3, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills & Feats: Climb +3, Jump +3, Listen +6, Spot +1; Alertness, Power Attack.

Possessions: scale mail, greataxe.

APL 8 (EL 8)

Orcs (6): Male orc Brb3; CR 3; Medium-size humanoid (orc); HD 3d12; hp 26 each; Init +0; Spd 30ft.; AC 14 (10 touch, 14 flatfooted); Atk +6 melee (1d12+3, greataxe); SA: Rage 1/day; SQ: Darkvision 60', light sensitivity, uncanny dodge; AL CE; SV Fort +3, Ref +1, Will +1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills & Feats: Climb +4, Jump +4, Listen +7, Spot +1; Alertness, Power Attack, Weapon Focus (greataxe).

Possessions: scale mail, greataxe.

APL 10 (EL 10)

Orcs (6): Male orc Brb5; CR 5; Medium-size humanoid (orc); HD 5d12; hp 40 each; Init +0; Spd 30ft.; AC 14 (10 touch, 14 flatfooted); Atk +9 melee (1d12+4, greataxe); SA: Rage 2/day; SQ: Darkvision 60', light sensitivity, uncanny dodge; AL CE; SV Fort +4, Ref +1, Will +1; Str 16, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills & Feats: Climb +7, Jump +7, Listen +9, Spot +1; Alertness, Power Attack, Weapon Focus (greataxe).

Possessions: scale mail, greataxe.

Encounter 3: Mop-Up

APL 10 (EL 11)

Bugbears (8): Male bugbear Rog2; CR 5; Medium-size humanoid (goblinoid); HD 3d8+9+2d6+6; hp 38; Init +3; Spd 30ft.; AC 22 (13 touch, 19 flatfooted); Atk +9 melee (1d6+5/18-20, masterwork rapier) or Atk +6 ranged (1d6+5, javelin); SA: Sneak Attack +1d6; SQ: Darkvision 60ft., evasion; AL CE; SV Fort +4, Ref +8, Will +4; Str 20, Dex 16, Con 16, Int 10, Wis 12, Cha 6.

Skills & Feats: Climb +9, Disable Device +5, Hide +9, Listen +9, Move Silently +12, Search +5, Spot +9, Tumble +6; Alertness, Iron Will.

Possessions: masterwork chain shirt, masterwork large wooden shield, masterwork rapier, javelins x4.

Encounter 4: Scavengers

APL 10 (EL 11)

Shadows, advanced (5): CR 5; Medium-size undead (incorporeal); HD 6d12; hp 36; Init +2; Spd 30ft., fly 40ft. (good); AC 13 (13 touch, 11 flatfooted); Atk +5 melee (1d6 temporary Strength, incorporeal touch); SA: Strength damage, create spawn; SQ: Undead, incorporeal, +2 turn resistance; AL CE; SV Fort +2, Ref +4, Will +6; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills & Feats: Hide +8, Intuit Direction +5, Listen +10, Spot +10; Dodge.

Possessions: none.

Encounter 5: Final Attack

APL 2 (EL 4)

Nitka: Male goblin Rog1; CR 1; Small humanoid (goblinoid); HD 1d6+2; hp 8; Init +1; Spd 30ft.; AC 18 (14 touch, 14 flatfooted); Atk +2 melee (1d8+1, morningstar) or +3 ranged (1d4+1, dart); SA: Sneak Attack 1d6; SQ: Darkvision 60'; AL NE; SV Fort +2, Ref +5, Will +1; Str 12, Dex 16, Con 14, Int 14, Wis 12, Cha 6.

Skills & Feats: Climb +5, Disable Device +6, Hide +7, Intuit Direction +5, Jump +5, Listen +5, Move Silently +11, Search +6, Spot +5, Tumble +7; Dodge.

Possessions: masterwork studded leather, masterwork morningstar, darts x4.

Rugakk & Hroggoth: Male orc Brb1; CR 1; Medium-size humanoid (orc); HD 1d12+2; hp 14; Init +1; Spd 30ft.; AC 17 (12 touch, 15 flatfooted); Atk +6 melee (1d12+7, greataxe) or +3 ranged (1d6+6, javelin); SA: Rage 1/day; SQ: Darkvision 60'; AL CE; SV Fort +4, Ref +2, Will -1; Str 20, Dex 14, Con 14, Int 10, Wis 8, Cha 6.

Skills & Feats: Climb +5, Hide +2, Intuit Direction +3, Listen +3; Power Attack.

Possessions: Breastplate, greataxe, javelin x4.

Gomarg: Male orc Clr1; CR 1; Medium-size humanoid (orc); HD 1d8+1; hp 9; Init -1; Spd 20ft.; AC 14 (9 touch, 14 flatfooted); Atk +2 melee (1d8+1, longspear); SA: Spells, strength domain; SQ: Darkvision 60', war domain; AL CE; SV Fort +4, Ref -1, Will +5; Str 12, Dex 8, Con 12, Int 10, Wis 16, Cha 10.

Skills & Feats: Concentration +5, Spellcraft +4; Combat Casting, Martial Weapon Proficiency (longspear), Weapon Focus (longspear).

Possessions: Breastplate, longspear.

Spells prepared (3/2+1, DC = 13 + spell level): **0**—[*cure minor wounds, detect magic, detect poison*]; **1st**—[*bless, cure light wounds, magic weapon**]; *Indicates a domain spell.

APL 4 (EL 6)

Nitka: Male goblin Rog2; CR 2; Small humanoid (goblinoid); HD 2d6+4; hp 14; Init +1; Spd 30ft.; AC 18 (14 touch, 14 flatfooted); Atk +3 melee (1d8+1, morningstar) or +4 ranged (1d4+1, dart); SA: Sneak Attack 1d6; SQ: Darkvision 60', evasion; AL NE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 16, Con 14, Int 14, Wis 12, Cha 6.

Skills & Feats: Climb +6, Disable Device +7, Hide +8, Intuit Direction +6, Jump +6, Listen +6, Move Silently +12, Search +7, Spot +6, Tumble +8; Dodge.

Possessions: masterwork studded leather, masterwork morningstar, dart x4.

Rugakk & Hroggoth: Male orc Brb2; CR 2; Medium-size humanoid (orc); HD 2d12+4; hp 23; Init +1; Spd 30ft.; AC 17 (12 touch, 15 flatfooted); Atk +7 melee (1d12+7, greataxe) or +4 ranged (1d6+5, javelin); SA: Rage 1/day; SQ: Darkvision 60', uncanny dodge; AL CE; SV Fort +5, Ref +2, Will -1; Str 20, Dex 14, Con 14, Int 10, Wis 8, Cha 6.

Skills & Feats: Climb +6, Hide +3, Intuit Direction +4, Listen +4; Power Attack.

Possessions: Breastplate, greataxe, javelin x4.

Gomarg: Male orc Clr2; CR 2; Medium-size humanoid (orc); HD 2d8+2; hp 15; Init -1; Spd 20ft.; AC 14 (9 touch, 14 flatfooted); Atk +3 melee (1d8+1, longspear); SA: Spells, strength domain; SQ: Darkvision 60', war domain; AL CE; SV Fort +5, Ref -1, Will +6; Str 12, Dex 8, Con 12, Int 10, Wis 16, Cha 10.

Skills & Feats: Concentration +6, Spellcraft +5; Combat Casting, Martial Weapon Proficiency (longspear), Weapon Focus (longspear).

Possessions: Breastplate, longspear.

Spells prepared (4/3+1, DC = 13 + spell level): **0**—[*cure minor wounds x2, detect magic, detect poison*]; **1st**—[*bane,*

*bless, cure light wounds, magic weapon**]; *Indicates a domain spell.

APL 6 (EL 8)

Nitka: Male bugbear Rog2; CR 5; Medium-size humanoid (goblinoid); HD 3d8+9+2d6+6; hp 38; Init +3; Spd 30ft.; AC 22 (13 touch, 19 flatfooted); Atk +9 melee (1d6+5/18-20, masterwork rapier) or Atk +6 ranged (1d6+5, javelin); SA: Sneak Attack +1d6; SQ: Darkvision 60ft., evasion; AL CE; SV Fort +4, Ref +8, Will +4; Str 20, Dex 16, Con 16, Int 10, Wis 12, Cha 6.

Skills & Feats: Climb +9, Disable Device +5, Hide +9, Listen +9, Move Silently +12, Search +5, Spot +9, Tumble +6; Alertness, Iron Will.

Possessions: masterwork chain shirt, masterwork large wooden shield, masterwork rapier, javelin x4.

Rugakk & Hroggoth: Male orc Brb4; CR 4; Medium-size humanoid (orc); HD 4d12+8; hp 41; Init +1; Spd 30ft.; AC 17 (12 touch, 15 flatfooted); Atk +9 (+11) melee (1d12+7 [+10], greataxe) or +6 ranged (1d6+5 [+7], javelin); SA: Rage 2/day; SQ: Darkvision 60', uncanny dodge; AL CE; SV Fort +6, Ref +3, Will +0; Str 21(25), Dex 14, Con 14, Int 10, Wis 8, Cha 6.

Skills & Feats: Climb +8 (+10), Hide +5, Intuit Direction +6, Listen +6; Cleave, Power Attack.

Possessions: Breastplate, greataxe, javelin x4.

Gomarg: Male orc Clr4; CR 4; Medium-size humanoid (orc); HD 4d8+4; hp 27; Init -1; Spd 20ft.; AC 14 (9 touch, 14 flatfooted); Atk +5 (+6) melee (1d8+1[+2], longspear); SA: Spells, strength domain; SQ: Darkvision 60', war domain; AL CE; SV Fort +6, Ref +2, Will +7; Str 12 (15), Dex 8, Con 12, Int 10, Wis 17, Cha 10.

Skills & Feats: Concentration +8, Spellcraft +7; Combat Casting, Lightning Reflexes, Martial Weapon Proficiency (longspear), Weapon Focus (longspear).

Possessions: Breastplate, longspear.

Spells prepared (5/4+1/3+1, DC = 13 + spell level): **0**—[*cure minor wounds x3, detect magic, detect poison*]; **1st**—[*bane, bless, cure light wounds x2, magic weapon**]; **2nd**—[*bull's strength*, bull's strength x2, silence*]; *Indicates a domain spell. Spells that have been marked through have been pre-cast.

APL 8 (EL 10)

Nitka: Male bugbear Rog4; CR 7; Medium-size humanoid (goblinoid); HD 3d8+9+4d6+12; hp 52; Init +3; Spd 30ft.; AC 22 (13 touch, 19 flatfooted); Atk +11 (+13) melee (1d6+5 (+7)/18-20, masterwork rapier) or Atk +8 ranged (1d6+5, javelin); SA: Sneak Attack +2d6; SQ: Darkvision 60ft., evasion, uncanny dodge; AL CE; SV Fort +5, Ref +9, Will +4; Str 20 (25), Dex 17, Con 16, Int 10, Wis 12, Cha 6.

Skills & Feats: Climb +11 (+13), Disable Device +7, Hide +11, Listen +11, Move Silently +14, Search +7, Spot +11, Tumble +8; Alertness, Dodge, Iron Will.

Possessions: masterwork chain shirt, masterwork large wooden shield, masterwork rapier, javelins x4.

Rugakk & Hroggoth: Male orc Brb6; CR 6; Medium-size humanoid (orc); HD 6d12+12; hp 59; Init +1; Spd 30ft.; AC 17 (12 touch, 15 flatfooted); Atk +11/+6 (+13/+8) melee (1d12+7 [+10], greataxe) or +8 ranged (1d6+5 [+7], javelin); SA: Rage 2/day; SQ: Darkvision 60', uncanny dodge; AL CE; SV Fort +6, Ref +3, Will +0; Str 21(25), Dex 14, Con 14, Int 10, Wis 8, Cha 6.

Skills & Feats: Climb +10 (+12), Hide +7, Intuit Direction +8, Listen +8; Cleave, Great Cleave, Power Attack.

Possessions: Breastplate, greataxe, javelin x4.

Gomarg: Male orc Clr6; CR 6; Medium-size humanoid (orc); HD 6d8+6; hp 39; Init -1; Spd 20ft.; AC 14 (16) (9 touch, 14 [16] flatfooted); Atk +6 (+7) melee (1d8+1[+2], longspear); SA: Spells, strength domain; SQ: Darkvision 60', war domain; AL CE; SV Fort +7, Ref +3, Will +8; Str 12 (15), Dex 8, Con 12, Int 10, Wis 17, Cha 10.

Skills & Feats: Concentration +8, Spellcraft +7; Combat Casting, Lightning Reflexes, Martial Weapon Proficiency (longspear), Spell Focus (transmutation), Weapon Focus (longspear).

Possessions: Breastplate (+2), longspear.

Spells prepared (5/4+1/4+1/3+1, DC = 13 + spell level, +2 if Transmutation): **0**—[*cure minor wounds* x3, *detect magic*, *detect poison*]; **1st**—[*bane*, *bless*, *cure light wounds* x2, *magic weapon**]; **2nd**—[~~*bull's strength*~~*, *bull's strength* x3, *silence*]; **3rd**—[*blindness* x2, *dispel magic*, ~~*magic vestment*~~*]; *Indicates a domain spell. Spells that have been marked through have been pre-cast.

APL 10 (EL 12)

Nitka: Male bugbear Rog6; CR 9; Medium-size humanoid (goblinoid); HD 3d8+9+6d6+18; hp 66; Init +3; Spd 30ft.; AC 22 (13 touch, 19 flatfooted); Atk +12 (+14) melee (1d6+5 (+7)/18-20, masterwork rapier) or Atk +9 ranged (1d6+5, javelin); SA: Sneak Attack +3d6; SQ: Darkvision 60ft., evasion, uncanny dodge; AL CE; SV Fort +6, Ref +10, Will +5; Str 20 (25), Dex 17, Con 16, Int 10, Wis 12, Cha 6.

Skills & Feats: Climb +13 (+15), Disable Device +9, Hide +13, Listen +13, Move Silently +16, Search +9, Spot +13, Tumble +10; Alertness, Dodge, Iron Will, Mobility.

Possessions: masterwork chain shirt, masterwork large wooden shield, masterwork rapier, javelin x4.

Rugakk & Hroggoth: Male orc Brb8; CR 6; Medium-size humanoid (orc); HD 8d12+16; hp 77; Init +1; Spd 30ft.; AC 17 (12 touch, 15 flatfooted); Atk +14/+9

(+18/+13) melee (1d12+9 [+14], greataxe) or +10 ranged (1d6+6 [+8], javelin); SA: Rage 3/day; SQ: Darkvision 60', uncanny dodge; AL CE; SV Fort +6, Ref +3, Will +0; Str 22(26), Dex 14, Con 14, Int 10, Wis 8, Cha 6.

Skills & Feats: Climb +13 (+15), Hide +9, Intuit Direction +10, Listen +10; Cleave, Great Cleave, Power Attack.

Possessions: Breastplate, greataxe (+2), javelin x4.

Gomarg: Male orc Clr8; CR 8; Medium-size humanoid (orc); HD 8d8+8; hp 51; Init -1; Spd 20ft.; AC 14 (16) (9 touch, 14 [16] flatfooted); Atk +8/+3 (+9/+4) melee (1d8+1[+2], longspear); SA: Spells, strength domain; SQ: Darkvision 60', war domain; AL CE; SV Fort +8, Ref +3, Will +9; Str 12 (15), Dex 8, Con 12, Int 10, Wis 18, Cha 10.

Skills & Feats: Concentration +10, Spellcraft +9; Combat Casting, Lightning Reflexes, Martial Weapon Proficiency (longspear), Spell Focus (transmutation), Weapon Focus (longspear).

Possessions: Breastplate (+2), longspear.

Spells prepared (6/5+1/4+1/4+1/3+1, DC = 14 + spell level, +2 if Transmutation): **0**—[*cure minor wounds* x4, *detect magic*, *detect poison*]; **1st**—[*bane*, *bless*, *cure light wounds* x2, *magic weapon**, *shield of faith*]; **2nd**—[~~*bull's strength*~~*, *bull's strength* x3, *silence*]; **3rd**—[*blindness* x2, *dispel magic* x2, ~~*magic vestment*~~*]; *Indicates a domain spell. Spells that have been marked through have been pre-cast.

Appendix II: Kenningamek

Kenningamek, Half-Dragon (red)/Half-Kobold Rog 3/Sor 6/Arcane Trickster 9: CR 20; Small dragon; HD 3d8+6 + 15d6+30; hp 114; Init +7; Spd 30 ft; AC 23 (touch 14, flat-footed 23); Atk +11/+6 melee (1d4+2, bite) and +6/+1 melee (1d3+1, 2 claws); SA Breath weapon (cone of fire, 30 feet, once per day, damage 6d10, Reflex half DC19); SQ Darkvision 60 ft., fire immunity, immune to sleep and paralysis, light sensitivity, low-light vision, sneak attack +6d6, evasion, uncanny dodge; AL CE; SV Fort +8, Ref +14, Will +12; Str 14, Dex 16, Con 14, Int 14, Wis 10, Cha 22.

Skills and Feats: Climb +9, Hide +10, Listen +10, Move Silently +13, Open Lock +8, Search +7, Spot +10, Tumble +8; Alertness, Combat Casting, Eschew Materials, Extend Spell, Improved Initiative, Silent Spell, Still Spell.

Spells Known (6/6/6/6/6/6/4 but has already cast 1 2nd and 1 4th level; base DC = 16 + spell level): 0—*daze, detect magic, detect poison, ghost sound, mage hand, mending, prestidigitation, read magic, resistance*; 1st—*charm person, expeditious retreat, mage armor, ray of enfeeblement, shield*; 2nd—*alter self, bull's strength, cat's grace, detect thoughts, invisibility*; 3rd—*blink, fireball, haste, nondetection**; 4th—*bestow curse, charm monster, improved invisibility, stonewall**; 5th—*dominate person, passwall, teleport*; 6th—*chain lightning, eyebite, true seeing*; 7th—*limited wish, insanity*.

*Spell that requires a costly material component (diamond dust in both cases).

Kenningamek knew he was different from his littermates almost from the day he was born. His scales were a deeper red, he was physically stronger than the others, and he could easily dominate them. He was always the leader, whatever the activity. On the other hand, he resented the authority of the adults and acted out often, playing cruel pranks and breaking the rules at every opportunity. When he reached adolescence, he manifested the power to breath fire and his mother told him of the powerful stranger who had visited their tribe, who impregnated her and then left.

The other kobolds feared and ostracized him, so he sought his fortune elsewhere. He became a spy and honed his skills, learning of his inherent spell abilities and developing them to aid in his trade. He prefers stealth and deception to open attack, but his cruel streak sometimes gets the better of him and causes him to throw caution to the wind in order to have a bit of fun at the expense of others (often at the cost of their lives). He is much older than kobolds normally become, largely because of his draconic heritage. His skin lies loose upon his bones, but he is still quite

spry and strong. His service to the giants and others has earned him a great degree of trust, and wealth. He is currently in command of a large number of humanoids tasked with neutralizing the Gran March forces supporting the retaking of Geoff.

Kenningamek likes to deliver his orders to his underlings himself while playing the part of a meek messenger. He does this to get an honest appraisal of the morale and capabilities of his leaders and men, and because he'd get bored if he just sat around all the time. He made it clear by early (rather grisly) example that his messengers were to be treated with utmost respect. He has a few trusted associates who know a bit of his true identity and abilities, but he hides as much as he can from even them. None know of his fire breathing - he wishes to hold that as a trump card just in case. When he travels on his message delivery rounds, he leaves all of his magical items behind - they would be inappropriate to a mere messenger. He also avoids casting spells as much as possible, limiting himself to starting the day with *mage armor* and *nondetection* (each cast using the Extend Spell feat). He pretends to be praying to Kurtulmak, god of kobolds, for blessing and good luck and counts on the ignorance of his guards not to recognize the spell casting that he mixes with his prayers.

He used to deliver his messages in plain common, but one of his followers ignored his orders and did not immediately destroy the message, allowing it to fall into enemy hands. Fortunately for the transgressor, he was already dead by the time his mistake was discovered. Kenningamek has since created a code and has made sure that his leaders have memorized it rather than committing it to paper.

Appendix III: New Rules

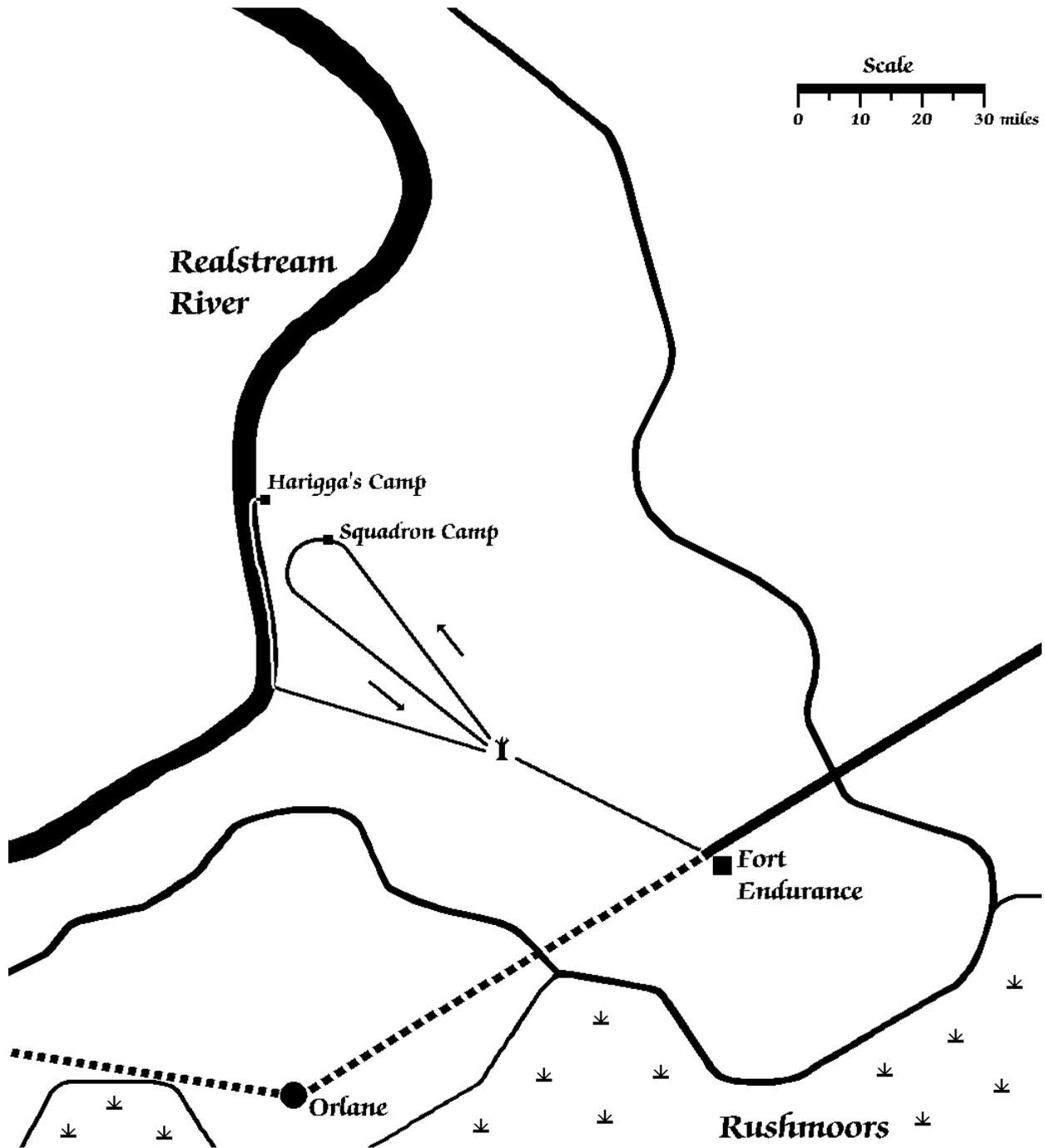
IMPROVED SUNDER AS PRESENTED IN *SWORD AND FIST*

You are adept at placing your attacks precisely where you want them to land.

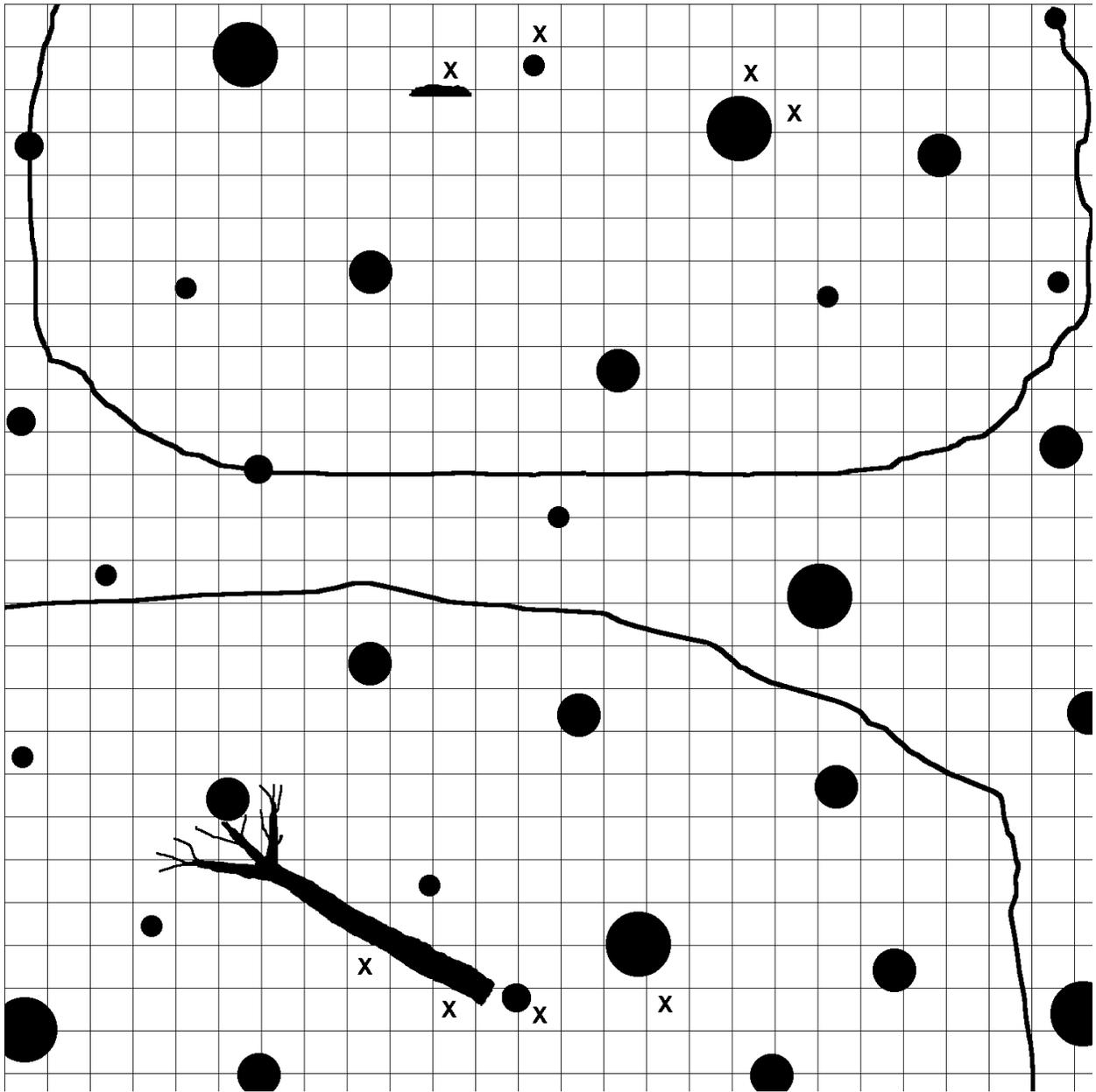
Prerequisites: Base attack bonus +2, Sunder.

Benefit: When you strike an opponent's weapon, you inflict double damage.

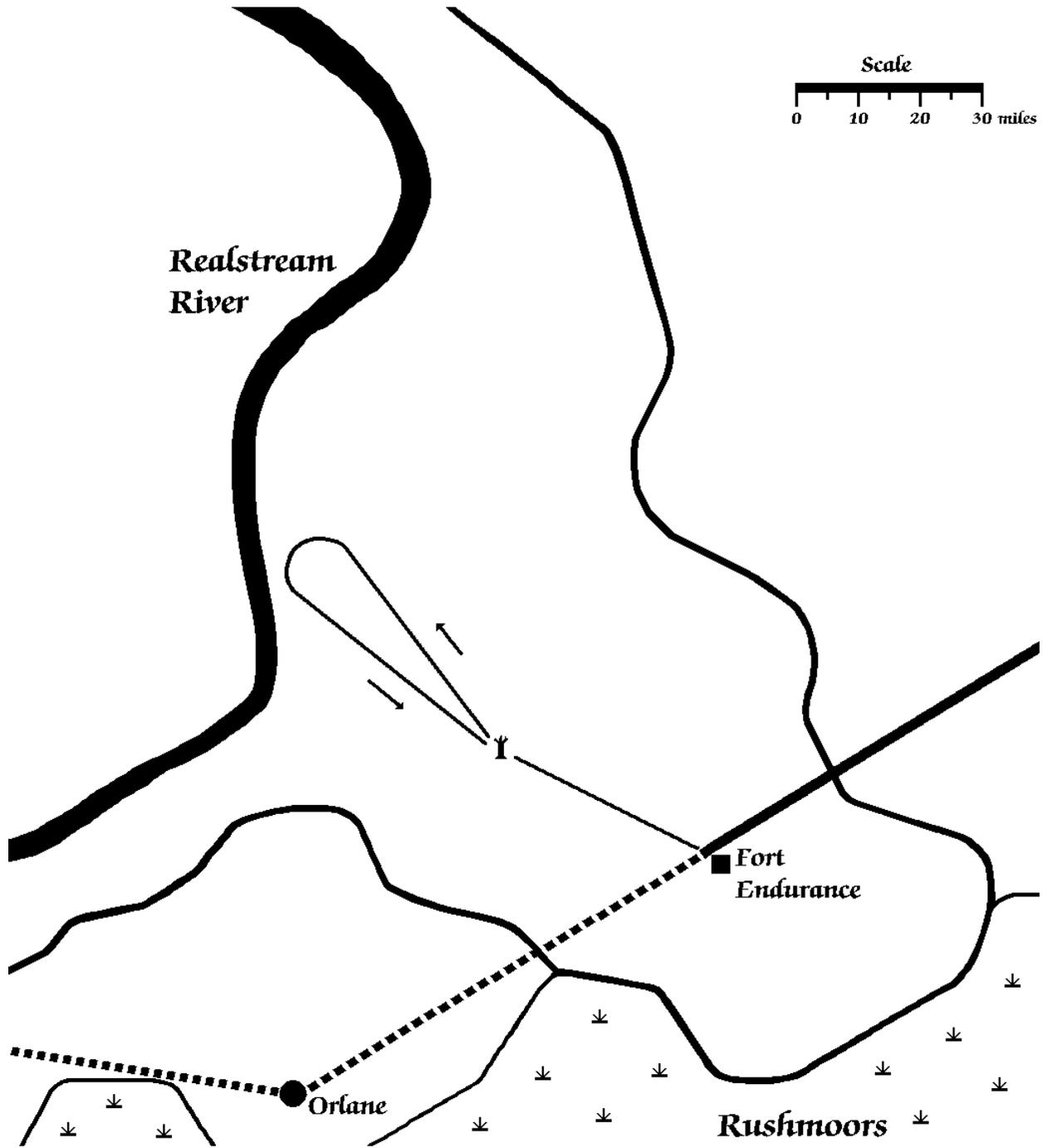
DM Aid #1 – Map of Area Showing Routes of Travel



DM Aid #2 – Map of Ambush Site



Player Handout #1 – Route Map



Player Handout #2 – Lieutenant Ennister’s Final Journal Entry

A large force of goblins, hobgoblins, and bugbears has laid siege to our camp. The attacks have been constant for the last four hours but our lines have held. Still, we have already taken heavy casualties and it seems inevitable that the Squadron will be overwhelmed. I suspect that the scouting party I sent to investigate Worolan’s goblin camp were discovered and have met a fate worse than our own. They were good men and their loss is unfortunate. I would like all to have a commendation added to their records; their service under my command warrants this at a minimum. I also recommend the posthumous award of the Commandant’s Shield to Sergeant Delak, who fell as he single-handedly sealed a breach in our line during the first attack. Had he fought less bravely, reinforcements would never have arrived in time and I would not have the leisure to write this. All of the men have fought bravely and without complaint and all deserve the highest praise I might offer.

In regard to the coded messages I saved from the captured courier as a safeguard against the loss of the File I sent back to report immediately – I have buried a satchel in the latrine. I believe that it should be safe against looting there. If anyone friendly to the March should find this journal, please give it to someone in the Army. The landmarks mentioned in the entries here should be able to lead you to the place where we fell, so that this vital information might be used to stop the menace that threatens the March.

I go now to rejoin my men. I only pray that I might fight as well and as bravely as they have done.

For Commandant and Country!