

GRM7-IN6

# Hammerfall

A One-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>™</sup>

## Gran March Interactive Adventure

Version 0.9.0

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Reviewers: Gran March Triad

Playtesters:

Karol Barrick, Greg Gershowitz, Darlene Weepie, Keith Weepie, Michael Gellar, Ryan White, Daniel White, Michael Roderick Sr., Daniel Buchmueller, Will Dover,

Knight Colonel Jabbar began,

All warfare is based on deception. Hence, when able to attack, we must seem unable; when using our forces, we must seem inactive; when we are near, we must make the enemy believe we are far away; when far away, we must make him believe we are near. We will use the river to swiftly move forces with stealth under cover of night to a place that they are not expected. Those who defend the Hammer see the river as protecting their flank; we will use it as an avenue of attack. An amphibious landing, then swarm the walls before the defender can rally.

A Gran March Interactive adventure for APLs 2-8. Characters not well suited to amphibious and siege operations should request transfer to other units. This adventure takes place after Hammerstrike and thus this adventure should be played AFTER Hammerstrike. GRM 7-IN5

**Note:** This adventure will be of particular interest to Active Duty Military and Veteran Characters.

**Resources:** *title* [authors], *title* [authors].

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at [scon40@aol.com](mailto:scon40@aol.com). For LIVING GREYHAWK campaign questions email [rpqahq@wizards.com](mailto:rpqahq@wizards.com).



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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 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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table 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).

## 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:

Determine the character level for each of the PCs participating in the adventure.

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.

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.

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.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-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 Gran March. Characters native to the

Gran March pay one Time Unit per round, all others pay two Time Units per round.

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

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

## ADVENTURE BACKGROUND

As a result of negotiations between the Principality of Ulek and Gran March, it was decided that if Gran March could take and hold the fortress known as the Hammer, that they may have it and the surrounding lands by Right of Conquest. In return, Gran March agreed to allow follows of Ulaa to become one of Gran March's standard churches and begin converting its residents.

Commandant Magnus Vrianian had the declaration of Ulaa made to his people, and commissioned the first Ulaa temple with his money. Since Keoland had sent 5000 men to the battles in the Bissel-Ket war, it was safe to send part of the Army of Security to the Disputed Territories. Leaving KFM Envian In charge, he tasked the KFM to take the fortress of Hammer as his primary goal and separated his command from the other Army working with the Principality.

Teleportation Circles were used to get troops in the area quickly and the Army plans to strike quickly. If a long siege is needed, then the Army of Victory and PoU allies will be needed, but while

the enemy believes the Army is still making its way to the region, the KFM plans to start an attack. An earlier cavalry raid caused great havoc, and generated contacts which netted good intelligence. What had thought was a general logistical base outside of the Hammer is also a place with a tunnel into the Hammer itself for resupply. This mission is to take that base, and while the Army of Victory begins its attack these forces will invade down the tunnel, and at minimum prevent escaping forces and resupply, or truly invade during the assault.

## ADVENTURE SUMMARY

The adventure is a battle interactive. It is a formal military operation which involves making an opposed amphibious assault, clearing the beach and establishing a beach head. Once the beach is secured, a walled fort, the HammerFall is stormed.

The successful attackers are able to consolidate their gain over night. On the second day, select commando squads are sent via teleport magic into a second fort, the Hammer that is under siege by the Gran March and its allies. Their mission is to open the gates from within. Those not selected for the commando raid must beat off a determined counter attack.

### Prelude

(Time approx. 20 minutes)

The PCs are ordered to report to GNS Lortenford for a landing operation. Under cover of dark, the GNS Lortenford and a sister ship bring troops up the Lort river to make a surprise attack on the Hammerfall fort.

### Encounter 1a – Landing

(1a & 1b time 1 hour)

The attackers must row across 100' of river while under fire and storm the river bank

### Encounter 1b – Beach head

The attacker must repel a counter attack to retain control of the river banks and establish a sufficiently large beach head the siege train can be landed

### Encounter 2 – Storming the walls

(Time 50 minutes)

Assault the wall of the using scaling ladders, grappling hooks, transportation magic, or just plain

climbing. Once on top, the defenders must be cleared from the wall

### Interlude

(Time approx. 20 minutes)

After the fort is taken, the troops are gathered together, given a rousing speech, and allowed to rest until the next morning.

### Encounter 3a

(3a & 3b time 55 minutes)

At dawn of the next day, command squads are teleported into the Hammer using a teleportation circle found in the captured fort. After teleporting into the Hammer fort, the commando squad finds itself in a workroom where half golems are made. Some of them are finished and must be cleared.

### Encounter 3b – Fleeing Officers

Either while fighting the half golems or just after they dispatch the half golems, the commando squad meets a pair of officers and their guards that were hoping to use the teleported to flee the fort before it falls. The fleeing officers heard the fight with the half golems and are prepared (or preparing) for combat. The officers may be capture and exchanged for Gran March prisoners.

### Or Encounter 3c

(3c time; 55 minutes)

Divinations reveal that there will be a counter attack on the captured fort at dawn of the next day (The same day as the commando raids). Those that have not been selected to participate in the commando raids must man the walls and defend the fort against a determined airborne assault.

### Finally

(Time approx. 20 minutes)

There is a proclamation from the Commandant annexing the Hammer and surrounding land to the Gran March and raising Knight Field Marshal Alicia Helansdottir to the status of Baroness Hammer. Followed by a speech by the new Baroness

## PREPARATION FOR PLAY

**Non-interactive DM Note:** The time deadlines in this game are intended to be enforced during Interactive play only. Players are not restricted to those times in table or non-interactive play. As DM you can use those time periods as a guideline,

but there are interactive elements in this game that might take 30 minutes for an interactive and 5-10 minutes (or less) for a non-interactive session. That leaves more time to complete the general sections. It is recommended that you tell the players of the non-interactive games the time limit for the 1<sup>st</sup> encounter to encourage them to finish the game.

## **INTERACTIVE EXPERIENCE AND GOLD**

Make sure all players know that this counts as an interactive even if played as individual tables. Characters gain gold and experience based on their level not the APL they are playing, with odd levels going down. The highest APL in the interactive is 8. No character will receive experience and gold above APL even if they are level 10 or 11.

This is also a no-item access interactive game, so there will only be non-item/feat/prestige class related specials and no items found on the AR.

## **APL 8 SPECIAL**

This game is intended for those characters that would normally play APL 2 to 8. However it is quite possible that a table is made up with all of its members of higher than 8<sup>th</sup> level.

In the event that all members of a table are all OVER 8<sup>th</sup> level, DM should consider giving them the APL 8 Special APLs.

Alternatively a DM may ask an APL 8 table that seems overly powerful if they would like an enhanced challenge version of the game. It is still APL 8 but available for tables that are interested in more of a challenge.

## **GMS LORTENFORD**

This longship has its full complement of crew and the additional persons going on the Hammerfall raid. There is just room for equipment and the people. No mounts or animals are allowed unless they are tiny or small. However, the army recognizes the combat power of druid animal companions and will accommodate a medium or smaller companion. Rangers are discouraged from bringing their animals, however spending a favor with Lt. Azar Taloan will enable a ranger to bring his companion. It is not possible for animal moving on their own to keep pace with the ship. Also some of the banks are hostile territory.

Characters know a day in advance the general nature of their assignment so they may make suitable preparations including selecting an appropriate animal companion or memorizing Reduce Animal (Recommended by the navy). A 6 hour duration is required on the reduce spell.

**Organizer note:** the maps are possible to generate without the NPC positions labeled if a large scale map printing was desired for battle maps.

## **MUSTERING**

Once a group has been gathered for play they should be assigned a table and told to report. Mustering can be done in advance. Players need to be told during the mustering process that centaur characters may have great difficulty in the game.

## **TIMED ENCOUNTERS**

Many encounters have a fixed time to complete the encounter. This will be clear in the game. quick. In the event that a team does not conclude an encounter in the time allowed, then the NPCs get away. Where the game does not provide an explanation of how this happens you can provide an explanation of additional troops on the field, or perhaps a sleet storm or similar spell hits the party and when it goes away their foes are gone.

Teams that do not meet the completion requirements get half experience for encounters subsections that they missed. (For example in encounter 1, if they completed the first wave but not the second wave, then they would get full experience for the first wave, and half experience for the second wave.

If the team receives help to complete an encounter they still get full experience for the encounter. Those that help get no extra experience.

## **WAVES**

Encounter One and Three have multiple parts to them, but the parts are one encounter. This may mean barbarians who rage early in one encounter might actually run out of rage before the encounter is over.

## **HELPING OTHER TABLES**

At two places it will be possible for tables to help other tables. Both times it is after the table has

completed its second wave of attackers (enc 1, and enc 3 defending the fort). The Organizer should know what tables have agreed to receive help. Characters may not go to help another table if their character level exceeds the APL of the table being helped by more than two.

For example, an 8<sup>th</sup> level character can help other APL 6, APL 8, or APL 8+special tables only. It does not matter what APL table that 8<sup>th</sup> level character is coming from.

Generally no more than two characters from a single table may go to a different table to help. The game organizer directs persons to tables to help.

## **MR. KARR**

If a table only has 4 or 5 people (or on a 6 person table ALL the characters are less than the APL in level), then an NPC can join the party, if this is OK with the players. Someone at the table will need to run the NPC. Sight unseen they can be told it is a Paladin. Appendix 1 has the APL 2-8 versions of Mr. Karr. Mr. Karr in all versions has a cure light wounds wand with much less than full charges. In this way the NPC can help with fighting and healing.

This is also an option for characters not playing the game interactively.

Under no circumstances will this NPC replace a player wanting to play their cohort.

Mr. Karr has had his paladin mount die on him recently. He is past the point of penalties but for some reason no mount comes to him when he calls it. He knows this and will not call it.

Mr. Karr does not add to the APL of the table UNLESS the table wants him to do so. A table short of people should not play up, and indeed does not have to play above the APL they get experience at.

## **INTRODUCTION**

This read-aloud should be done by a single NPC for all tables for the interactive version of this game.

***Two days ago you received orders from Knight Colonel Jabbar to report to the GNS Lortenford for amphibious operations. Your orders forbid mounts or other combat animals with the exception of medium size or smaller druid animal companions.***

***In darkness you were directed to the GMS Lortenford, a greasy substance was given to everyone to cut the shine of their equipment and the gleam of pale skin. Application was a direct order of the Knight Colonel. The substance wasn't much more than grey goo, but it cut bright reflection quite well. Someone murmured nearby it also protected against flying insects and leeches. A few with armor that would take no reflection reduction were told to travel with the armor hidden only to be put on before the landing.***

***The ship set off up river, taking care to row silently and to avoid speech. On the right the great Hammer fortress loomed, its battlements ablaze with lights and the arcing flaming catapult stones reaching out from the edge of siege lines to the walls. In time, that visage faded, and more movement and noise was allowed of the passengers.***

***As the morning gleam peeked over the horizon, you could see the Lortenford was filled with men and their equipment so that it drew more water than was normal. Another longship, its name unclear, silently followed, its cargo was not men, but ladders, plants, rope and small boats.***

***A River Guard Lieutenant moved carefully among the assembled men, assigning each to a team of four, five or six people. Eventually Lieutenant Azar Taloan made his way to you, indicating the group of you was one team. "Figure out who is highest rank and the team leader, and let me know later," he says. "One to whom written orders can be passed. If there are several of the same rank, then choose among you whoever is best suited. Certainly the Knight Colonel would prefer someone who can read written orders."***

***Before he leaves your team he asks, "Any questions?"***

The Table DMs should take over at this point.

## **HOUSEKEEPING MATTERS**

### **Character Introductions**

This is the time for character introductions.

### **Timed Encounters**

The DM should inform the players that parts of the game are timed. Failure to complete the encounters in the time allotted means a partial

failure in that part of the game, and can contribute to a more difficult situation later on in this game, or in year 8 games. The timing is aggressive and each player needs to be ready with what they are going to do. Arguing rules just delays the situation.

The timer starts with the PC on the map in their starting location ready to role initiative.

### Average Damage

The DM should also inform the characters that the author has provided an average damage chart. If the players agree, the DM would take average damage and not spend time on dice rolls

Players also have that option each play must make a selection at the beginning of the module and they cannot change their mind. Player Handout #2 contains a copy of the average damage chart. This option is available even if this is run Missions style (i.e. not interactive but by individual tables).

In all cases D20s will still be rolled, but average damage can significantly speed things up.

### Receiving Help

The DM should ask the table how they feel about receiving help from other tables at the times when such cross table action is allowed. The Organizer should have some sort of easily visible sign, or keep a good record, of which tables indicate they do not want to receive help (they also will not be able to provide help to other tables).

Some groups of players do not want other players coming into their fights, this would accommodate them. It also removes the necessity of the organizer or lead DM to come and ask at each encounter. If a table is OK with help, then help may come to them. If a table is not OK with help, then they will not give help nor receive it.

### Favors

The DM should learn if any of these characters have played any of the following games:

- GRM 6-SI1 Exigency,
- GRM 7-2 Gullet
- GRM 7-IN5 Hammerstrike

In each of the games the PCs may have gained a favor of Azar Taloan at different ranks in his career. Note, they may also have used those favors in previous games.

### Silver Hammers

Find out who at the table are members of the Order of the Silver Hammer (or Golden Hammer).

### Timing

The DM should find out if any one has already played SHE 7-7 "Prophecies." If so, they need to be told that the events of that game take place after this game.

### LIEUTENANT AZAR TALOAN

Several people at the table may have a favor of Azar Taloan. If they use the favor to ask him for help, or call in the favor, he will agree.

Most of his supply of potions were bought in previous weeks but for a favor he could let them borrow one of five items he has available (borrow means he would like them returned after the event; they do not count towards treasure).

- Cure Light Wounds Wand, CL 1, (APL + 10 charges)
- Cure Moderate Wounds Wand, CL 3 (APL charges)
- Magic Missile Wand, CL 3 (5 charges)
- Jump Wand, CL 1 (10 – APL charges)
- Lesser Restoration Wand, CL 3 (5 charges)
- Protection from Chaos Wand, CL 1 (10 charges)

It is possible that everyone at the table has a favor with Azar, so up to six items could be gained.

In an interactive format, the favors should be handled at each table, not by a person playing Azar Taloan because the items vary by APL.

## ENCOUNTER 1: LANDING

### Timer on this encounter: 60 minutes

Players should be alerted that this is a timed encounter and that they have **60 minutes**. At **15 minutes** and **5 minutes** left someone should alert them to how much time they have left. Once time is called a group of marines, having just finished taking care of the boats, rush in to quickly finish off the defenders. The 60 minute clock begins once all initiatives are rolled and the actual encounter begins.



***A short time later the ships stop and the crew readies launches (small rowboat). Lieutenant Azar Taloan steps up to stand on a barrel and addresses the crowd. Pointing to the shore he says "That fort is your objective. You will board these launches, row to shore and take that fort. There is a tunnel inside leading into the Hammer." A large grin splits his face "We'll get inside and open the doors for those poor sods attacking the gates. How does that sound?"***

***He scans the crowd once more. "Do your job well. For Commandant and Country!"***

***With that he jumps down and your boat master calls you to board. Your boat master informs you that once you have cleared the beach, mariners will land with ladders and grappling hooks to aid you in storming the walls. You get settled and begin rowing to the shore. Armed figures are waiting for your approach, bows at the ready.***

**Note:** At higher APLs it is possible that the attackers will use transportation magic such as dimension door to bypass some or all of the encounters. You as the DM will need to be a bit creative. Assume the fort walls form a square 120ft on a side with several 20x30 and 30x30 buildings inside. There are conveniently placed stairs on the inside of the wall. The creatures defending the fort are intelligent. Encounters 1a, 1b, and 2 will come to the PC as quickly as is reasonable. Note at 8+ the sorcerer has dimension door. Forces for these encounters may be drawn from reserves within the fort and will attack from tactically sound directions and positions based on their abilities.

Each team is assigned a launch for the landing. The launch has eight oars and a tiller. The tiller is manned by a coxswain from the navy. Each launch also has 2 marines to bring the complement to nine (4-6 PC 2-4 marines and the coxswain) The navy crew's orders include getting the launches to shore as the boats, once overturned provide cover for other arriving forces.

For the start of the encounter the team starts 100 feet out from the shore and in the center of the left edge of the map.

See DM Aid: Map #1 – Encounter 1 Landing for the Shore Area. The 20 feet of shallows on that map is the last 20 feet of the journey. If the PCs get out at that, the water is rough terrain and

provides cover. See Player Handout #2 – The boat

Once the launch reaches shore the Mariner and Marine will take care of the vessel, leaving the PCs to tackle the creatures.

It is possible some will stop after a few rounds and just fire at range to take out opponents. GMs must be flexible.

The Marine's AC with cover is 16 + APL. They have 20 + APL hit points.

Until APL 8 defenders randomly select for their missile fire. For simplicity, the coxswain is not attacked. If a PC is returning effective arrow fire or spell, they may be superficially targeted. At APL 8 the occult slayers will especially target spell casters they see casting spells.

For simplicity, the rocks from the stone giant at APL 8+ do not damage the launch.

The NPC rangers all have eagle animal companions that are scouting/seeking in their rear areas to avoid being flanked.

The Shaded part of the map is the earthen bank; it is a sharp 45 degree angle and is slick. It takes a DC 10 balance check (without using hands) or DC 5 climb check (using hands and feet) to move up it.

All potions are labeled in Common and Dwarven.

## **BEACH DEFENDERS**

### **APL 2 (EL 5)**

**Hobgoblins (4):** hp 6; See appendix 2.

**Bugbear (2):** hp 19 each; they have normal weapons and three javelins each; see *Monster Manual*, page 29 (E,F)

### **APL 4 (EL 7)**

**(A)dam & (B)aker; Hobgoblin Ranger 4** hp 30 each; see *Appendix 3*.

**Bugbear (2):** hp 19 each; they have normal weapons and three javelins each; see *Monster Manual*, page 29 (E, F)

### **APL 6 (EL 9)**

**(A)dam, (B)aker, (C)harlie; Hobgoblin Ranger 4;** hp 30 each; see *Appendix 4*.

**Ogre Barbarian (1):** hp 85; see *Monster Manual*, page 199 (F)

#### APL 8 (EL 11)

**(A)dam, (B)aker, (C)harlie; Hobgoblin Ranger5, Occult Slayer1;** hp 45 each; see *Appendix 5*.

**Ogre Barbarian (2):** hp 85 each; see *Monster Manual*, page 199 **(E, F)**

#### APL 8 Special (EL 13)

**(A)dam, (B)aker, (C)harlie; Hobgoblin Ranger5, Occult Slayer1;** hp 45 each; see *Appendix 6*.

**(D)allas; Hobgoblin Ranger5, Occult Slayer5;** hp 99; see *Appendix 6*.

**Ogre Barbarian (2):** hp 85 each; see *Monster Manual*, page 199 **(E, F)**

**Stone Giant (1):** hp 140; see *Monster Manual*, page 124 **(G)**

### WAVE 2

Two rounds after the last NPC is incapacitated (since incapacitated includes being blinded, it is possible some might become not incapacitated and rejoin the battle) or killed, a new wave of NPCs arrives from off map.

#### APL 2 (EL 4)

**Hobgoblins (2):** hp 6; three javelins and long sword; see *appendix 2*.

**(H)arold; Hobgoblin Ranger 1 Fighter 2;** hp 28; see *Appendix 2*.

#### APL 4 (EL 6)

**(H)arold, (I)gnus, (J)ames Hobgoblin Ranger1 Fighter2;;** hp 28 each; see *Appendix 3*

#### APL 6 (EL 8)

**(H)arold, (I)gnus, (J)ames Hobgoblin Ranger1 Fighter2;;** hp 28 each; see *Appendix 4*

**Ettin (1):** hp 80; see *Monster Manual*, page 106

#### APL 8 (EL 10)

**(H)arold, (I)gnus Hobgoblin Ranger 1 Fighter 6;;** hp 67 each; see *Appendix 5*

**(L)aurie; Hobgoblin Sorcerer 6;** hp 32; see *Appendix 5*.

**(T)om; Hobgoblin Ranger 4;;** hp 30; see *Appendix 5*.

#### APL 8 Special (EL 13)

**(H)arold, (I)gnus, (J)ames Hobgoblin Ranger1 Fighter6;;** hp 67 each; see *Appendix 6*

**(M)ary; Hobgoblin Sorcerer-12;** hp 66 each; see *Appendix 6*.

### AFTER WAVE 2

After Wave 2, a table may send some of its members to help other tables. This is done at the organizer's discretion. No character more than 2 levels above the APL of the tabling needing help, may move to help, and no more than two characters may help from a single table.

For example, a 6<sup>th</sup> level character could help at a APL 4, APL 6, or APL 8 table. It does not matter what APL the character is playing at. DMs should make sure players track resources used to provide help.

### ONCE TIME IS CALLED

The Lead GM or organizer should find out how each table completed this encounter. Depending on the results below, there are various bonuses or remarks that can be made. These remarks should be made to all tables at one time.

#### **Complete Failure**

If no table completed the Beach Defenders in the one hour time

***The defenders were tougher than expected and the supporting marines and mariners were required to clear the beach. Unfortunately this complete failure of the original plan, means there are less supplies to assault the fort, and has lowered the morale of many participants***

All tables have -1 morale penalty to skill and ability checks for the rest of the game day. All tables are limited to 6 grappling hooks with knotted ropes, one plank, and one ladder.

## Failure

If at least one table completed the Beach Defenders in the one hour time

***The defenders were tougher than expected and the supporting marines and mariners were required to assist at many places along the beach. This failure of the original plan, has lowered the morale of many participants, and means there are less supplies to assault the fort,***

All tables have -1 morale penalty to skill checks for the rest of the game day. All tables are limited to 6 grappling hooks with knotted ropes, two planks, and one ladder.

## Neither Success Nor Failure

If all tables completed the Beach Defenders in the one hour time.

***The defenders were tougher than expected and the supporting marines and mariners were required to assist at many places along the beach. Still the beach and approach to the fort have been cleared. It could have been a lot worse.***

## Marginal Success

If all tables completed the Beach Defenders in the one hour time and at least one table completed the Wave 2 encounter as well.

***The beach defenders were tough but the plan successfully cleared them. Some sections had problems with the second wave, but the supporting marines were able to help. This first success has increased morale among the forces.***

All tables have a +1 morale bonus to skill checks for the rest of the game day.

## Complete Success

If all tables completed both the Beach Defenders and the 2<sup>nd</sup> wave in the one hour time.

***The beach defenders were tough but the plan successfully cleared them and the second wave. This first success has increased morale among the forces.***

All tables have a +2 morale bonus to skill checks for the rest of the day.

## Team Victory

Any team that completes the Beach Defenders and 2<sup>nd</sup> wave in the one hour time gets a +5% luck bonus to stabilize for the rest of the game.

## Non-Interactive Game

If a non-interactive table completes this encounter in 60 minutes give them both the Team Victory and Complete Success bonuses.

# ENCOUNTER 2: ASSAULT

Timer on this encounter: 50 minutes

Players should be alerted that this is a timed encounter and that they have **50 minutes**. At **15 minutes** and **5 minutes** left someone should alert them to how much time they have left. Once time is called, marines from other parts of the fort swarm the defenders from behind. The 60 minute clock begins once all initiatives are rolled and the actual encounter begins.

***The beach belongs to the March. Your group was either victorious in the beach assault or relied on help from other groups. Now the wall of the fort mocks you. From the water it seemed small. Now it appears to be bigger than any mountain you have ever seen. More figures can be seen both before the moat and atop the wall itself. "Forward" comes from behind you, in a commanding voice. You see men and women to both sides of you advancing on the wall. Behind you more boats are landing with siege equipment. As you approach the fort, you see defenders arrayed in front of the moat.***

See DM Aid: Map #2 – Assaulting the wall.

The fort is 150 yards from the river. With a move of 30' PC may reach the wall 7 rounds after completing encounter 2a. If the PC desire, the officer commanding the assault will allow up to 2 minutes to heal and regroup.

The fort walls consist of a 10 foot stone and adobe brick wall, with an earth rampart and 10 foot wide moat, 10 feet deep (half filled with water).

See DM Aid: Assaulting the Keep wall

Defenders have 1 x APL kegs of oil that they can dump on the attackers. Each keg covers a 10 ft square area of water on the moat or a 5' strip of

the wall and rampart. The oil burns for 2 rounds and does 2d6 fire damage.

If the oil is poured on the water, a PC may duck beneath the surface to avoid damage; however a PC surfacing into a flaming square is not able to take a breath.

If the oil is poured down the wall, any PC attempting to climb that section of the wall takes damage.

Dumping and lightening a keg of oil is a full round action that provokes an attack of opportunity.

It is possible that the attackers will try to clear the wall with missile fire and spells before trying to climb it. The defenders can duck behind the crenellation to receive full cover.

#### **APL 2 (EL 3)**

**Hobgoblins (4):** Hp 6 each;

See appendix 2

#### **APL 4 (EL 5)**

**Hobgoblins (6):** Hp 10 each;

See appendix 3

#### **APL6 (EL 8)**

**Hobgoblins (6):** Hp 10 each;

See appendix 4

**Hobgoblins Fighter 4 (2):** Hp 30;

See appendix 5

#### **APL 8 (EL 9)**

**Hobgoblins Fighter 4 (6):** Hp 30;

See appendix 5

#### **APL 8 Special (EL 11)**

**Hobgoblin Fighter 4 (4):** Hp 30 each;

See appendix 6

**Hobgoblin Fighter 4/Rogue 4 (4):** Hp 58 each;

See appendix 6

At this APL the fighter/rogues have ingested a greater invisibility potion. When combat begins they will have 10 rounds of total invisibility.

**Bonus:** The first table at each APL to take the wall will have a +1 morale bonus to ability and skill checks the following day.

## **INTERLUDE**

If the module is run interactively, players are brought together as a single group.

*The fort is taken! As the wounded are taken care of and the dead moved scouts are sent into the tunnels. Those scouts return minutes later cursing and yelling. The news travels fast. The tunnels, if they ever went all the way to the Hammer, have been collapsed. The Knight Colonel is seen entering the tunnels with several priests and what appear to be wizards.*

*They emerge half an hour later and a meeting is called. The Knight Colonel himself addresses the crowd,*

*“Gentlefolk of the March! I greet you as true warriors! You have taken this fort and achieved all that was asked of you. However, the tunnels to the Hammer are no more.” Grumbling is heard from the crowd. “Hold! Hold I say! The tunnels are gone but several teleportation circles survived the collapse. Scrying and Communes tell that these will take a small group into the heart of the Hammer.” Several shouts are heard, “Let us go now”, “on to the Hammer!” The Knight Colonel raises his hand for silence.*

*“Aye, in the morning we will use these circles to enter the fortress. We cannot tell exactly where they will deposit us and there is likely no way out. Therefore this will be a voluntary mission. No dishonor will be upon those who wish to stay. Those who stay will do us a great service by defending this fort. The enemy means to retake it tomorrow. Stay in your appointed groups, sleep well tonight, rest and make your decision. Those units who wish to go will meet me here at dawn tomorrow.”*

*With that he takes his leave. You are free for the rest of the day and the night. Hopefully that the counter attack does not come before morning.*

It seems their intelligence is wrong. There is no tunnel from this fort to the Hammer. However, there is some sort of teleportation ring, which as they can tell from prisoners transports supplies and creatures up to MEDIUM sized or smaller to supply areas within the area.

The Knight Colonel wants volunteers to take the Teleportation Circles into the Hammer and do what destruction they can, before hunkering down

and waiting for the Army of the Hammer to break through. There is an excellent chance the circle is one way.

People not wanting to do this will defend the fort against all who want to take it back

Each table must decide as a group which mission they would like. The interactive organizer may choose to limit the number of groups sent to the fort because of the number of GMs available to run that portion of the event. It is assumed there are NPC teams that take up the portions of the game that the player characters are not assigned.

If the event is run as an interactive, the senior GM may allow healing to be shared across groups.

## ENCOUNTER 3: AN NEW DAY

**Timer on this encounter:** 55 minutes

These encounters are timed but there is some flexibility in the timing. If the interactive is running on or ahead of schedule, then they can take more time. If a team runs late other characters can go to help them.

These encounters take place the next day. All PC may regain spells.

All players start together. At the senior GMs option, preparatory spells may be shared across groups

### PART ONE – TELEPORTING INTO THE FORT

***You are roused by a bugle call. You emerge from your sleeping bags and tents into the cold predawn air. A mist has rolled in off the river and the air is dank. A sergeant appears out of the mist list like a ghost, motion to your group and barks “Your team has been selected to go through the teleporter, report to the tunnel entrance by dawn”. He moves on and within a few steps is lost in the mist.***

Spell casters have just time to memorize and pray for spells. Clerics that receive there spells at sunrise are able to do so. PC may cast preparatory spells before reporting. Minute per level spells may be effectively cast at this point.

***Reporting to the tunnel entrance, you are led in and watch the group ahead of you take their places inside a large circle made of stone and iron. A man in robes makes some sort of***

***incantation over another stone set to the side and the group disappears. The robed man looks at you,***

If players ask to cast spells at this point, they have two rounds before their turn at the teleportation circle.

***“You are next, take your places and be ready for attack when you arrive. I hope no one is sickened by teleportation.” With a grin you see him move his hand over the standing rock and the world shimmers for a second.***

### WORKROOM (3A)

See DM Aid: Map #3 – WORKROOM room

Note: Next encounter begins 5 rounds (or less) after this combat starts.

***You find yourselves standing on what appears to be the same circle. The room around you is entirely different. When last you blinked there was roughly worked earth and stone with support beams. Now there is regular stone set into the walls. The room is twice the size of the circle with one door.***

***The room appears to be a workshop for some sort of vile art. Shelves and tables holding vials of odd colored liquids, body parts and things best left unnamed are scattered about the room. What appears to be a thankfully empty torture rack is propped up against one wall. Several humanoids have taken position inside the room, ready for your entrance.***

The PCs appear in a 10' radius circle in the center of the north room. The half golems are between them and the door.

#### APL 2 (EL 5)

1 Half Flesh Golem Barb (1) Hp 12

See Appendix 2 – APL 2

#### APL 4 (EL 7)

Half Flesh Golem Barb (2) Hp 12, 12

See Appendix 3 – APL 4

#### APL6 (EL 9)

Half Flesh Golem Barb 2 (3) Hp 20,, 20,, 20

See Appendix 4 – APL 6

#### APL 8 (EL 11)

**Half Flesh Golem Barb 3 (4)** Hp 27, 27, 27, 27

See Appendix 5 – APL 8

#### APL 8 Special (EL 13)

**Half Flesh Golem Barb 4 (4)** Hp 33, 33, 33, 33

See Appendix 6 – APL 8 Special

#### ESCAPING OFFICIERS (3B)

There are two officers and their guard in the next room. They are planning on using the teleporter to flee the fort. As the fort is actively under attack, and they expect danger at the other end of the teleporter, they have minute per level spells up. Assume sufficient duration to get through the combat with the PCs

5 rounds after the combat starts, the officers enter the room and attack. It is also possible that the PC will attack them earlier. The exact actions of the officers are APL dependent, but at all APLs but 2, the PC can make a listen check to hear preparatory spells being cast.

The door into room 2 is open. The door between the lavatory and the hall is ajar.

On round 1 the officers hear the fight with the half golems. The fighters take up guard stations on either side of the door, but not visible from the workroom. The Cleric and sorcerer take up positions out of sight of the hall. In round 4 all four move to behind the door into the lavatory. If combat is still active, on round 5 the sorcerer opens the door and the rest charger. They delay for the lowest initiative. If combat is not active, the officers get a surprise round action. If the PCs have dispatched the half golems, but have heard spell casting, keep everything in initiative order and allow the PC to take whatever action they wish to interrupt the officer's preparation.

The table below indicates rounds of spell casting and what spells are cast. Each round that prep spells are cast, have the PC make a listen check. DC 15 if there is combat. DC 5 if the combat with the half golems is finished.

Any character that succeeds on their listen check may make a spellcraft check to identify the spell being cast.

#### APL 4

4. Divine Favor

#### APL 6

4. Divine Favor

#### APL 8

2. Recitation, Haste
3. Righteous Might
4. Divine Power

#### APL 8+

1. Righteous wrath of the faithful, Haste
2. Recitation
3. Righteous Might
4. Divine Power

#### APL 2, 4

***Four figures approach you. Three are Hobgoblin in full plate with ornate symbols of Hextor on the breast plate. The fourth is a goblin wearing only a tunic. The nearest two carry oversized great swords. The third has a heavy flail. The one with the flail has three red lightening bolts on each shoulder. The goblin has two red lightening bolts on each shoulder.***

#### APL 6+

***Four figures approach you. Three are Hobgoblin in full plate. The fourth is a goblin wearing only a tunic. All three Hobgoblins have large shields floating in front of them. The shields have an ornate symbols of Hextor on them. The nearest two carry oversized great swords. The third has a heavy flail. The one with the flail has three red lightening bolts on each shoulder. The goblin has two red lightening bolts on each shoulder.***

A DC 10 profession soldier check identifies the cleric and the sorcerer as officers.

A DC 20 profession soldier check identifies the cleric as a high ranking officers

#### At APL 2-4

A DC 25 knowledge core or DC 22 bardic lore check identifies the cleric as Captain Igor Ironfist, and the Sorcerer as Sergeant Kneg and identifies their classes and levels.

#### At APL 6-8+

A DC 25 knowledge core or DC 22 bardic lore check identifies the cleric as General Grek

Bloodytusk, and the Sorcerer as Captain Searic Firefinger and identifies their classes and levels.

PCs should realize that the officers are valuable prisoners. There is no check required to get this information, however they must ask. Don't volunteer this information.

**Note:** For interactive play, the senior GM may change the offices names so that each table as unique offices.

#### **APL 2 (EL 5)**

Captain Igor Ironfist - Male Hobgoblin Cleric 1 Hp 8

Male Hobgoblin fighter 1 (2) Hp 9

Sergeant Kneg - Male Hobgoblin Sorcerer 1 Hp 4

See Appendix 2 – APL 2

#### **APL 4 (EL 7)**

Captain Igor Ironfist - Male Hobgoblin Cleric 3 Hp 22

Male Hobgoblin fighter 3 (2) Hp 28

Sergeant Kneg - Male Hobgoblin Sorcerer 3 13

See Appendix 3 – APL 4

#### **APL6 (EL 9)**

General Grek Bloodytusk - Male Hobgoblin Cleric 5 Hp 42

Male Hobgoblin fighter 5 (2) Hp 47

Male Hobgoblin Sorcerer 5 Hp 32

See Appendix 4 – APL 6

#### **APL 8 (EL 11)**

General Grek Bloodytusk - Male Hobgoblin Cleric (7) Hp 58

Male Hobgoblin fighter 7 (2) Hp 66

Captain Searic Firefinger - Male Hobgoblin Sorcerer 7 Hp 44

See Appendix 5 – APL 8

#### **APL 8 Special (EL 13)**

General Grek Bloodytusk - Male Hobgoblin Cleric 9 Hp 59

Male Hobgoblin fighter 9 (2) Hp 66

Captain Searic Firefinger - Male Hobgoblin Sorcerer 9 Hp 44

See Appendix 6 – APL 8 Special

#### **Tactics**

The fighter and the cleric try to protect the sorcerer

The Fighters: Try to find a balance of Combat Expertise, Fighting defensively and Power attack the keeps them from getting hit, but still allows them a reasonable chance to hit the PCs. At higher APLs they have enough ranks in tumble to improve fighting defensively to +3 AC, -4 Attack.

Cleric: Completes any buff spells not cast before the start of combat, then joins the fight. Use healing or dispel magic if it looks like it will be effective. At lower APLs, he may also cast spiritual weapon

Sorcerer: if dress or behavior indicates that there are spell casters in an artillery role, he readiest to disrupt their spells with his highest damage spell. His second target is any other ranged attacks. Once these are dealt with, or if they are none, he goes after fighters with Ray of Enfeeblement.

***After successfully fighting your way out of the work room that the teleporter dumped you in, you are able to meet up with the other squads that were teleported in. The defenders of the gate only offered token resistance and you are able to open them to allow the sieging army in. The fortress is yours!***

GM should reward selfless acts of Heroism with the Baronial medal. (See the AR)

### **PART TWO - DEFENDING THE FORT**

Those who have chosen to stay behind are organized into short files to defend the fort. Each short file is assigned a 60' section of wall to defend. (DM map 2). The PCs start on the wall. The wall has a parapet on the outer edge that provides the defenders cover. Defenders may crouch behind the wall (No penalty to stand up) for full cover. If the PC damaged a wall section in the previous days attack, they are assigned the same section.

If this is run as an interactive, the interactive coordinator may allow tables to help adjacent sections of the wall. It is suggested that the table be laid out in a square, possible around the perimeter of a room. It is possible that certain effects such as bard's song could effects adjacent tables.

The defense of the fort is personally commanded by the Knight Colonel. Acts of heroism will be noticed and rewarded with a Baronial Medal. . (See the AR)

Use the map and wall section from encounter 2.

***Those who have chosen to stay and defend the captured fort are roused by a bugle call. You emerge for your sleeping bags and tents into the cold predawn air. A mist has rolled in off the river and the air is dank.***

***A sergeant appears out of the mist list like a ghost, motion to your group and barks "You (four/five/six) You're a file now. Look sharp! I need you on the wall over there (points) by sun rise." He moves on and within a few steps is lost in the mist.***

Spell casters have just time to memorize and pray for spells. Clerics that receive there spells in at sunrise are able to do so.

A DC 10 gather information among the troops camped in the fort reveals a rumor that divinations point to a dawn attack. A DC 10 profession solider check finds someone "in the know" who provides the same information.

***As the first rays of morning light burn red across the sky you clamber up the cold dank steps to take up defensive positions behind the parapet of the wall you so recently stormed. Blood stains still bear testament to the price paid for these walls. Each of you in your own way wrestles with the fear that yours could be the next blood to stain these stones.***

***Looking out, you see that the river and beach is shrouded in fog. It laps against the fort wall and tendrils flow through the crenellation. The crow's nest of your long ships appears to float atop it.***

The divination is accurate. Preparatory spells with duration of 5 minutes or longer may be effectively cast.

The attack is by air out of the rising sun and mist. The mist increase the distance penalty for spot to -3 per 10' and anything more the 50' away has partial (%20) concealment. Looking into the rising sun imposes an additional -5 penalty on spot. The attack wave starts with at a DC 0 spot. Have everybody role spot checks and apply the penalties above to determine where the attack wave is spotted.

The attackers are planning to move to 60' from the wall in the mist, Delay for the sorcerer to cast haste (if available), then charge.

If the PCs have not spotted the attack at 60', defenders on another section of the do and cry a warning:

***Suddenly you hear a shout. 'Incoming due east 60 feet out' and in a more subdued tone "Lord of Battles save us"***

***All around the fort flying forms boil out of the mist.***

Any PC that spots the attackers 60' or more gets a surprise round. If the defenders do anything to alert the attacker that they have been spotted, they do not delay for haste. Alerting the attackers required actively targeting them.

#### **APL 2 (EL 5)**

1 Half black Dragon Ogre Hp 37

See Appendix 2 – APL 2

#### **APL 4 (EL 7)**

1 Half black Dragon Ogre Hp 37

1 Hobgoblin Druid 5 Hp 32

1 Dire Bat Animal Companion Hp 30

See Appendix 3 – APL 4

#### **APL6 (EL 9)**

1 Half black Dragon Ogre Barb 1 Hp 47

1 Hobgoblin Druid 6 Hp 45

1 Dire Bat Animal Companion Hp 41

1 Goblin Sorcerer 6 Hp 27

See Appendix 4 – APL 6

#### **APL 8 (EL 11)**

2 Half black Dragon Ogre Barb 2, Hp 53, 53

1 Hobgoblin Druid 7 Hp 45

1 Dire Bat Animal Companion Hp 45

1 Goblin Sorcerer 7 Hp 31

See Appendix 5 – APL 8

#### **APL 8 Special (EL 13)**

2 Half black Dragon Ogre Barb 2 Ftr 2 HP 73, 73

1 Hobgoblin Druid 9 Hp 57

1 Dire Bat Animal Companion 60



1 Goblin Sorcerer 9 Hp 40

See Appendix 6 – APL 8 Special

### **Tactics:**

The Druid casts Nature's Favor on the bat the first round of combat. At APL 4 he then engages in combat with his Flame blade. At higher APLs, he uses his summon nature's ally spells to summon Dire Wolves and use's Nature's Favor on the results.

The Sorcerer: Most of the Sorcerer's job is done before he arrives. He readies to disrupt spell casters with his rays. And at APLs where he has it, uses Glitter dust to reveal any invisible defenders.

Once the first wave is completed, there may be time for tables to fight more waves. The GM will need to judge the time the player characters need to rest before the next wave comes; it can be from two to five rounds. It is during these waves that player characters could possibly move from table to table to help each other. Note that if a PC moves to a new table to help, he is not at his table when the wave hits.

Allow no more than one PC per table (three total) to move to a new table, player characters need their team leader's OK to move to help, because it leaves their wall party undefended.

Only allow people to help at their APL and higher, with the exception that APL 4 can help APL 2.

## **WAVE 2**

### **APL 2 (EL 2 )**

Dire Bat (1), hp 30 each; see Monster Manual ph 62l

### **APL 4 (EL 4)**

Dire Bat (2), hp 30 each; see Monster Manual ph 62l

### **APL6 (EL 6)**

Dire Bat (3), hp 30 each; see Monster Manual ph 62l

### **APL 8 (EL 8 )**

Dire Bat (4), hp 30 each; see Monster Manual ph 62l

## **APL 8 Special (EL 10 )**

Dire Bat (4), hp 30 each; see Monster Manual ph 62l

Invisible Stalker (1), hp 64, see Monster Manual pg 160

Large Air Elemental (1) hp 72 ; see Monster Manual pg 96

## **AFTER WAVE 2**

After Wave 2, a table may send some of its members to help other tables. This is done at the organizer's discretion. No character more than 2 levels above the APL of the tabling needing help, may move to help, and no more than two characters may help from a single table.

For example, a 6<sup>th</sup> level character could help at a APL 4, APL 6, or APL 8 table. It does not matter what APL the character is playing at. DMs should make sure players track resources used to provide help.

## **FINALLY**

In an interactive style, this read aloud text is read to the entire group. In a interactive missions style it is handled by the table GM.

***Intelligence extracted from the escaping officers gave information needed so those that teleported into the castle could open a few key gates from the inside. No doubt, the Gran March Armies would have forced their way inside eventually, but those who took prisoners may have saved dozens if not hundreds of lives. The Fortress has been taken.***

***Those who defended the outer fort have been relieved by elements of the 15th Battle, and they too are among those gathered here at the outer wall of the Hammer.***

In a formal interactive, one NPC would get up and read this. This text is provided for tables that are done as an interactive mission.

***Knight Field Marshal Envian appears before the massed troops with a Knight Field Marshal***

*Alicia Helanesdottir at his side. Oddly the Knight Field Marshal Helenasdottir is not in military uniform.. The gathered sailors and soldiers hush as he motions to speak.*

*“Soliders and Sailors. This fortress is ours. We have made a great battle here and been victorious. I have here a proclamation of some note.” Knight Field Marshal begins. He then reads from a proclamation*

*“To all august persons herein assembled: I, Most Resolute Magnitude, Watcher Magnus Vrianian, Fearless Iron Wolf, Beloved of Heironeous, Commandant of Gran March, Terror of the Baklunish, Scourge of the Humanoids, Humbler of the Flan, Hammer of the Neheli, Enemy of the Great Evil, Overseer of the Ten Baronies of the True March, Protector of Farvale, Lord of the Dim March, Sovereign of the Rush March, Liberator Of Hochoch and Hammer.*

*do hereby bid you greetings. This day has been victorious and you all have added to the annals of heroes of our brave land. I do hereby claim this fortress and the surrounding lands, by Right of Conquest, to be part of Gran March. Moreso, I establish these new lands as the Barony Hammer. In consultation with the Principality of Ulek and at their recommendation which with I have complete agreement, I hereby name former Knight Field Marshal Alicia Helansdottir as the first Baroness Hammer. I also confirm her choices in Elector and Lords.*

*You have done well soldiers and sailors of Gran March. Your deeds are ones that your grandchildren’s grandchildren will recite over the evening fires back at home, with the same awe and pride as will your children now show.”*

*The only remaining Knight Field Marshal then stops reading from the Parchment and declares, “I have told the accountants that a portion of the loot from taking this fortress will*

*be given to those who worked so hard to take it, and that I give up my share to provide the money if need be.”*

Pause for applause

*Then Baroness Hammer steps forward.*

*“Many of you have served above and beyond what can be called upon a solider or sailor in service, but you have provided none the less. I call forth these names that I bring into my Order of the Silver Hammer*

(and read the names of the player characters and have them stand)

*I call forth the following who I have recommended to our Commandant that he accept them into his honor Battle:*

Read those names

*I Call forth the following to take lands in my domain, only when they deem their wandering is over. For my lords and ladies will need to focus all their attention on their new lands to make them flower*

Call for those names

## CONCLUSION

All characters who end the game alive, and the fort was taken

**Special Favor of the Knight Colonel Jabbar  
Order of the Silver Hammer.  
Favor of Azar Taloan**

Previous Members of the Order of the Silver Hammer

**The First**

Previous Members of the Order of the Golden Hammer

**The Pride**

Characters that went on the teleport mission or volunteered for teleport mission even if in the end they did not go on that mission, gain the favor of Baroness Hammer.

### **Favor of Baroness Hammer**

Members of Parties that took at least half of the escaping officers alive:

**Favor of Gran March Military  
Baronial Medal of Valor  
Promotion Recommendation**

Characters who defended the walls instead of teleport mission

**Favor of the Church of Ulaa  
Favor of Gran March Military**

**DM Note:** For members of the Gran March military an influence point is not something they will find much use for, and no doubt players will grouse about it. DMs should remind such players that non-military characters do not have quite as many opportunities to get them.

**DM Note:** there is plenty of money in the loot so that even if characters did not stop to loot all the bodies in the fight they will get the maximum gold piece allotment on the AR.

**DM Note:** It is possible that that persons at your table acted above and beyond what was called upon them. If there is a triad member at the convention you can ask if such people can get additional rewards. Alternatively you can ask if the character can get additional rewards by email, but please include character name, character race, player name, player RPGA#, character rank and on what date they got that rank in your email to the triad.

### **The End**

## **EXPERIENCE POINT SUMMARY**

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

### **Encounter 1**

Getting the launch to the beach and clearing the first wave of defenders.

APL 2 = 150

APL 4 = 225

APL 6 = 300

APL 8 = 375

Clearing the beach

APL 2 = 150

APL 4 = 225

APL 6 = 300

APL 8 = 375

### **Encounter 2**

Getting at least 1 PC to the top of the wall

APL 2 = 100

APL 4 = 125

APL 6 = 200

APL 8 = 250

Capturing the walls

APL 2 = 200

APL 4 = 275

APL 6 = 400

APL 8 = 500

### **Encounter 3**

APL 2 = 300

APL 4 = 450

APL 6 = 600

APL 8 = 750

### **Total possible experience**

APL 2: 900 xp.

APL 4: 1,350 xp.

APL 6: 1,800 xp.

APL 8: 2,250 xp.

## **TREASURE SUMMARY**

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a

“treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Except at APL 2, the treasure summary does not include items of less than masterwork quality.

## Encounter 1

### Wave 1

#### APL 2

600	6	Chain mail
300	4	Long bow
900		

#### APL 4

500	2	Masterwork chain shirt
1250	2	Masterwork might long composite bow +3
700	2	Masterwork greatsword
600	2	cure moderate wounds
100	2	oil of magic weapon
500	2	elixir of hiding
360	6	Adamantine arrows
4010		

#### APL 6

1800	6	cure moderate wounds
750	3	Masterwork chain shirt
1875	3	Masterwork might long composite bow +3
2010		+1 large Greatclub
1025		+1 large leather armor
2000		+1 ring of protection
360	6	Adamantine arrows
9820		

#### APL 8

750	3	Masterwork chain short
6225	3	+1 falchion
5400	3	quiver of ehlonna
1800	6	cure moderate wounds
6675	3	+1 Might long composite bow +3
2010		+1 large Greatclub
1025		+1 large leather armor
2000		+1 ring of protection
1080	18	Adamantine arrows
26965		

#### APL 8+

750	3	Masterwork chain short
6975	3	+1 long composite bow +3
12450	6	+1 falchion
10800	6	quiver of ehlonna
1800	6	cure moderate wounds
1100	3	+1 Chain Shirt
24975	3	+2 long composite bow +3
12000	3	Gloves of Dexterity +2
4680	78	Adamantine arrows
75530		

### Wave 2

#### APL 2

300	2	Chain mail
650	2	masterwork spiked chain
1850	1	masterwork spiked full plate
2800		

#### APL 4

1950	6	masterwork spiked chain
5550	3	masterwork spiked full plate
750	3	elixir of hiding
8250		

**APL 6**

1950	6	masterwork spiked chain
5550	3	masterwork spiked full plate
750	3	elixir of hiding
8250		

**APL 8**

650	2	Masterwork spiked chain
9900	2	+1 spiked full plate, +1 Spikes
2000	2	+1 Cloak of Resistance
4050	2	+1 spiked chain
5000	2	Eyes of the eagle
250		Masterwork chain shirt
635		Masterwork might long composite bow +3
350		Masterwork greatsword
2000		+1 Ring of protection
3000		Rod of extend - Lesser
2000		Amulet of natural armor + 1
300		cure moderate wounds
50		oil of magic weapon
250		elixir of hiding
30435		

**APL 8+**

325		Masterwork spiked chain
14850	3	+1 spiked full plate, +1 Spikes
3000	2	+1 Cloak of Resistance
6075	3	+1 spiked chain
8000		+2 Ring of protection
4000		gloves of dexterity +2
16000		cloak of charisma +4
5200		vest of escape
57450		

**Encounter 2****APL 2**

900	6	Chain mail
900		

**APL 4**

-

**APL 6**

-

**APL 8**

-

**APL 8+**

4200		+2 Chain Shirt
8015		+2 Long Sword
8002		+2 Dagger
8000		Ring of protection +2
28217		

**Encounter 3****Through the Teleporter****APL 2**

200	2	Full blade
800	2	Might Comp Long Bow +4
4950	3	masterwork full plate
5950		

**APL 4**

800	2	Masterwork full blade
800	2	Might Comp Long Bow +4
4950	3	masterwork full plate
4000		+2 Cloak of Charisma
10550		

**APL 6**

4000		+2 Periapt of Wisdom
315		Masterwork heavy flail
800	2	Masterwork full blade
800	2	Might Comp Long Bow +4
1650		masterwork full plate
5000	2	+1 Full plate
4000		+2 Cloak of Charisma
16565		

**APL 8**

4000		+2 Periapt of Wisdom
800	2	Might Comp Long Bow +4
1650		masterwork full plate
5000	2	+1 Full plate
4200	2	+1 Full Blade
27060	3	+1 Animate heavy steel shield
4000		+2 Cloak of Charisma
46710		

**APL 8+**

4000		+2 Periapt of Wisdom
800	2	Might Comp Long Bow +4
1650		masterwork full plate
5000	2	+1 Full plate
16200	2	+1 Full Blade, shock
27060	3	+1 Animate heavy steel shield
4000		+2 Cloak of Charisma
58710		

**Defending the fort****APL 2**

4000		Vest of Resistance +2
4000		

**APL 4**

4000 Vest of Resistance +2  
190 Dire bat Masterwork leather  
barding  
4190

#### APL 6

4000 Vest of Resistance +2  
190 Dire bat Masterwork leather  
barding  
4000 +2 Cloak of Charisma  
8190

#### APL 8

9000 Vest of Resistance +3  
4000 +2 Periapt of Wisdom  
1040 Dire bat +1 leather barding  
4000 +2 Cloak of Charisma  
18040

#### APL 8+

18000 2 Vest of Resistance +3  
4040 2 +1 Greatclub  
4000 +2 Periapt of Wisdom  
4000 +2 Cloak of Charisma  
3000 Rod of Extend - lesser  
33040

### Treasure by encounter and APL

	APL2	APL 4	APL6	APL 8	APL 8+
<b>1a</b>	900	4010	9820	26965	75530
<b>1b</b>	2800	8250	8250	30435	57450
<b>2b</b>	900	0	0	0	28217
<b>3a</b>	5950	10550	16565	46710	58710
<b>3b</b>	4000	4190	8190	18040	33040

### Total Possible Treasure (Maximum Reward Allowed)

#### APL 2:

Max Through the Teleporter: 5275gp  
Max Defending the fort: 4300 gp  
Cap (900 gp).

#### APL 4:

Max Through the Teleporter: 11405gp  
Max Defending the fort: 8225gp  
Cap (1,300 gp).

#### APL 6

Max Through the Teleporter: 17317gp

Max Defending the fort: 13130gp

Cap (1,800 gp).

#### APL 8:

Max Through the Teleporter: 52055gp

Max Defending the fort: 37720gp

Cap (2,600 gp).

#### APL 8+:

Max Through the Teleporter: 109953gp

Max Defending the fort: 97118gp

Cap (2,600 gp).

## ITEMS FOR THE ADVENTURE RECORD

### Special

#### Special Favor of the Knight Colonel Jabbar

You have the favor of Knight Colonel Jabbar (cross off favor when used). This favor will be useful in the future. Until this favor is used, you have free High Lifestyle in any Gran March regional or interactive game (including this one).

#### Favor of the Gran March Military

You gain one influence point with the Gran March Military and River Guard..

#### Favor of Baroness Hammer

You gain one influence point with the Baroness Hammer.

#### Favor of the Church of Ulaa

You gain one influence point with the Church of Ulaa.

#### Order of the Silver Hammer.

You are inducted in to the Order of the Silver Hammer. You can use the title Hammerfall as a result. A Hammerfall gets a +1 insight bonus to their leadership score and gets a +5 luck bonus to Gather Information checks in Gran March.

#### The First:

A Gran March military or veteran (who must return to active duty) who started this game as a member of the Order of the Silver Hammer may

transfer to the 1<sup>st</sup> Battle effective immediately To determine what actual posting you might hold in the First, contact the Military Meta-Org POC..

**The Pride:**

Military or veteran (who must return to active duty) members of the Order of the Golden Hammer, who are also Knights of the March, may transfer to the Baronial Pride of Barony Hammer, and may not transfer out, ever. You are granted hereditary lands in the Barony Hammer that you may accept once your character retires from adventuring (i.e. becomes an NPC). Until that day, you are a Lord or Lady (and technically noble) with the Baroness as steward over your lands. Contact the Triad and Military Meta-Org POC if you take this bargain, as a Baronial Pride only has 50 members and only 50 members get the offer or the land.

**Baronial Medal of Valor:**

You were awarded the Baronial Medal of Valor by the Baroness Hammer. .

**Favor of Lieutenant Azar Taloan**

You receive the favor of Azar Taloan, for making his ship once more the key to a successful mission.

**Promotion Recommendation**

One of the knights (of Beast of the Earth rank) in Baroness Hammer's command group will recommend your knight or squire character for promotion within the order.

**Item Access**

*NO ITEM ACCESS*

# APPENDIX 1: NPC PALADIN

## APL 2

### FOSTER KARR (NPC PALADIN)

CR 1

Male Human Paladin 1

LG Medium Humanoid (human)

**Init** +1; **Senses** Listen +1, Spot +1

**Aura** Good

**Languages** Common

---

**AC** 18, touch 11, flat-footed 17

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

**Miss Chance** -

**hp** 11 (1 HD);

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

---

**Speed** 20 ft. in chainmail armor (4 squares), base movement 30 ft

**Melee** Longsword +4 (1d8+2)

or

**Ranged** Longbow +2 (1d8)

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

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

**Atk Options** Smite Evil 1x/day

**Combat Gear** two Longswords, Chainmail, Heavy Steel Shield, Longbow, 20 arrows, Two Potions Cure Light Wounds, Holy Symbol of Ulaa

---

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

**SQ** Aura of Good, Detect Evil, Smite evil (1x/day)

**Feats** Weapon Focus (Longsword), Toughness

**Skills** Handle Animal +5, Heal +7, Ride +5

**Possessions** combat gear plus Healer's Kit, Wand Cure Light wounds (10 charges), 14 gp

---

**Description** This paladin stands an even six feet tall and has strong Oeridian features. He wears the holy symbol of Ulaa prominently. He is not argumentative on religion. He is a veteran but cannot be team leader.



#### APL 4

##### ALBERT KARR (NPC PALADIN)

CR 3

Male Human Paladin 3

LG Medium Humanoid (human)

**Init** +1; **Senses** Listen +1, Spot +1

**Aura** Good

**Languages** Common

---

**AC** 19, touch 11, flat-footed 19  
(+1 Dex, +6 armor, +2 shield)

**hp** 25 (3 HD);

**Immune** Disease

**Fort** +6, **Ref** +6, **Will** +3

---

**Speed** 20 ft. in chainmail armor (4 squares), base movement 30 ft.;

**Melee** Longsword +7(1d8+2)

or

**Ranged** Longbow +4 (1d8)

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

**Base Atk** +3; **Grp** +5

**Atk Options** Smite Evil 1x/day

**Combat Gear** Chainmail+1, two masterwork longswords, Heavy Steel Shield, Longbow, 20 arrows, two Potion Cure Moderate Wounds

---

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

**SQ** Aura of Good, Detect Evil, Smite evil (1x/day), Divine Grace, Lay on Hands (6 points), Aura of Courage, Divine Health

**Feats** Weapon Focus (Longsword), Lightning Reflexes, Mounted Combat

**Skills** Handle Animal +8, Heal +6, Ride +7

**Possessions** combat gear plus Healer's Kit, Wand Cure Light Wounds (20 charges), 14 gp

---

**Description** This paladin stands an even six feet tall and has strong Oeridian features. He wears the holy symbol of Ulaa prominently. He is not argumentative on religion. He is a veteran but cannot be team leader.

## APL 6

### MICCA KARR (NPC PALADIN)

CR 5

Male Human Paladin 5

LG Medium Humanoid (human)

**Init** +1; **Senses** Listen +1, Spot +1

**Aura** Good

**Languages** Common

---

**AC** 21, touch 11, flat-footed 21

(+1 Dex, +7 armor, +3 shield)

**hp** 41 (5 HD);

**Immune** Disease

**Fort** +7, **Ref** +6, **Will** +4

---

**Speed** 20 ft. in banded mail armor (4 squares), base movement 30 ft.;

**Melee** Longsword +9 (1d8+2)

or

**Ranged** Long Composite Bow bow +7 (1d8)

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

**Base Atk** +5; **Grp** +7

**Atk Options** Smite Evil 2x/day

**Combat Gear** Banded mail+1, two masterwork longswords, Heavy Steel Shield +1, masterwork Long Composite bow (Str +0), 40 arrows, two Potions Cure Moderate Wounds, Potion of Lesser Restoration

**Paladin Spells Prepared** (CL 2nd):

1st— Bless Weapon

---

**Abilities** Str 14, Dex 12, Con 12, Int 10, Wis 12 Cha 14

**SQ** Aura of Good, Detect Evil, Smite evil (2x/day), Divine Grace, Lay on Hands (10 points), Aura of Courage, Divine Health, Turn Undead, Special Mount (dead)

**Feats** Weapon Focus (Longsword), Lightning Reflexes, Mounted Combat

**Skills** Handle Animal +10 Heal +9, Ride +9

**Possessions** combat gear plus Healer's Kit, Holy symbol of Ulaa, Wand Cure Light Wounds (30 charges), 14 gp

---

**Description** This paladin stands an even six feet tall and has strong Oeridian features. He wears the holy symbol of Ulaa prominently.. He is not argumentative on religion, he is a veteran but cannot be team leader.

## APL 8

### TOMAS KARR (NPC PALADIN)

CR 7

Male Human Paladin 7

LG Medium Humanoid (human)

**Init** +1; **Senses** Listen +1, Spot +1

**Aura** Good

**Languages** Common

---

**AC** 23, touch 11, flat-footed 22

(+1 Dex, +9 armor, +3 shield)

**hp** 58 (7 HD);

**Immune** Disease

**Fort** +8, **Ref** +7, **Will** +5

---

**Speed** 20 ft. in Full Plate armor (4 squares), base movement 30 ft.;

**Melee** +1 Longsword +11 (1d8+3) or

**Melee Full attack** +1 Longsword +11 and +6 (1d8+3) or

**Ranged** MW Long Composite bow (Str +0) +9 (1d8)

**Ranged Full attack** MW Long Composite bow (Str +0) +9 and +4 (1d8)

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

**Base Atk** +7; **Grp** +9

**Atk Options** Smite Evil 2x/day,

**Combat Gear** Full Plate mail+1, longsword +1, masterwork longsword, Heavy Steel Shield +1, masterwork Long Composite bow (Str +0), 40 arrows, Two Potions of Cure Moderate Wounds

**Paladin Spells Prepared** (CL 3rd):

1st— Bless Weapon, Protection from Evil

---

**Abilities** Str 14, Dex 12, Con 12, Int 10, Wis 12 Cha 14

**SQ** Aura of Good, Detect Evil, Smite evil (2x/day), Divine Grace, Lay on Hands (14 points), Aura of Courage, Divine Health, Turn Undead, Special Mount (dead), Remove Disease (1x/week)

**Feats** Weapon Focus (Longsword), Lightning Reflexes, Mounted Combat, Skill Focus: Ride

**Skills** Handle Animal +10 Heal +9, Ride +12

**Possessions** combat gear plus Wand Cure Light Wounds (25 charges), 4 gp

**Description** This paladin stands an even six feet tall and has strong Oeridian features. He wears the holy symbol of Ulaa prominently.. He is not argumentative on religion, he is a veteran but cannot be team leader.

## APPENDIX 2 – APL 2

### ENCOUNTER 1:

#### Wave 1: (encounter 1)

#### HOBGOBLIN (4) CR 2

Male Hobgoblin

LE Medium Humanoid (goblin)

**Init** +1; **Senses** Listen +2, Spot +2

**Languages** Common, Goblin

---

**AC** 18, touch 11, flat-footed 17

(+1 *Dex*, +5 *armor*, +2 *shield*)

**hp** 6 (1d8+2 HD);

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

---

**Speed** 30 ft. 6 squares),.

**Melee** Long sword +2 (1d8+1)

**Ranged** Long bow +2 (D8+1)

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

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

**Combat Gear** Chain mail, Heavy wooden shield, Long sword, Long bow, 30 cold iron arrows.

**God:** Hextor

---

**Abilities** Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

**SQ** Darkvision 60 ft

**Feats** Alertness

**Skills** Spot +2, Move Silently +3, Hide +3, Listen +2

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

*Monster Manual*, page 153

**Bugbear (2):** hp 19 each; they have normal weapons and three javelins each; see *Monster Manual*, page 29 (E,F)

#### Wave 2: (encounter 1)

#### HOBGOBLIN RANGER 1 FIGHTER 2

**HAROLD**

**CR 3**

Male Hobgoblin Ranger 1 Fighter 2

NE Medium Humanoid (Goblinoid)

**Init** +1; **Senses** Listen +5, Spot +6

**Languages** Common, Goblin

---

**AC** 19, touch 11, flat-footed 18

(+1 *Dex*, +8 *armor*)

**hp** 28 (D8+2D10+9)

**Fort** +6 **Ref** +3, **Will** -1

---

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** spiked chain +6 (2d4+3) or armor spikes +6 (d6+2)

**Ranged** long bow +4 (D8)

**Space** 5 ft.; **Reach** 10 ft.

**Base Atk** +3; **Grp** +5

**Atk Options** Trip Attack (+7 on Trip check; on successful trip gets a follow-up attack), Trip doesn't provoke AoO.

**Combat Gear** masterwork spiked full plate (both plate & spikes), two masterwork spiked chains

---

**Abilities** Str 15, Dex 12, Con 16, Int 13, Wis 12 Cha 8

**SQ**

**Feats** Exotic Weapon: Spiked Chain, Track, Combat Expertise, Improved Trip, Combat Reflexes

**Skills** Swim -2, Move Silently +0, Hide +0, Balance -1, Spot +6, Listen +5, Survival +5

**Possessions** combat gear plus elixir of hiding

---

**Favored Enemy: Humans:** (Ex) +2 damage vs. humans, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against humans.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

## **HOBGOBLIN (2) CR 1**

Male Hobgoblin

LE Medium Humanoid (goblin)

**Init** +1; **Senses** Listen +2, Spot +2

**Languages** Common, Goblin

---

**AC** 18, touch 11, flat-footed 17  
(+1 *Dex*, +5 *armor*, +2 *shield*)

**hp** 6 (1d8+2 HD);

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

---

**Speed** 30 ft. 6 squares),.

**Melee** Long sword +2 (1d8+1)

**Ranged** Javelin +2 (D6+1)

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

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

**Combat Gear** Chain mail, Heavy wooden shield, Long sword, 3 Javelins

**God:** Hextor

---

**Abilities** Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

**SQ** Darkvision 60 ft

**Feats** Alertness

**Skills** Spot +2, Move Silently +3, Hide +3, Listen +2

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

## **ENCOUNTER 2:**

### **HOBGOBLIN (4) CR 3**

Male Hobgoblin

LE Medium Humanoid (goblin)

**Init** +1; **Senses** Listen +2, Spot +2

**Languages** Common, Goblin

---

**AC** 18, touch 11, flat-footed 17  
(+1 *Dex*, +5 *armor*, +2 *shield*)

**hp** 6 (1d8+2 HD);

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

---

**Speed** 30 ft. (6 squares)

**Melee** Long sword +2 (1d8+1)

**Ranged** Dropped stones +2 (1d8+1)

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

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

**Combat Gear** Chain mail, Heavy wooden shield, Long sword, big pile of heavy stones.

**God:** Hextor

---

**Abilities** Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

**SQ** Darkvision 60 ft

**Feats** Alertness

**Skills** Spot +2, Move Silently +3, Hide +3, Listen +2

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

## **ENCOUNTER 3:**

### **Workroom Room**

### **HALF FLESH GOLEM BARBARIAN 1**

LE Medium Half Flesh Golem- Construct

**Init** +0; **Senses** Listen +2, Spot +2

**Languages** Common, Goblin

**AC** 21 (+5 natural, +4 masterwork chain shirt armor, +2 masterwork large steel shield), touch 10, flat-footed 21

**hp** 12 (1d810 + 1d12);

**Fort** +6 **Ref** +0, **Will** +0

---

**Speed** 40 ft. (8 squares) (can't run)

**Melee** Battleaxe +8 (1d8+5/X3)

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

**Base Atk** +2; **Grp** +7

**Combat Gear** Chain Shirt, Battleaxe

---

**Abilities** Str 21, Dex 10, Con —, Int 1, Wis 11, Cha 1

**SQ** Berserk, construct traits, DR 5/silver, magic immunity

**Feats** Power Attack, Weapon Focus (battleaxe)

**Skills** Spot +2, Move Silently +3, Hide +3, Listen +2

---

**Berserk (Ex):** A flesh half-golem that takes damage in combat flies into a berserk rage the following round, attacking wildly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and –2 AC. A flesh halfgolem cannot end its berserk state voluntarily. If the flesh half-golem is a barbarian, the bonuses and the penalty are cumulative with the barbarian rage class feature.

**Immunity to Magic (Ex):** A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem golem gets no saving throw against attacks that deal electricity damage.

## Escaping Officers

Numbers in ( ) include pre-cast spells

### HOBGOBLIN CLERIC 1

Male Hobgoblin

NE Medium Humanoid (goblin)

**Init** +1; **Senses** Listen +3, Spot +3

**Languages** Common, Goblin

---

**AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 armor)

**hp** 8 (1d8+3 HD);

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

---

**Speed** 30 ft. 6 squares),.

**Melee** Heavy Flail +3(4) (1d10+(4)5 19-20/x2)

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

**Base Atk** +0; **Grp** +3

**Combat Gear** Masterwork Full Plate, Heavy Flail

---

**Domains:** Competition, War

**Cleric Spells Prepared** (CL 1<sup>st</sup>):

1st— (1+2) ~~Magic Weapon~~, ~~Shield of Faith~~(x2),

0— (3) Detect Magic, Cure Minor, Light, Resistance

**God:** Hextor

---

**Abilities** Str 16, Dex 12, Con 16, Int 8, Wis16, Cha 12

**SQ** Darkvision 60 ft

**Feats** *Weapon Focus(Flail)*, Combat Casting,

**Skills** Concentrate +7/+11

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

**Competition Granted Power:** You relish the chance to prove yourself against your foes. As an extraordinary ability, you gain a +1 bonus on all opposed checks you make.

**War Granted Power:** Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

---

#### Precast Spells:

- Magic Weapon on Flail
- Shield of Faith on fighters

### HOBGOBLIN FIGHTER 1 (2)

Male Hobgoblin

LE Medium Humanoid (goblin)

**Init** +1; **Senses** Listen -2, Spot +0

**Languages** Common, Goblin

---

**AC** 19(20), touch 11(12), flat-footed 18(19)

(+1 Dex, +8 armor, (+1 Moral))

**hp** 9 (1d10+4 HD);

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

---

**Speed** 30 ft. 6 squares),.

**Melee** Full blade +6 (2d8+6 19-20/x2)

**Ranged** Long bow +2 (1D8+4)

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

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

**Combat Gear** Masterwork Full Plate Full blade (A&E),  
Might Comp Long Bow +4

**God:** Hextor

---

**Abilities** Str 18, Dex 12, Con 18, Int 13, Wis 6, Cha 6

**SQ** Darkvision 60 ft

**Feats** Exotic weapon proficiency(Full blade), Weapon  
Focus (Full blade)

**Skills** Tumble -2, Jump +3, Spot +0

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

## **GOBLIN SORCERER 1**

Male Goblin

NE Small Humanoid (goblin)

**Init** +3; **Senses** Listen -2, Spot -2

**Languages** Common, Goblin

---

**AC** 18, touch 14, flat-footed 15

(+1 *Size*, +3 *Dex*, +4 *mage armor*)

**hp** 4 (1d4+2);

**Fort** +2 **Ref** +3, **Will** +0

---

**Speed** 30 ft. (6 squares),

**Melee** Dagger +0 (1d4-1)

**Ranges** +4

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

**Base Atk** +0; **Grp** -5

**Combat Gear** Dagger

---

**Sorcerer Spells Know** (CL 1th):

1st— (2) Orb of sound lesser, Mage Armor

0— (4) light, read magic, touch of fatigue, Ray of Frost

**Spells/Day** 0<sup>th</sup> 5, 1<sup>st</sup> 4(3)

**God:** Hextor

---

**Abilities** Str 8, Dex 16, Con 14, Int 9, Wis 6, Cha 16

**SQ** Darkvision 60 ft

**Feats** Point blank shot

**Skills** Concentrate +6

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

### **Precast Spells:**

- Mage: armor on himself

## **Defending the fort: (encounter 3)**

## **HALF-DRAGON OGRE CR 5**

Male Half-dragon (Black) Ogre

CE Large Dragon

**Init** -1; **Senses** Listen +7, Spot +7

**Languages** Common, Giant

---

**AC** 19, touch 8, flat-footed 20

(-1 *size*, -1 *Dex*, +9 *natural*, +2 *leather*)

**hp** 37 (4d10+15 HD);

**Immune** - Acid

**Fort** +9 **Ref** +2, **Will** +3

---

**Speed** 40 ft. (8 squares, Fly 80 (Average))

**Melee** Greatclub +11 (2d8+13) and +6 bite (1d8+4) or 2 Claws +12 (1d6+9) and +6 bite (1d8+4)

**Ranged** Javalin +1 (1d8+5)

**Atk Options:** ~~Once/day Breath—60' Line of acid 6d8~~  
~~DC 13 reflex for half~~ (Not Available)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +3; **Grp** +16

**Combat Gear** Greatclub, Leather Armor, Vest of resistance +2

**God:** Hextor

---

**Abilities** Str 29, Dex 8, Con 17, Int 8, Wis 10, Cha 9

**SQ** Darkvision 60 ft, Lowlight vision

**Feats** Toughness, Weapon Focus(Greatclub), Power Attack

**Skills** Climb +16, Jump +12, Listen +7, Spot +7

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

## APPENDIX 3 – APL 4

### ENCOUNTER 1

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#### Wave 1: (encounter 1)

#### HOBGOBLIN RANGER 4 (2)

(A)DAM, (B)AKER CR 4

Male Hobgoblin Ranger 4  
LE Medium Humanoid (goblin)  
**Init** +7; **Senses** Listen +1, Spot +8  
**Languages** Common, Goblin

---

**AC** 17, touch 13, flat-footed 14  
(+3 *Dex*, +4 *armor*)

**hp** 30 (4d8+8 HD);

**Fort** +6 **Ref** +7, **Will** +2

---

**Speed** 30 ft. 6 squares),.

**Melee** masterwork greatsword +8 (2d6+4) or spiked gauntlet +7 (1d4+3) or

**Ranged** masterwork long composite (Str +3) bow +9 (1d8+3) or masterwork long composite (Str +3) bow +7/+7 (D8+3)

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

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

**Combat Gear** masterwork chain shirt, masterwork long composite bow (Str +3), 60 arrows, 2 adamantite arrows, masterwork greatsword, greatsword, spiked gauntlet

**God:** Hextor

**Ranger Spells Prepared** (CL 2nd):  
1st— Arrowmind

---

**Abilities** Str 16, Dex 16, Con 15, Int 10, Wis 12, Cha 8

**SQ** Darkvision 60 ft

**Feats** Improved Initiative, Track, Rapid Shot, Endurance, Weapon Focus (Long bow).

**Skills** Spot +8, Knowledge (Arcana) +3, Spellcraft +3, Escape Artist +4, Tumble +4, Move Silently +9, Survival +5,

**Possessions** combat gear plus cure moderate wounds potion, oil of magic weapon, and elixir of hiding

---

**Favored Enemy: Elves** : (Ex) +2 damage vs. elves, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against elves.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

---

**Sources** Spell Compendium

**Bugbear (2):** hp 19 each; they have normal weapons and three javelins each; see *Monster Manual*, page 29 (E,F)

#### Wave 2: (encounter 1)

#### HOBGOBLIN RANGER 1 FIGHTER 2 (3)

(H)AROLD, (I)GNUS, (J)AMES CR 3

Male Hobgoblin Ranger 1 Fighter 2  
NE Medium Humanoid (Goblinoid)  
**Init** +1; **Senses** Listen +5, Spot +6

**Languages** Common, Goblin

---

**AC** 19, touch 11, flat-footed 18  
(+1 *Dex*, +8 *armor*)

**hp** 28 (1d8+2D10+9)

**Fort** +8 **Ref** +3, **Will** +1

---

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** spiked chain +6 (2d4+3) or armor spikes +6 (d6+2)

**Ranged** long bow +4 (D8)

**Space** 5 ft.; **Reach** 10 ft.

**Base Atk** +3; **Grp** +5

**Atk Options** Trip Attack (+7 on Trip check; on successful trip gets a follow-up attack), Trip doesn't provoke AoO.

**Combat Gear** masterwork spiked full plate (both plate & spikes), two masterwork spiked chains

---

**Abilities** Str 15, Dex 12, Con 16, Int 13, Wis 12 Cha 8

**SQ**

**Feats** Exotic Weapon: Spiked Chain, Track, Combat Expertise, Improved Trip, Combat Reflexes

**Skills** Swim -2, Move Silently +0, Hide +0, Balance -1, Spot +6, Listen +5, Survival +5

**Possessions** combat gear plus elixir of hiding

---

**Favored Enemy: Humans:** (Ex) +2 damage vs. humans, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against humans.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.



## ENCOUNTER 2

---

### HOBGOBLIN (6) CR 4

Male Hobgoblin

LE Medium Humanoid (goblin)

**Init** +1; **Senses** Listen +2, Spot +2

**Languages** Common, Goblin

---

**AC** 18, touch 11, flat-footed 17

(+2 *Dex*, +5 *armor*, +2 *shield*)

**hp** 10 (1d8+2 HD);

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

---

**Speed** 30 ft. 6 squares),.

**Melee** Long sword +2 (1d8+1)

**Ranged** Large rock +3 (D8+1)

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

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

**Combat Gear** Breast Plate, Heavy wooden shield, Long sword, Pile of large rocks.

**God:** Hextor

---

**Abilities** Str 13, Dex 15, Con 14, Int 10, Wis 9, Cha 8

**SQ** Darkvision 60 ft

**Feats** Alertness

**Skills** Spot +2, Move Silently +3, Hide +3, Listen +2

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

## ENCOUNTER 3:

### Workroom Room

### HALF FLESH GOLEM BARBARIAN 1 (2)

LE Medium Half Flesh Golem- Construct

**Init** +0; **Senses** Listen +2, Spot +2

**Languages** Common, Goblin

**AC** 21 (+5 natural, +4 masterwork chain shirt armor, +2 masterwork large steel shield), touch 10, flat-footed 21

**hp** 12 (1d8+10 + 1d12);

**Fort** +6 **Ref** +0, **Will** +0

---

**Speed** 40 ft. (8 squares) (can't run)

**Melee** Battleaxe +8 (1d8+5/X3)

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

**Base Atk** +2; **Grp** +7

**Combat Gear** Chain Shirt, Battleaxe

---

**Abilities** Str 21, Dex 10, Con —, Int 1, Wis 11, Cha 1

**SQ** Berserk, construct traits, DR 5/silver, magic immunity

**Feats** Power Attack, Weapon Focus (battleaxe)

**Skills** Spot +2, Move Silently +3, Hide +3, Listen +2

---

**Berserk (Ex):** A flesh half-golem that takes damage in combat flies into a berserk rage the following round, attacking wildly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and –2 AC. A flesh halfgolem cannot end its berserk state voluntarily. If the flesh half-golem is a barbarian, the bonuses and the penalty are cumulative with the barbarian rage class feature.

**Immunity to Magic (Ex):** A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem golem gets no saving throw against attacks that deal electricity damage.

## Escaping Officers

### HOBGOBLIN CLERIC 3

Numbers in ( ) include Divine Protection

Male Hobgoblin

NE Medium Humanoid (goblin)

**Init** +1; **Senses** Listen +3, Spot +3

**Languages** Common, Goblin

---

**AC** 19(20), touch 11(12), flat-footed 18(19)

(+1 *Dex*, +8 *armor*, (+1 *Moral*))

**hp** 22 (3d8+9 HD);

**Fort** +6(7) **Ref** +2(3), **Will** +6(7)

---

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** Heavy Flail +7 (1d10+4 19-20/x2)

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

**Base Atk** +2; **Grp** +5

**Combat Gear** Masterwork Full Plate, Masterwork Heavy Flail

---

**Domains:** Competition, War

**Cleric Spells Prepared** (CL 3<sup>rd</sup>):

2nd— (1+2) *Spiritual Weapon*, , *Divine Protection*

1st— (1+3) *Remove Fear*, *Shield of Faith*(x2), *Divine Favor*,

0— (4) Detect Magic, Cure Minor, Light, Resistance

**God:** Hextor

---

**Abilities** Str 16, Dex 12, Con 16, Int 8, Wis16, Cha 12

**SQ** Darkvision 60 ft

**Feats** *Weapon Focus*(*Flail*), Combat Casting, Power Attack

**Skills** Concentrate +9/13

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

**Competition Granted Power:** You relish the chance to prove yourself against your foes. As an extraordinary ability, you gain a +1 bonus on all opposed checks you make.

**War Granted Power:** Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

---

#### **Precast Spells:**

- Divine Protection
- Shield of Faith on fighters

### HOBGOBLIN FIGHTER 3

Numbers in ( ) include Divine Protection, and Shield of faith

Male Hobgoblin

LE Medium Humanoid (goblin)

**Init** +1; **Senses** Listen 0, Spot +3

**Languages** Common, Goblin

---

**AC** 19(22), touch 11(14), flat-footed 18(21)

(+1 *Dex*, +8 *armor*, (+1 *Moral*, +2 *Deflection*))

**hp** 28 (3d10+12 HD);

**Fort** +7(8) **Ref** +2(3), **Will** +1(2)

---

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** Full blade +9 (2d8+6 19-20/x2)

**Ranged** Long bow +4 (1D8+4)

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

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

**Combat Gear** Masterwork Full Plate, Masterwork Full blade (A&E), Might Comp Long Bow +4

**God:** Hextor

---

**Abilities** Str 18, Dex 12, Con 18, Int 13, Wis 10, Cha 6

**SQ** Darkvision 60 ft

**Feats** Exotic weapon proficiency(Full blade), Weapon Focus (Full blade), Power Attack, Combat Expertise

**Skills** Tumble -1, Jump +5, Spot +3

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

### **GOBLIN SORCERER 3**

Numbers in ( ) include Divine Protection and Mage Armor

Male Goblin

NE Small Humanoid (goblin)

**Init** +3; **Senses** Listen -2, Spot -2

**Languages** Common, Goblin

---

**AC** 18, touch 14, flat-footed 15

(+1 *Size*, +3 *Dex*, +4 *mage armor*)

**hp** 13 (3d4+6);

**Fort** +3(4) **Ref** +4(5), **Will** +1(2)

---

**Speed** 30 ft. 6 squares),

**Melee** Dagger +1 (1d4-1)

**Ranges** +5

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

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

**Combat Gear** +2 Cloak of Charisma, Dagger

---

**Sorcerer Spells Know** (CL 3th):

1st— (3) Ray of Enfeeblement, Orb of sound lesser, Mage Armor

0— (5) detect magic, light, read magic, touch of fatigue, Ray of Frost

**Spells/Day** 0<sup>th</sup> 6, 1<sup>st</sup> 6(5)

**God:** Hextor

---

**Abilities** Str 8, Dex 16, Con 14, Int 9, Wis 6, Cha 16(+2)

**SQ** Darkvision 60 ft

**Feats** Point blank shot, Precise shot.

**Skills** Concentrate +8,

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

#### **Precast Spells:**

---

- Mage: armor on himself

### **Defending the fort: (encounter 3)**

### **HALF-DRAGON OGRE CR 5**

Male Half-dragon (Black) Ogre

CE Large Dragon

**Init** -1; **Senses** Listen +7, Spot +7

**Languages** Common, Giant

---

**AC** 19, touch 8, flat-footed 20

(-1 *size*, -1 *Dex*, +9 *natural*, +2 *leather*)

**hp** 37 (4d10+15 HD);

**Immune** - Acid

**Fort** +9 **Ref** +2, **Will** +3

---

**Speed** 40 ft. (8 squares, Fly 80 (Average))

**Melee** Greatclub +12 (2d8+13) and +6 bite (1d8+4) or 2 Claws +11 (1d6+9) and +6 bite (1d8+4)

**Ranged** Javalin +1 (1d8+5)

**Atk Options:** ~~Once/day Breath—60' Line of acid 6d8~~  
DC 13 reflex for half (Not Available)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +3; **Grp** +16

**Combat Gear** Greatclub, Leather Armor, Vest of resistance +2

**God:** Hextor

---

**Abilities** Str 29, Dex 8, Con 17, Int 8, Wis 10, Cha 9

**SQ** Darkvision 60 ft, Lowlight vision

**Feats** Toughness, Weapon Focus(Greatclub), Power Attack

**Skills** Climb +16, Jump +12, Listen +7, Spot +7

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

## **HOBGOBLIN DRUID 5 CR 5**

Numbers in ( ) include Barkskin and Resistance

Male Hobgoblin

NE Medium Humanoid (goblin)

**Init** +2; **Senses** Listen +3, Spot +11

**Languages** Common, Goblin

---

**AC** 17(19), touch 12, flat-footed 15(17)

(+2 *Dex*, +3 *armor*, +2 *shield*, +2 *Barkskin*)

**hp** 32 (5d8+10 HD);

**Fort** +6(7) **Ref** +3(4), **Will** +7(8)

---

**Speed** 30 ft. 6 squares),.

**Melee** Long spear +4 (1d8+1) or Flame blade +4 touch (1d8+2)

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

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

**Combat Gear** Hide armor, Large wooden shield. Long spear.

**Druid Spells Prepared** (CL 5th):

3rd— (2) ~~Call Lightning~~(active),

2nd— (3) ~~Barkskin~~, ~~Flameblade~~(active), Nature's Favor (SC)

1st— (4) ~~Magic Fang~~, Cure Light Wounds (x2), Snake's Swiftmess (SC)

0— (5) Detect Magic, Cure Minor (x2), ~~Resistance~~, Light

**God:** Hextor

---

**Abilities** Str 12, Dex 14, Con 14, Int 10, Wis16, Cha 12

**SQ** Darkvision 60 ft

**Feats** Animal Affinity, Mounted Combat

**Skills** Concentrate +10, Handle Animal +10, Ride +12, Spot +12

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

**Precast Spells:**

---

- Call Lightning
- Magic Fang on Dire Bat
- Barkskin on self and shared
- Flame blade on Self
- Resistance on self and shared

## **DIRE BAT (ANIMAL COMPANION)**

Numbers in ( ) include Barkskin and Resistance shared from the Druid, and Magic Fang

N Large Animal

**Init** +6; **Senses** Listen +2, Spot +2

**Languages** Common, Goblin

---

**AC** 22(24), touch 15, flat-footed 16(18)

(-1 *Size*, +6 *Dex*, +2 *armor*, +5 *Natural*, +2 *Barkskin*)

**hp** 30 (4d8+12 HD);

**Fort** +7(8) **Ref** +10(11), **Will** +6(7)

---

**Speed** 20 ft. (4 squares), Fly 40 (good).

**Melee** Bite +5(6) (1d8+4(5)) (Magic fang)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +10

**Combat Gear** – Masterwork Leather barding, Exotic Military Saddle

---

**Abilities** Str 17, Dex 22, Con 17, Int 2, Wis14, Cha 6

**SQ** Blindsense 40'

**Feats** Alertness, Stealthy

**Skills** Hide +4, Listen +12, Move Silently +11, Spot +8\*

**Tricks:** Trained for combat

---

**Blindsense (Ex):** Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Spot or Listen checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see

**Active Spells:**

---

- Magic Fang
- Barkskin
- Resistance

## APPENDIX 4 – APL 6

### ENCOUNTER 1

---

#### Wave 1: (encounter 1)

#### **HOBGOBLIN RANGER 4 (3)**

**(A)DAM, (B)AKER, (C)HARLIE ETC** CR 4

Male Hobgoblin Ranger 4

LE Medium Humanoid (goblin)

**Init** +7; **Senses** Listen +1, Spot +8

**Languages** Common, Goblin

---

**AC** 17, touch 13, flat-footed 14

(+3 *Dex*, +4 *armor*)

**hp** 30 (4d8+8 HD);

**Fort** +6 **Ref** +7, **Will** +2

---

**Speed** 30 ft. 6 squares),.

**Melee** masterwork greatsword +8 (2d6+4) or spiked gauntlet +7 (1d4+3) or

**Ranged** masterwork long composite (Str +3) bow +9 (D8+3) or masterwork long composite (Str +3) bow +7/+7 (D8+3)

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

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

**Combat Gear** masterwork chain shirt, masterwork long composite bow (Str +3), 60 arrows, 2 adamantite arrows, masterwork greatsword, greatsword, spiked gauntlet

**God:** Hextor

**Ranger Spells Prepared** (CL 2nd):  
1st— Arrowmind

---

**Abilities** Str 16, Dex 16, Con 15, Int 10, Wis 12, Cha 8

**SQ** Darkvision 60 ft

**Feats** Improved Initiative, Track, Rapid Shot, Endurance, Weapon Focus (Long bow).

**Skills** Spot +8, Knowledge (Arcana) +3, Spellcraft +3, Escape Artist +4, Tumble +4, Move Silently +9, Survival +5,

**Possessions** combat gear plus cure moderate wounds potion, oil of magic weapon, and elixir of hiding

---

**Favored Enemy: Elves** : (Ex) +2 damage vs. elves, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against elves.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

---

**Sources** Spell Compendium

**Ogre Barbarian (1):** hp 85; see *Monster Manual*, page 199 **(F)**

#### Wave 2: (encounter 1)

#### **HOBGOBLIN RANGER 1 FIGHTER 2 (3)**

**HAROLD, (I)GNUS, (J)AMES** CR 3

Male Hobgoblin Ranger 1 Fighter 2

NE Medium Humanoid (Goblinoid)

**Init** +1; **Senses** Listen +5, Spot +6

**Languages** Common, Goblin

---

**AC** 19, touch 11, flat-footed 18

(+1 *Dex*, = +8 *armor*)

**hp** 28 (D8+2D10+9)

**Fort** +8 **Ref** +3, **Will** +1

---

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** spiked chain +6 (2d4+3) or armor spikes +6 (d6+2)

**Ranged** long bow +4 (D8)

**Space** 5 ft.; **Reach** 10 ft.

**Base Atk** +3; **Grp** +5

**Atk Options** Trip Attack (+7 on Trip check; on successful trip gets a follow-up attack), Trip doesn't provoke AoO.

**Combat Gear** masterwork spiked full plate (both plate & spikes), two masterwork spiked chains

---

**Abilities** Str 15, Dex 12, Con 16, Int 13, Wis 12 Cha 8

**SQ**

**Feats** Exotic Weapon: Spiked Chain, Track, Combat Expertise, Improved Trip, Combat Reflexes

**Skills** Swim -2, Move Silently +0, Hide +0, Balance -1, Spot +6, Listen +5, Survival +5

**Possessions** combat gear plus elixir of hiding

---

**Favored Enemy: Humans:** (Ex) +2 damage vs. humans, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against humans.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

**Ettn (1):** hp 80; see *Monster Manual*, page 106

## ENCOUNTER 2

---

### HOBGOBLIN (6) CR 6

Male Hobgoblin

LE Medium Humanoid (goblin)

**Init** +1; **Senses** Listen +2, Spot +2

**Languages** Common, Goblin

---

**AC** 18, touch 11, flat-footed 17

(+2 *Dex*, +5 *armor*, +2 *shield*)

**hp** 10 (1d8+2 HD);

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

---

**Speed** 30 ft. 6 squares),.

**Melee** Long sword +2 (1d8+1)

**Ranged** Large rock +3 (D8+1)

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

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

**Combat Gear** Breast Plate, Heavy wooden shield, Long sword, Pile of large rocks.

**God:** Hextor

---

**Abilities** Str 13, Dex 15, Con 14, Int 10, Wis 9, Cha 8

**SQ** Darkvision 60 ft

**Feats** Alertness

**Skills** Spot +2, Move Silently +3, Hide +3, Listen +2

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

### HOBGOBLIN FIGHTER 4 (2)

Male Hobgoblin

LE Medium Humanoid (goblin)

**Init** +2; **Senses** Listen +3, Spot +3

**Languages** Common, Goblin

---

**AC** 18, touch 11, flat-footed 17 + dodge

(+2 *Dex*, +5 *armor*, +2 *shield*)

**hp** 30 (1d8+4d10+8 HD);

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

---

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** Long sword +10 (1d8+6)

**Ranged** none

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

**Base Atk** +5; **Grp** +7

**Combat Gear** Breast Plate, Heavy wooden shield, Long sword, Pile of large rocks.

**God:** Hextor

---

**Abilities** Str 18, Dex 15, Con 14, Int 10, Wis 9, Cha 8

**SQ** Darkvision 60 ft

**Feats** Alertness, Weapon focus: long sword, power attack, Weapon specialization: long sword, Dodge

**Skills** Spot +3, Move Silently -1, Hide -1, Listen +3

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

**Power attack:** May take up to 5 off attack rolls, add to damage.

## ENCOUNTER 3:

### Workroom Room

### HALF FLESH GOLEM BARBARIAN 2 (3)

LE Medium Half Flesh Golem- Construct

**Init** +1; **Senses** Listen +2, Spot +2

**Languages** Common, Goblin

**AC** 22 (+1 *Dex*, +5 *natural*, +4 *masterwork chain shirt armor*, +2 *masterwork large steel shield*), touch 10, flat-footed 21

**hp** 20 (1d810 + 2d12);

**Fort** +6 **Ref** +0, **Will** +0

---

**Speed** 40 ft. (8 squares) (can't run)

**Melee** Battleaxe +9 (1d8+5/X3)

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

**Base Atk** +3; **Grp** +8

**Combat Gear** Chain Shirt, Battleaxe

---

**Abilities** Str 21, Dex 12, Con —, Int 1, Wis 11, Cha 1

**SQ** Berserk, construct traits, DR 5/silver, magic immunity

**Feats** Power Attack, Weapon Focus (battleaxe), Combat Reflexes

**Skills** Spot +2, Move Silently +3, Hide +3, Listen +2

---

**Berserk (Ex):** A flesh half-golem that takes damage in combat flies into a berserk rage the following round, attacking wildly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and –2 AC. A flesh halfgolem cannot end its berserk state voluntarily. If the flesh half-golem is a barbarian, the bonuses and the penalty are cumulative with the barbarian rage class feature.

**Immunity to Magic (Ex):** A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem golem gets no saving throw against attacks that deal electricity damage.

## Fleeing Officers

### HOBGOBLIN CLERIC 5

Numbers in ( ) include Magic Vestments and Divine Protection

Male Hobgoblin

NE Medium Humanoid (goblin)

**Init** +2; **Senses** Listen +4, Spot +4

**Languages** Common, Goblin

---

**AC** 20(23/25), touch 11(14/16), flat-footed 19(22/24)  
(+1 Dex, +9 armor, +1 Moral, +2 Deflection against good))

**hp** 42 (5d8+15 HD);

**Fort** +7(8) **Ref** +2(3), **Will** +8(9)

---

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** Heavy Flail +8 (1d10+4 19-20/x2)

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

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

**Combat Gear** +2 Periapt of Wisdom, Masterwork Full Plate, Masterwork Heavy Flail

---

**Domains:** Competition, War

**Druid Spells Prepared** (CL 5th):

3rd— (1+2) ~~Magic Vestments~~, Insignia of healing, Dispel Magic

2nd— (1+3) *Spiritual Weapon*, Cure Moderate Wounds(x2), ~~Divine Protection~~

1st— (1+4) *Remove Fear*, ~~Shield of Faith~~(x2), *Divine Favor*, ~~Protection from good~~

0— (6) Detect Magic, Cure Minor(x3), Light, Resistance

**God:** Hextor

---

**Abilities** Str 16, Dex 12, Con 16, Int 8, Wis18, Cha 12

**SQ** Darkvision 60 ft

**Feats** *Weapon Focus(Flail)*, Combat Casting, Power Attack,

**Skills** Concentrate +11(+15),

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

**Competition Granted Power:** You relish the chance to prove yourself against your foes. As an extraordinary ability, you gain a +1 bonus on all opposed checks you make.

**War Granted Power:** Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

---

#### **Precast Spells:**

- Magic Vestment on own armor
- Divine Protection
- Shield of Faith on fighters
- Protection from good on self

Note: Fighters and Sorcerer have an insignia

### HOBGOBLIN FIGHTER 5

Numbers in ( ) include Divine Protection and Shield of Faith

Male Hobgoblin

LE Medium Humanoid (goblin)

**Init** +1; **Senses** Listen -1, Spot +3

**Languages** Common, Goblin

---

**AC** 20(23), touch 11(14), flat-footed 19(22)  
(+1 Dex, +9 armor, (+2 deflection, +1 Moral))

**hp** 47 (5d10+20 HD);

**Fort** +8(9) **Ref** +2(3), **Will** 0(+1)

---

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** Full blade +11 (2d8+6 19-20/x2)

**Ranged** Long bow +6 (1d8+4)

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

**Base Atk** +5; **Grp** +9

**Combat Gear** +1 Full Plate, Masterwork Full blade (A&E), Might Comp Long Bow +4

**God:** Hextor

---

**Abilities** Str 18, Dex 12, Con 18, Int 13, Wis 8, Cha 6

**SQ** Darkvision 60 ft

**Feats** Exotic weapon proficiency(Full blade), Weapon Focus (Full blade), Weapon Specialization(full blade), Power Attack, Combat Expertise

**Skills** Tumble +0, Jump +7, Spot +3

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

## **GOBLIN SORCERER 5**

Numbers in ( ) include mage armor, Shield and False Life

Male Goblin

NE Small Humanoid (goblin)

**Init** +3; **Senses** Listen -1, Spot -1

**Languages** Common, Goblin

---

**AC** 14(22), touch 14, flat-footed 11(19)

(+1 *Size*, +3 *Dex*, +4 *mage armor*, +4 *shield spell*)

**hp** 22(32) (5d4+10(+10 False life) HD);

**Fort** +3 **Ref** +4, **Will** +2

---

**Speed** 30 ft. 6 squares),

**Melee** Dagger +2 (1d4-1)

**Ranges** +6

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

**Base Atk** +2; **Grp** -3

**Combat Gear** +2 Cloak of Charisma, Dagger

---

**Sorcerer Spells Know** (CL 6th):

2nd—(2) False Life, Scorching Ray

1st— (4) Shield, Ray of Enfeeblement, Magic Missile, Orb of sound lesser, Mage Armor

0— (6) detect magic, light, message, read magic, resistance, touch of fatigue

**Spells/Day** 0<sup>th</sup> 6, 1<sup>st</sup> 7(5), 2<sup>nd</sup> 5(4)

**God:** Hextor

---

**Abilities** Str 8, Dex 16, Con 14, Int 9, Wis 8, Cha 16(+2)

**SQ** Darkvision 60 ft

**Feats** Point blank shot, Precise shot.

**Skills** Concentrate +10,

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

### **Precast Spells:**

---

- Mage: armor on himself
- Shield: on himself
- False life

## **Defending the fort: (encounter 3)**

### **HALF-DRAGON OGRE BARBARIAN 1 CR 6**

Stats in ( ) include Bull Strength and Rage

Male Half-dragon (Black) Ogre

CE Large Dragon

**Init** -1; **Senses** Listen +8, Spot +7

**Languages** Common, Giant

---

**AC** 19(17), touch 8/6, flat-footed 20(18)

(-1 *size*, -1 *Dex*, +9 *natural*, +2 *leather*)

**hp** 46(56) (4d10 + 1d12 +18(28) HD);

**Immune** - Acid

**Fort** +11(13) **Ref** +2, **Will** +3(5)

---

**Speed** 50 ft. (8 squares, Fly 100 (Average)

**Melee** Greatclub +13(17) (2d8+13(19)) and +7(11) bite (1d8+4(6)) or 2 Claws +11(16) (1d6+9(13)) and +7(11) bite (1d8+4/6)

**Ranged** Javelin +3 ( 1d8+9(13))

**Atk Options:** ~~Once/day Breath—60' Line of acid 6d8 DC 13/14 reflex for half~~ (Not available)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +4; **Grp** +17(21)

**Combat Gear** Greatclub, Leather Armor, Vest of resistance +2

**God:** Hextor

---

**Abilities** Str 29(37) Dex 8, Con 17(21), Int 8, Wis 10, Cha 9

**SQ** Darkvision 60 ft , Lowlight vision

**Feats** Toughness, Weapon Focus(Greatclub), Power Attack

**Skills** Climb +16(20), Jump +12(16), Listen +8, Spot +7

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

### **Active Spells:**

---

- Bull Strength



## **HOBGOBLIN DRUID 6 CR 6**

Numbers in ( ) include Barkskin and Resistance

Male Hobgoblin

NE Medium Humanoid (goblin)

**Init** +2; **Senses** Listen +3, Spot +12

**Languages** Common, Goblin

**AC** 17(20), touch 12, flat-footed 18

(+2 Dex, +3 armor, +2 shield, +3 Barkskin)

**hp** 45 (6d8+12 HD);

**Fort** +7(8) **Ref** +4(5), **Will** +8(9)

**Speed** 20 ft. in medium armor (4 squares), base movement 30 ft;

**Melee** Long spear +5 (1d8+1) or Flame blade +5 touch (1d8+2)

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

**Base Atk** +4; **Grp** +5

**Combat Gear** Hide armor, Large wooden shield. Long spear.

**Druid Spells Prepared** (CL 6th):

3rd— (3) ~~Call Lightning~~(active), Summon Nature's Ally III (x2)

2nd— (4) ~~Barkskin~~, ~~Flameblade~~(active), Nature's Favor (x2)

1st— (4) ~~Magic Fang~~, Cure Light Wounds (x2), Snake's Swiftess

0— (5) Detect Magic, Cure Minor (x2), ~~Resistance~~, Light

**God:** Hextor

**Abilities** Str 12, Dex 14, Con 14, Int 10, Wis16, Cha 12

**SQ** Darkvision 60 ft

**Feats** Animal Affinity, Mounted Combat, Natural Spell

**Skills** Concentrate +11, Handle Animal +12, Ride +13, Spot +12

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

**Precast Spells:**

- Call Lightning
- Magic Fang on Dire Bat
- Barkskin on self and shared
- Flame blade on Self
- Resistance on self and shared

## **DIRE BAT (ANIMAL COMPANION)**

Numbers in ( ) include Mage Armor, Barkskin, Bull Strength, Magic Fang, and Resistance

N Large Anaimal

**Init** +6; **Senses** Listen +2, Spot +2

**Languages** Common, Goblin

**AC** 24/28, touch 15, flat-footed 18/22

(-1 Size, +6 Dex, +2 armor (+4 Mage Armor), +7 Natural, (+2 Barkskin))

**hp** 41 (6d8+16 HD);

**Fort** +8(9) **Ref** +11(12), **Will** +7(8)

**Speed** 20 ft. (4 squares), Fly 40 (good).

**Melee** Bite +7(10) (1d8+6(10))

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +12(14)

**Combat Gear** – Masterwork leather barding, Exotic Military Saddle

**Abilities** Str 18(22), Dex 23, Con 17, Int 2, Wis14, Cha 6

**SQ** Blindsight 40'

**Feats** Alertness, Stealthy, Flyby Attack

**Skills** Hide +4, Listen +12, Move Silently +11, Spot +8\*

**Tricks:** Trained for combat

**Blindsight (Ex):** Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Spot or Listen checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see

**Active Spells:**

- Mage Armor
- Bull Strength
- Magic Fang
- Barkskin
- Resistance

## **GOBLIN SORCERER 6 CR 6**

Numbers in () include mage armor, Shield and False Life

Male Goblin

NE Small Humanoid (goblin)

**Init** +2; **Senses** Listen -1, Spot -1

**Languages** Common, Goblin

---

**AC** 13(21), touch 13, flat-footed 11(19)

(+1 *Size*, +2 *Dex*, +4 *mage armor*, +4 *shield spell*)

**hp** 27 (6d4+12 HD);

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

---

**Speed** 30 ft. 6 squares)

**Melee** Dagger +2 (1d4-1)

**Ranges** +5

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

**Base Atk** +3; **Grp** -2

**Combat Gear** +2 Cloak of Charisma, Dagger

---

**Sorcerer Spells Know** (CL 6th):

3rd— (1+1) Fly, Haste

2nd— (2) Bull's Strength, Scoring Ray

1st— (4) Mage Armor, Shield, Ray of Enfeeblement, Magic Missile

0— (7)) detect magic, light, message, read magic, resistance, touch of fatigue, Prestidigitation

**Spells/Day** 0<sup>th</sup> 6, 1<sup>st</sup> 6(3), 2<sup>nd</sup> 5(3), 3<sup>rd</sup> 3(2/1)

**God:** Hextor

---

**Abilities** Str 8, Dex 14, Con 14, Int 9, Wis 8, Cha 14(+2)

**SQ** Darkvision 60 ft

**Feats** Point blank shot, Precise shot. Extra Spell

**Skills** Concentrate +11,

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

### **Precast Spells:**

---

- Mage: armor on himself
- Shield: on himself
- Mage Armor: on the Dire Bat
- Bull Strength on Ogre
- Bull Strength on Dire Bat
- Fly on him self
- Haste: Everybody (On first initiative)

## APPENDIX 5 – APL 8

### ENCOUNTER 1

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#### Wave 1: (encounter 1)

#### **HOBGOBLIN RANGER 5, OCCULT SLAYER 1 (3)**

**(A)DAM, (B)AKER, (C)HARLIE ETC** **CR 6**

Male Hobgoblin Ranger 5, Occult Slayer 1

N Medium Humanoid (goblin)

**Init** +7; **Senses** Listen +1, Spot +9

**Languages** Common, Goblin

---

**AC** 17, touch 13, flat-footed 14

(+3 *Dex*, +4 *armor*)

**hp** 45 (6d8+12 HD);

**Fort** +7 **Ref** +8, **Will** +5

---

**Speed** 30 ft. 6 squares),.

**Melee** +1 falchion +10/+5 (2d6+5) or spiked gauntlet +9/+4 (1d4+3) or

**Ranged** masterwork long composite (Str +3) bow +11/+6 (D8+4+[1d6 vs. spell casters]) or masterwork long composite (Str +3) bow +9/+9/+4 (D8+4+[1d6 vs. spell casters])

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

**Base Atk** +6; **Grp** +8

**Combat Gear** masterwork chain shirt, BONDED long composite bow (Str +3) +1, 60 arrows, 6 adamantite arrows, falchion +1, falchion, spiked gauntlet, quiver of ehlonna (containing 60 arrows, 3 spears, two short bows)

**Ranger Spells Prepared** (CL 2nd):

1st— Arrowmind

Agaroo is under the effects of a water walking spell from Samanoff

---

**Abilities** Str 16, Dex 16, Con 15, Int 10, Wis 12, Cha 8

**SQ** Darkvision 60 ft

**Feats** Improved Initiative, Track, Rapid Shot, Endurance, Weapon Focus (Long bow), Power Critical (Long Bow).

**Skills** Spot +9, Knowledge (Arcana) +4, Spellcraft +6, Escape Artist +5, Tumble +5, Move Silently +10, Survival +5,

**Possessions** combat gear plus two cure moderate wounds potion

---

**Favored Enemy: Animals:** (Ex) +4 damage vs. animals, and +4 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against animals.

**Favored Enemy: Elves:** (Ex) +2 damage vs. elves, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against elves.

**Magical Defense (Ex):** An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell like abilities. This bonus is +1 at 1<sup>st</sup> level, and it increase to +2 at 3<sup>rd</sup> level and to +3 at 5<sup>th</sup> level.

**Weapon Bond (Su):** An occult Slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with her chosen weapon that imbues it with the force of her hatred for spell casters. Thereafter, any successful attack she makes with the chosen weapon against a spell caster or a creature with spell-like abilities deals extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else--no adventuring) to create a new weapon bond.

---

**Sources** Spell Compendium, Complete Warrior

**Ogre Barbarian (2):** hp 85 each; see *Monster Manual*, page 199 (E, F)

## Wave 2: (encounter 1)

### **HOBGOBLIN RANGER-1 FIGHTER-6 (2)**

**(H)AROLD, (I)GNUS** CR 7

Female Hobgoblin Ranger 1 Fighter 6  
NE Medium Humanoid (Goblinoid)

**Init** +1; **Senses** Listen +5, Spot +9

**Languages** Common, Goblin

**AC** 20, touch 11, flat-footed 19  
(+1 Dex, +9 armor)

**hp** 67 (D8+6D10+21)

**Fort** +11 **Ref** +6, **Will** +4

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** spiked chain +12/+7 (2d4+5) or armor spikes +11/+6(d6+4)

**Ranged** long bow +8/+3 (D8)

**Space** 5 ft.; **Reach** 10 ft.

**Base Atk** +7; **Grp** +10

**Atk Options** Trip Attack (+7 on Trip check; on successful trip gets a follow-up attack), Disarm Attack +20 on Disarm Check (+7 BAB, +3 Str, +4 feat, +4 2h weapon, +2 spiked chain). Neither Trip nor Disarm provoke AoO; Disarm does not allow a counter disarm.

**Combat Gear** +1 spiked full plate (both plate & spikes, cloak of resistance +1, +1 spiked chain, masterwork spiked chain, long bow, 40 arrows

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

**SQ** Favored Enemy Human, Darkvision

**Feats** Exotic Weapon: Spiked Chain, Track, Combat Expertise, Improved Trip, Combat Reflexes, Improved Disarm, Weapon Focus: Spiked Chain, Power Attack

**Skills** Climb +11, Listen +5, Ride +9, Spellcraft +6, Spot +5, Survival +5

**Possessions** combat gear plus eyes of the eagle, silver holy symbol of Obad-Hai (worn openly around neck)

**Favored Enemy: Humans:** (Ex) +2 damage vs. humans, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against humans.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

### **HOBGOBLIN SORCERER-6**

**(L)AURIE**

CR 6

Female Hobgoblin Sorcerer 6

NE Medium Humanoid (Goblin)

**Init** +6; **Senses** Listen +3, Spot +3

**Languages** Common

**AC** 18 touch 13, flat-footed 16  
(+2 Dex, +4 armor, , +1 deflection, +1 natural)

**hp** 32 (6d4+18 )

**Fort** +7 **Ref** +4, **Will** +6

**Weakness**

**Speed** 30 ft. (6 squares);

**Melee** spiked gauntlet +2 (1d4-1) or

**Ranged** masterwork light crossbow +6 (1d8)

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

**Base Atk** +3; **Grp** +2

**Combat Gear** spiked gauntlet, masterwork light crossbow, 20 bolts, ring of protection +1, metamagic rod of lesser extend, amulet of natural armor +1

**Sorcerer Spells Known** (CL 6th):

3rd (4/day)— *slow*

2nd (6/day)— *glitterdust*, *resist energy*

1st (7/day)— *mage armor*, *distract*, *hail of stone*, *grease*

0 (6/day)— *detect magic*, *read magic*, *touch of fatigue*, *acid splash*, *ray of frost*, *flare*

Unless the situation forces a change Laurie will likely cast initial spells in the following order:

1 sculpted or regular glitterdust

2 distract or slow

**Abilities** Str 8, Dex 15, Con 16, Int 10, Wis 12, Cha 16

**SQ** Darkvision 60 ft, Rat Familiar

**Feats** Improved Initiative, Silent Spell, Sculpt Spell,

**Skills** Concentration +11, Escape Artist +4, Spellcraft +5

**Possessions** combat gear plus mage armor scroll and six 5gp nuggets of jade

**Sources** Spell Compendium

**Precast Spells:**

- Mage Armor on self
- Resist Energy (fire) on self

## **HOBGOBLIN RANGER 4 (1)**

(T)OM, ETC

CR 4

Male Hobgoblin Ranger 4

LE Medium Humanoid (goblin)

**Init** +7; **Senses** Listen +1, Spot +8

**Languages** Common, Goblin

---

**AC** 17, touch 13, flat-footed 14  
(+3 *Dex*, +4 *armor*)

**hp** 30 (4d8+8 HD);

**Fort** +6 **Ref** +7, **Will** +2

---

**Speed** 30 ft. 6 squares),.

**Melee** masterwork greatsword +8 (2d6+4) or spiked gauntlet +7 (1d4+3) or

**Ranged** masterwork long composite (Str +3) bow +9 (D8+3) or masterwork long composite (Str +3) bow +7/+7 (D8+3)

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

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

**Combat Gear** masterwork chain shirt, masterwork long composite bow (Str +3), 60 arrows, 2 adamantite arrows, masterwork greatsword, greatsword, spiked gauntlet

**God:** Hextor

**Ranger Spells Prepared** (CL 2nd):

1st— Arrowmind

---

**Abilities** Str 16, Dex 16, Con 15, Int 10, Wis 12, Cha 8

**SQ** Darkvision 60 ft

**Feats** Improved Initiative, Track, Rapid Shot, Endurance, Weapon Focus (Long bow).

**Skills** Spot +8, Knowledge (Arcana) +3, Spellcraft +3, Escape Artist +4, Tumble +4, Move Silently +9, Survival +5,

**Possessions** combat gear plus cure moderate wounds potion, oil of magic weapon, and elixir of hiding

---

**Favored Enemy: Elves** : (Ex) +2 damage vs. elves, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against elves.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

**Sources** Spell Compendium

## **ENCOUNTER 2**

## **HOBGOBLIN FIGHTER 4 (6)**

Male Hobgoblin

LE Medium Humanoid (goblin)

**Init** +2; **Senses** Listen +3, Spot +3

**Languages** Common, Goblin

---

**AC** 18, touch 11, flat-footed 17 + dodge  
(+2 *Dex*, +5 *armor*, +2 *shield*)

**hp** 30 (1d8+4d10+8 HD);

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

---

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** Long sword +10 (1d8+6)

**Ranged** none

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

**Base Atk** +5; **Grp** +7

**Combat Gear** Breast Plate, Heavy wooden shield, Long sword, Pile of large rocks.

**God:** Hextor

---

**Abilities** Str 18, Dex 15, Con 14, Int 10, Wis 9, Cha 8

**SQ** Darkvision 60 ft

**Feats** Alertness, Weapon focus: long sword, power attack, Weapon specialization: long sword, Dodge

**Skills** Spot +3, Move Silently -1, Hide -1, Listen +3

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

**Power attack:** May take up to 5 off attack rolls, add to damage.

## ENCOUNTER 3:

### Workroom

#### HALF FLESH GOLEM BARBARIAN 3 (4)

LE Medium Half Flesh Golem- Construct

**Init** +1; **Senses** Listen +2, Spot +2

**Languages** Common, Goblin

**AC** 22 (+1 Dex, +5 natural, +4 masterwork chain shirt armor, +2 masterwork large steel shield), touch 10, flat-footed 21

**hp** 27 (1d8+10 + 3d12);

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

**Speed** 40 ft. (8 squares) (can't run)

**Melee** Battleaxe +10 (1d8+5/X3)

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

**Base Atk** +4; **Grp** +9

**Combat Gear** Chain Shirt, Battleaxe

**Abilities** Str 21, Dex 12, Con —, Int 1, Wis 11, Cha 1

**SQ** Berserk, construct traits, DR 5/silver, magic immunity

**Feats** Power Attack, Weapon Focus (battleaxe), Combat Reflexes

**Skills** Spot +2, Move Silently +3, Hide +3, Listen +2

**Berserk (Ex):** A flesh half-golem that takes damage in combat flies into a berserk rage the following round, attacking wildly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and –2 AC. A flesh halfgolem cannot end its berserk state voluntarily. If the flesh half-golem is a barbarian, the bonuses and the penalty are cumulative with the barbarian rage class feature.

**Immunity to Magic (Ex):** A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

## Escaping Officers

### HOBGOBLIN CLERIC 7

Numbers in ( ) include pre-cast spells

Male Hobgoblin

NE Medium Humanoid (goblin)

**Init** +1; **Senses** Listen +4, Spot +3

**Languages** Common, Goblin

**AC** 23(24/26), touch 11(12/14), flat-footed 22(23/25)  
(+1 *Dex*, +9 *armor*, +3 *shield*, (+1 *Moral*, +2 *Deflection against good*)

**hp** 58 (7d8+21 HD);

**Fort** +8(9) **Ref** +3(4), **Will** +9(10)

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** Heavy Flail +10 (1d10+6 19-20/x2)

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

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

**Combat Gear** +2 Periapt of Wisdom, Masterwork Full Plate, +1 Animated heavy Steel shield, Heavy Flail

**Domains:** Competition, ,

**Druid Spells Prepared** (CL 7th):

4th— (1+2) *Divine Power*, ~~Greater Magic Weapon~~,  
Recitation

3rd— (1+3) ~~*Magic Vestments*~~, Insignia of healing,  
Dispel Magic, ~~Invisibility Purge~~

2nd— (1+4) *Spiritual Weapon*, Cure Moderate  
Wounds, ~~Divine Protection~~, Resist Energy(x2)

1st— (1+4) *Remove Fear*, ~~*Shield of Faith*~~(x2),  
~~*Resurgence*~~, ~~*Protection from good*~~

0— (6) Detect Magic, Cure Minor(x3), Light,  
Resistance

**God:** Hextor

**Abilities** Str 16, Dex 12, Con 16, Int 8, Wis18, Cha 12

**SQ** Darkvision 60 ft

**Feats** *Weapon Focus(Flail)*, Combat Casting, Power  
Attack, True Beliver

**Skills** Concentrate +13(17),

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

**Competition Granted Power:** You relish the chance to prove yourself against your foes. As an extraordinary ability, you gain a +1 bonus on all opposed checks you make.

**War Granted Power:** Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

**Precast Spells:**

- Greater Magic Weapon
- Magic Vestment on own armor
- Invisibility Purge on self
- Shield of Faith on fighters
- Divine Protection on everyone
- Resist Energy (fire) on fighters
- Protection from good on self

## **HOBGOBLIN FIGHTER 7**

Numbers in ( ) include Divine protection Shield of Faith, and Greater Magic Weapon

Male Hobgoblin

LE Medium Humanoid (goblin)

**Init** +1; **Senses** Listen -1, Spot +5

**Languages** Common, Goblin

---

**AC** 23(27), touch 11(15), flat-footed 22(26) + dodge (+1 *Dex*, +9 *armor*, +3 *shield* (+1 *Moral*, +3 *deflection*))

**hp** 66 (7d10+28 HD);

**Fort** +9(10) **Ref** +3(4), **Will** +3(4)

---

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** Full blade +12(13)/+7(8) (2d8+8(9) 19-20x2)

**Ranged** Long bow +8/+3 (1d8+4)

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

**Base Atk** +7; **Grp** +11

**Combat Gear** +1 Full Plate +1 Animated heavy steel shield, +1 Full blade (A&E), Might Comp Long Bow +4

**God:** Hextor

---

**Abilities** Str 18, Dex 12, Con 18, Int 13, Wis 8, Cha 6

**SQ** Darkvision 60 ft

**Feats** Exotic weapon proficiency(Full blade), Weapon Focus (Full blade), Weapon Specialization(full blade), Power Attack, dodge, Combat Expertise, Iron Will

**Skills** Tumble -1\*, Jump +9, Spot +3

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

### **Active Spells:**

- Divine Protection
- Resist Energy(fire)
- Shield of Faith

\* 5 ranks in tumble improves fighting defensively

## **GOBLIN SORCERER 7**

Numbers in ( ) include Divine protection, Mage Armor, False Life, and Shield

Male Goblin

NE Medium Humanoid (goblin)

**Init** +2; **Senses** Listen -1, Spot 1-

**Languages** Common, Goblin

---

**AC** 14(23), touch 14(15), flat-footed 19(20) (+1 *Size*, +3 *Dex*, +4 *mage armor*, +4 *shield spell*, +1 *Moral*)

**hp** 31(44) (7d4+14HD) (+13 False life);

**Fort** +4(5) **Ref** +5(6), **Will** +4(5)

---

**Speed** 30 ft. 6 squares),

**Melee** Dagger +3 (1d4-1)

**Ranges** +7 Ray +8

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

**Base Atk** +3; **Grp** -2

**Combat Gear** +2 Cloak of Charisma, Dagger

---

**Sorcerer Spells Know** (CL 6th):

3rd— (2) Ray of Dizziness, Haste,

2nd—(3) False Life, Scorching Ray, Glitter Dust

1st— (5) Shield, Ray of Enfeeblement, Magic Missile,

Orb of sound lesser, Nerveskitter, Mage Armor

0— (7) detect magic, light, mage hand, message, read magic, resistance, touch of fatigue

**Spells/Day** 0<sup>th</sup> 6, 1<sup>st</sup> 7(5), 2<sup>nd</sup> 7(5), 3<sup>rd</sup> 5(5)

**God:** Hextor

---

**Abilities** Str 8, Dex 16, Con 14, Int 9, Wis 8, Cha 16(+2)

**SQ** Darkvision 60 ft

**Feats** Point blank shot, Precise shot., Weapon focus(ray)

**Skills** Concentrate +12,

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

### **Precast Spells:**

- Mage: armor on himself
- Shield: on himself
- See Invisible
- False life
- Haste: Everybody (On first initiative)

## Defending the fort: (encounter 3)

### HALF-DRAGON OGRE BARBARIAN 2 (2) CR 7

(Stats in () include Bull Strength, Heroism, and Rage. Haste is Not included)

Male Half-dragon (Black) Ogre

CE Large Dragon

**Init** -1; **Senses** Listen +9(11), Spot +8(10)

**Languages** Common, Giant

**AC** 19(17), touch 8(6), flat-footed 20(18)  
(-1 size, -1 Dex, +9 natural, +2 leather)

**hp** 53(65) (4d10 + 2d12 +18(30) HD);

**Immune** - Acid

**Fort** +13(15+2) **Ref** +3(5), **Will** +4(6+2)

**Speed** 50 ft. (8 squares, Fly 100 (Average))

**Melee** Greatclub +15(21) (2d8+14(20)) and +8(14) bite  
(1d8+4(6)) or 2 Claws +13(19) (1d6+9(13)) and  
+8(14) bite (1d8+4(6))

**Ranged** Javalin +4 (1d8+9(13))

**Atk Options:** Once/day Breath – 60' Line of acid 6d8  
DC 13(14) reflex for half

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +5; **Grp** +17(21)

**Combat Gear** Greatclub, Leather Armor, Vest of  
resistance +3

**God:** Hextor

**Abilities** Str 29(37), Dex 8, Con 17/21, Int 8, Wis 10,  
Cha 9

**SQ** Darkvision 60 ft., Lowlight vision

**Feats** Toughness, Weapon Focus(Greatclub), Power  
Attack

**Skills** Climb +18(24), Jump +14(20), Listen +9(11), Spot  
+8(10)

**Darkvision (Ex):** Able to see with no light source at all,  
out to a 60 foot range. Darkvision is black and white  
only (colors cannot be discerned). The presence of  
light does not spoil darkvision.

**Rage (Ex):** Gain +4 bonus to Strength, +4 bonus to  
constitution, +2 morale bonus to will saves. -2 AC.  
Lasts for 5 rounds. Can rage twice per day. Rage  
values listed in {}.

**Uncanny Dodge (Ex):** Retains Dex bonus to AC if flat  
footed or attacked by invisible opponent.

#### Active Spells:

- Bull Strength
- Heroism

### HOBGOBLIN DRUID 7 CR 7

Stats in () include Barkskin and Resistance

Male Hobgoblin

NE Medium Humanoid (goblin)

**Init** +2; **Senses** Listen +4, Spot +14

**Languages** Common, Goblin

**AC** 17(20), touch 12, flat-footed 18  
(+2 Dex, +3 armor, +2 shield, +3 Barkskin)

**hp** 45 (6d8+12 HD);

**Fort** +7(8) **Ref** +4/5, **Will** +7(8)

**Speed** 20 ft. in medium armor (4 squares), base  
movement 30 ft;

**Melee** Long spear +5 (1d8+1) or Flame blade +6 touch  
(1d8+3)

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

**Base Atk** +4; **Grp** +5

**Combat Gear** +2 Periapt of Wisdom, Hide armor, Large  
wooden shield. Long spear.

**Druid Spells Prepared** (CL 5th):

4th— (2) Arc of Lightening, Cure Serious Wounds

3rd— (3) ~~Call Lightening~~(active), Summon Nature's  
Ally III (x2)

2nd— (4) ~~Barkskin~~, ~~Flameblade~~(active), Nature's  
Favor (x2)

1st— (5) ~~Magic Fang~~, Cure Light Wounds (x3),  
Snake's Swiftmess

0— (5) Detect Magic, Cure Minor (x2), ~~Resistance~~,  
Light

**God:** Hextor

**Abilities** Str 12, Dex 14, Con 14, Int 10, Wis18, Cha 12

**SQ** Darkvision 60 ft

**Feats** Animal Affinity, Mounted Combat, Natural Spell

**Skills** Concentrate +12, Handle Animal +13, Ride +14,  
Spot +14

**Darkvision (Ex):** Able to see with no light source at all,  
out to a 60 foot range. Darkvision is black and white  
only (colors cannot be discerned). The presence of  
light does not spoil darkvision.

#### Precast Spells:

- Call Lightening
- Magic Fang on Dire Bat
- Barkskin on self and shared
- Flame blade on Self
- Resistance on self and shared



## **DIRE BAT (ANIMAL COMPANION)**

Numbers in () all pre-cast spells

N Large Animal

**Init** +6; **Senses** Listen +12, Spot +8

**AC** 24(29), touch 15, flat-footed 18(23)

(-1 *Size*, +6 *Dex*, +2 *armor*/ +4 *Mage Armor*, +7 *Natural*, +3 *Barkskin*)

**hp** 45 (6d8+18 HD);

**Fort** +8(9) **Ref** +11(12), **Will** +7(8)

**Speed** 20 ft. (4 squares), Fly 40 (good).

**Melee** Bite +7(10) (1d8+6(10))

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +12(14)

**Combat Gear** – +1 Leather barding, Exotic Military Saddle

**Abilities** Str 18(22), Dex 23, Con 17, Int 2, Wis 14, Cha 6

**SQ** Blindsight 40', Evasion

**Feats** Alertness, Stealthy, Flyby Attack

**Skills** Hide +4, Listen +12, Move Silently +11, Spot +8\*

**Tricks:** Trained for combat

**Blindsight (Ex):** Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Spot or Listen checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see

### **Active Spells:**

- Mage Armor
- Bull Strength
- Magic Fang
- Barkskin
- Resistance

## **GOBLIN SORCERER 7 CR 7**

Stats include pre-cast spells

Male Goblin

NE Medium Humanoid (goblin)

**Init** +2; **Senses** Listen +0, Spot +0

**Languages** Common, Goblin

**AC** 13(21), touch 13, flat-footed 11(18)

(+1 *Size*, +2 *Dex*, +4 *mage armor*, +4 *shield spell*)

**hp** 31 (7d4+12 HD);

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

**Speed** 30 ft. 6 squares),.

**Melee** Dagger +2 (1d4-1)

**Ranges** +6

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

**Base Atk** +3; **Grp** -2

**Combat Gear** +2 Cloak of Charisma, Dagger

**Sorcerer Spells Know** (CL 6th):

3rd— (2+1) Fly, Haste, Heroism, Dispel magic

2nd— (3) Bull's Strength, Scorching Ray, See Invisible

1st— (5) Mage Armor, Shield, Ray of Enfeeblement, Magic Missile, Magic Weapon, Grease

0— (7) detect magic, light, message, read magic, resistance, touch of fatigue, Prestidigitation

**Spells/Day** 0<sup>th</sup> 6, 1<sup>st</sup> 7(3), 2<sup>nd</sup> 7(3), 3<sup>rd</sup> 5(2)

**God:** Hextor

**Abilities** Str 8, Dex 14, Con 14, Int 9, Wis 10, Cha 14(+2)

**SQ** Darkvision 60 ft

**Feats** Point blank shot, Precise shot. Extra Spell

**Skills** Concentrate +11,

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

### **Precast Spells:**

- Mage: armor on himself
- Shield: on himself
- Magic Weapon on Ogre's Great Club
- Mage Armor: on the Dire Bat
- Bull Strength on Ogres (x2)
- Bull Strength on Dire Bat
- See Invisible
- Fly on him self
- Heroism on Ogres (x2)
- Haste: Everybody (On first initiative)

## APPENDIX 6 – APL 8 SPECIAL

### ENCOUNTER 1

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#### Wave 1: (encounter 1)

### HOBGOBLIN RANGER 5, OCCULT SLAYER 1 (3)

(A)DAM, (B)AKER, (C)HARLIE ETC CR 6

Male Hobgoblin Ranger 5, Occult Slayer 1

N Medium Humanoid (goblin)

Init +7; Senses Listen +1, Spot +9

Languages Common, Goblin

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AC 17, touch 13, flat-footed 14

(+3 Dex, +4 armor)

hp 45 (6d8+12 HD);

Fort +7 Ref +8, Will +5

---

Speed 30 ft. 6 squares),.

Melee +1 falchion +10/+5 (2d6+5) or spiked gauntlet +9/+4 (1d4+3) or

Ranged +1 long composite (Str +3) bow +11/+6 (D8+4+[1d6 vs. spell casters]) or +1 long composite (Str +3) bow +9/+9/+4 (D8+4+[1d6 vs. spell casters])

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +8

Combat Gear masterwork chain shirt, BONDED long composite bow (Str +3) +1, 60 arrows, 6 adamantite arrows, falchion +1, falchion, spiked gauntlet, quiver of ehlonna (containing 60 arrows, 3 spears, two short bows)

Ranger Spells Prepared (CL 2nd):

1st— Arrowmind

---

Abilities Str 16, Dex 16, Con 15, Int 10, Wis 12, Cha 8

SQ Darkvision 60 ft

Feats Improved Initiative, Track, Rapid Shot, Endurance, Weapon Focus (Long bow), Power Critical (Long Bow).

Skills Spot +9, Knowledge (Arcana) +4, Spellcraft +6, Escape Artist +5, Tumble +5, Move Silently +10, Survival +5,

Possessions combat gear plus two cure moderate wounds potion

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Favored Enemy: Animals: (Ex) +4 damage vs. animals, and +4 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against animals.

Favored Enemy: Elves: (Ex) +2 damage vs. elves, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against elves.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell like abilities. This bonus is +1 at 1<sup>st</sup> level, and it increase to +2 at 3<sup>rd</sup> level and to +3 at 5<sup>th</sup> level.

Weapon Bond (Su): An occult Slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection,

she immediately forms a bond with her chosen weapon that imbues it with the force of her hatred for spell casters. Thereafter, any successful attack she makes with the chosen weapon against a spell caster or a creature with spell-like abilities deals extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else--no adventuring) to create a new weapon bond.

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Sources Spell Compendium, Complete Warrior

## **HOBGOBLIN RANGER 5, OCCULT SLAYER 5**

### **(D)ALLAS**

**CR 10**

Male Hobgoblin Ranger 5, Occult Slayer 5

NE Medium Humanoid (goblin)

**Init** +8; **Senses** Listen +1, Spot +10

**Languages** Common, Goblin

---

**AC** 19, touch 14, flat-footed 15

(+4 *Dex*, +5 *armor*)

**hp** 99 (10d8+30 HD);

**Fort** +11 **Ref** +11, **Will** +9

---

**Speed** 30 ft. 6 squares),.

**Melee** +1 falchion +14/+9 (2d6+5) or

**Ranged** +2 long composite (Str +3) bow +16/+11 (1d8+5+[1d6 vs. spell casters]) or +2 long composite (Str +3) bow +14/+14/+9 (1d8+5+[1d6 vs. spell casters])

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

**Base Atk** +10; **Grp** +13

**Combat Gear** chain shirt +1, BONDED +2 long composite bow (Str +3), 100 arrows, 20 adamantite arrows, +1 falchion, falchion, gloves of dexterity +2, quiver of ehlonna (containing 60 arrows, 3 spears, two short bows), spiked gauntlet

**Ranger Spells Prepared** (CL 2nd):

1st— Arrowmind

Agaroo is under the effects of a Hero's Feast (+12 temp hit points CL 11),, freedom of movement CL 11, and resist energy CL 11 (30 fire) spells

---

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

**SQ** Darkvision 60 ft

**Feats** Improved Initiative, Track, Rapid Shot, Endurance, Weapon Focus (Long bow), Power Critical (Long bow), Improved Critical (Long Bow)

**Skills** Spot +10, Knowledge (Arcana) +4, Spellcraft +8, Escape Artist +5, Tumble +5, Move Silently +10, Survival +5,

**Possessions** combat gear plus 2 cure moderate wounds potions

---

**Favored Enemy: Dwarves** : (Ex) +4 damage vs. dwarves, and +4 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against dwarves.

**Favored Enemy: Gnomes** : (Ex) +2 damage vs. gnomes, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against gnomes.

**Magical Defense (Ex):** An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell like abilities. This bonus is +1 at 1<sup>st</sup> level, and it increase to +2 at 3<sup>rd</sup> level and to +3 at 5<sup>th</sup> level.

**Weapon Bond (Su):** An occult Slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with her chosen weapon that imbues it with the force of her hatred for spell casters. Thereafter, any successful attack she makes with the chosen weapon against a spell caster or a creature with spell-like abilities deals extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else--no adventuring) to create a new weapon bond.

**Mind over Magic (Su):** Starting at 2<sup>nd</sup> level, and occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5). An occult slayer can use this ability once per day at 2<sup>nd</sup> level and twice per day at 4<sup>th</sup> level.

**Vicious Strike (Ex):** At 2<sup>nd</sup> level and higher, an occult slayer who readies an attack action to disrupt a spell caster deals double damage if the attack hits.

**Nondetection Cloak (Su):** Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/ clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a nondetection spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

**Blank Thoughts (Ex):** At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). She can suppress or resume this ability as a free action.

**Ogre Barbarian (2):** hp 85 each; see *Monster Manual*, page 199 (E, F)

**Stone Giant (1):** hp 140; see *Monster Manual*, page 124 (G)

## Wave 2: (encounter 1)

### **HOBGOBLIN RANGER-1 FIGHTER-6 (3)**

**(H)AROLD, (I)GNUS, (J)AMES** CR 7

Female Hobgoblin Ranger 1 Fighter 6  
NE Medium Humanoid (Goblinoid)

**Init** +1; **Senses** Listen +5, Spot +11

**Languages** Common, Goblin

**AC** 20, touch 11, flat-footed 19

(+1 *Dex*, +9 *armor*)

**hp** 67 (D8+6D10+21)

**Fort** +11 **Ref** +6, **Will** +4

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** spiked chain +12/+7 (2d4+5) or armor spikes +11/+6(d6+4)

**Ranged** long bow +8/+3 (D8)

**Space** 5 ft.; **Reach** 10 ft.

**Base Atk** +7; **Grp** +10

**Atk Options** Trip Attack (+7 on Trip check; on successful trip gets a follow-up attack), Disarm Attack +20 on Disarm Check (+7 BAB, +3 Str, +4 feat, +4 2h weapon, +2 spiked chain). Neither Trip nor Disarm provoke AoO; Disarm does not allow a counter disarm.

**Combat Gear** +1 spiked full plate (both plate & spikes, cloak of resistance +1, +1 spiked chain, masterwork spiked chain, long bow, 40 arrows

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

**SQ** Favored Enemy Human, Darkvision

**Feats** Exotic Weapon: Spiked Chain, Track, Combat Expertise, Improved Trip, Combat Reflexes, Improved Disarm, Weapon Focus: Spiked Chain, Power Attack

**Skills** Climb +11, Listen +5, Ride +9, Spellcraft +6, Spot +5, Survival +5

**Possessions** combat gear plus eyes of the eagle, silver holy symbol of Obad-Hai (worn openly around neck)

**Favored Enemy: Humans:** (Ex) +2 damage vs. humans, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against humans.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

### **HOBGOBLIN SORCERER-12**

Numbers in () all pre-cast spells

**(M)ARY**

CR 12

Female Hobgoblin Sorcerer 12

LN Medium Humanoid (Goblin)

**Init** +7; **Senses** Listen +1, Spot +1

**Languages** Common

**AC** 16(20), touch 16, flat-footed 10(14)

(+4 *Dex*, +4 *armor*, +2 *deflection*)

**hp** 66 (12d4+36)

**Fort** +9 **Ref** +7, **Will** +9

**Weakness**

**Speed** 30 ft. (6 squares), under overland flight spell 40 ft (perfect);

**Melee** spiked gauntlet +5/-1 (D4-1) or

**Ranged** masterwork light crossbow +8 (1D8)

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

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

**Combat Gear** spiked gauntlet, masterwork light crossbow, 20 bolts, ring of protection +2, cloak of charisma +4, gloves of dexterity +2, vest of escape

**Sorcerer Spells Known** (CL 12th):

Saving Throw = 15 + spell level

6th (3/day)— *greater dispel magic*

5th (5/day)— *mind fog*, *overland flight*

4th (6/day)— *greater invisibility*, *dimension door*, *evard's black tentacles*

3rd (7/day)— *anticipate teleportation*, *dispel magic*, *haste*, *displacement*

2nd (7/day)— *glitterdust*, *resist energy*, *see invisibility*, *scorching ray*, *mirror image*

1st (7/day)— *mage armor*, *distract*, *hail of stone*, *grease*, *ray of enfeeblement*

0 (6/day)— *detect magic*, *read magic*, *flare*, *acid splash*, *ray of frost*, *flare*, *touch of fatigue*,

**Spells/Day** 0<sup>th</sup> 6, 1<sup>st</sup> 7(6), 2<sup>nd</sup> 7(5), 3<sup>rd</sup> 7(6) 4<sup>th</sup> 7 5<sup>th</sup> 6(5), 6<sup>th</sup> 3

Unless the situation forces a change Fomak will likely cast initial spells in the following order:

1 regular or sculpted evard's black tentacles

2 mind fog or sculpted heightened glitterdust

**Abilities** Str 9, Dex 18, Con 16, Int 10, Wis 12, Cha 20

**SQ** Darkvision 60 ft, Rat Familiar

**Feats** Improved Initiative, Still Spell, Sculpt Spell, Eshew Materials, Heighten Spell

**Skills** Concentration +18, Escape Artist +13, Spellcraft +5

**Possessions** combat gear plus six 5gp nuggets of jade

**Sources** Spell Compendium, Complete Arcane

**Precast Spells:**

- Mage Armor on self
- See Invisible on self
- Resist Energy (fire) on self
- Overland Flight on self
- Anticipate Teleport on Self

## ENCOUNTER 2

---

### HOBGOBLIN FIGHTER 4 (4)

Male Hobgoblin

LE Medium Humanoid (goblin)

**Init** +2; **Senses** Listen +3, Spot +3

**Languages** Common, Goblin

---

**AC** 18, touch 11, flat-footed 17 + dodge  
(+2 *Dex*, +5 *armor*, +2 *shield*)

**hp** 30 (1d8+4d10+8 HD);

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

---

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** Long sword +10 (1d8+6)

**Ranged** none

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

**Base Atk** +5; **Grp** +7

**Combat Gear** Breast Plate, Heavy wooden shield, Long sword, Pile of large rocks.

**God:** Hextor

---

**Abilities** Str 18, Dex 15, Con 14, Int 10, Wis 9, Cha 8

**SQ** Darkvision 60 ft

**Feats** Alertness, Weapon focus: long sword, power attack, Weapon specialization: long sword, Dodge

**Skills** Spot +3, Move Silently -1, Hide -1, Listen +3

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

**Power attack:** May take up to 5 off attack rolls, add to damage.

### HOBGOBLIN FIGHTER 4/ ROGUE 4 (2)

(Invisible)

Male Hobgoblin

LE Medium Humanoid (goblin)

**Init** +2; **Senses** Listen +3, Spot +3

**Languages** Common, Goblin

---

**AC** 23, touch 16, flat-footed 18 + dodge  
(+4 *Dex*, +6 *armor*, +2 *Deflection* +1 *Two weapon defense*)

**hp** 58 (1d8+4d10+4d6+18 HD);

**Fort** +9 **Ref** +9, **Will** +1

---

**Speed** 30 ft. 6 squares),.

**Melee** Long sword +13/+8 (1d8+8 +2d6 sneak attack)  
and Dagger +13/+8 (1d4+4 +2d6 sneak attack)

**Ranged** none

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

**Base Atk** +8; **Grp** +11

**Combat Gear** Chain shirt +2, Long sword +2, Dagger +2, Ring of protection +2. Potion of greater invisibility (used) , Pile of large rocks.

**God:** Hextor

---

**Abilities** Str 18, Dex 18, Con 14, Int 10, Wis 9, Cha 8

**SQ** Darkvision 60 ft , Evasion

**Feats** Alertness, Weapon focus(long sword), Weapon focus(Dagger) Two weapon fighting, Weapon specialization(long sword), Two Weapon Defense, Dodge

**Skills** Spot +3, Move Silently +4, Hide +4, Listen +3

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

**Evasion:** Successful reflex save results in no damage when normally half damage would be taken.

**Uncanny dodge:** Retains dex bonus to AC when flat footed or struck by an invisible attacker..

## ENCOUNTER 3:

### Workroom

## HALF FLESH GOLEM BARBARIAN 4 (4)

LE Medium Half Flesh Golem- Construct

**Init** +1; **Senses** Listen +2, Spot +2

**Languages** Common, Goblin

**AC** 22 (+1 Dex, +5 natural, +4 masterwork chain shirt armor, +2 masterwork large steel shield), touch 10, flat-footed 21

**hp** 33 (1d8+10 + 4d12);

**Fort** +4 **Ref** +2, **Will** +1

**Speed** 40 ft. (8 squares) (can't run)

**Melee** Battleaxe +11 (1d8+5/X3)

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

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

**Combat Gear** Chain Shirt, Battleaxe

**Abilities** Str 21, Dex 12, Con —, Int 1, Wis 11, Cha 1

**SQ** Berserk, construct traits, DR 5/silver, magic immunity

**Feats** Power Attack, Weapon Focus (battleaxe), Combat Reflexes

**Skills** Spot +2, Move Silently +3, Hide +3, Listen +2

**Berserk (Ex):** A flesh half-golem that takes damage in combat flies into a berserk rage the following round, attacking wildly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and –2 AC. A flesh half golem cannot end its berserk state voluntarily. If the flesh half-golem is a barbarian, the bonuses and the penalty are cumulative with the barbarian rage class feature.

**Immunity to Magic (Ex):** A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

### Escaping Officers

Numbers in () include pre-cast spells

## HOBGOBLIN CLERIC 9

Numbers in () include Grater Magic Weapon, Magic Vestments, Divine Protection

Male Hobgoblin

NE Medium Humanoid (goblin)

**Init** +6; **Senses** Listen +4, Spot +4

**Languages** Common, Goblin

**AC** 24(25)/27, touch 11(12)/14, flat-footed 23(24)/26 (+1 Dex, +8(10) armor, +3 shield, +2 (+1 moral)Deflection against good)

**hp** 66 (9d8+27 HD);

**Fort** +9(10) **Ref** +4(5), **Will** +10(11)

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** Heavy Flail +10(12)/+5(7) (1d10+4(6) 19-20/x2)

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

**Base Atk** +6; **Grp** +7

**Combat Gear** +2 Periapt of Wisdom, Masterwork Full plate, +1 Animated heavy steel shield, Heavy Flail

**Domains:** Competition, ,

**Druid Spells Prepared** (CL 5th):

5th— (1+1) *Righteous Might*, Righteous Wrath of the Faithful

4th— (1+3) *Divine Power*, ~~Greater Magic Weapon~~, Recitation, ~~Freedom of Movement~~

3rd— (1+4) ~~Magic Vestments~~, Insignia of healing, Cure Serious Wounds, Dispel Magic, ~~Invisibility~~ ~~Purge~~

2nd— (1+5) *Spiritual Weapon*, Cure Moderate Wounds(x2), ~~Divine Protection~~, Resist Energy(x2)

1st— (1+5) *Remove Fear*, Divine Favor, *Shield of Faith*(x2), *Resurgence*, *Protection from good*

0— (6) Detect Magic, Cure Minor(x3), Light, Resistance

**God:** Hextor

**Abilities** Str 16, Dex 12, Con 16, Int 8, Wis18, Cha 12

**SQ** Darkvision 60 ft

**Feats** *Weapon Focus(Flail)*, Combat Casting, Power Attack, Improved Initiative, True Believer.

**Skills** Concentrate +14(+4),

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

**Competition Granted Power:** You relish the chance to prove yourself against your foes. As an extraordinary ability, you gain a +1 bonus on all opposed checks you make.

**War Granted Power:** Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

### **Precast Spells:**

- Greater Magic Weapon
- Freedom of movement on self
- Magic Vestment on own armor
- Invisibility Purge on self
- Shield of Faith on fighters
- Resist Energy (fire) on fighters
- Protection from good on self and Sorcerer

With: Righteous Might, Divine Power, Righteous of the faithful, haste, and Recitation + pre-casts from above

**Init +6; Senses** Listen +4, Spot +4

**AC** 30/32, touch 15/17, flat-footed 29/31

(-1 size +1 Dex, +10 armor, +3 shield, +2 Natural +3 Luck +1 Moral +1 Haste, +2 Deflection against good)

**Hp** 84 (9d8+39+9 Temp HD);

**Fort** +14 **Ref** +9, **Will** +14

**Speed** 40 ft. in heavy armor (4 squares), base movement 30 ft; +20' Haste

**Melee** Heavy Flail +26/+26/+21 (1d10+17 19-20/x2)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +9; **Grp** +21

**Abilities** Str 26, Dex 12, Con 18, Int 8, Wis18, Cha 12

**SQ** DR 3/good

### **HOBGOBLIN FIGHTER 9**

Numbers in () include Divine Protection Grater Magic Weapon, and Shield of faith

Male Hobgoblin

LE Medium Humanoid (goblin)

**Init** +1; **Senses** Listen -2, Spot +4

**Languages** Common, Goblin

**AC** 23(27) (, touch 11, flat-footed 22(25)

(+1 Dex, +9 armor, +3 shield (+1 Moral, +3 deflection))

**hp** 85 (9d10+36 HD);

**Fort** +9(10) **Ref** +3(4), **Will** +2(3)

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** Full blade +16(17)/+11(12) (2d8+7(8) +1d6(shock) 17-20/x2)

**Ranged** Long bow +10/+5 (D8+4)

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

**Base Atk** +9; **Grp** +13

**Combat Gear** +1 Full Plate +1 Animated heavy steel shield, +1 Shock Full blade (A&E), Might Comp Long Bow +4

**God:** Hextor

**Abilities** Str 18, Dex 12, Con 18, Int 13, Wis 6, Cha 6

**SQ** Darkvision 60 ft

**Feats** Exotic weapon proficiency(Full blade), Weapon Focus (Full blade), Weapon Specialization(full blade), Greater weapon focus(Full blade), Improved Critical(Full blade) Power Attack, dodge, Combat Expertise, Iron Will

**Skills** Tumble +1\*, Jump +9, Spot +4

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

### **Active Spells:**

- Divine Protection
- Resist Energy(fire)
- Shield of Faith
- Greater Magic Weapon (CL 8)

\* 5 ranks in tumble improves fighting defensively

## **GOBLIN SORCERER 9 CR 9**

Numbers in ( ) include Divine Greater Mage Armor, Shield, Greater Magic Weapon, and False life

Male Goblin

NE Medium Humanoid (goblin)

**Init** +2; **Senses** Listen -1, Spot -1

**Languages** Common, Goblin

---

**AC** (14)24, touch 14, flat-footed 11(21)

( +1 *Size*, +3 *Dex*, +6 *mage armor*, +4 *shield spell*)

**hp** 40(62) (9d4+18(+22 False life) HD);

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

---

**Speed** 30 ft. 6 squares),

**Melee** Dagger +4(6) (1d4-1(+1))

**Ranges** +8 Ray +9

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

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

**Combat Gear** +2 Cloak of Charisma, Dagger

---

**Sorcerer Spells Know** (CL 6th):

4th— (2) Orb of Force, Enervation

3rd— (3) Ray of Dizziness, Haste, Greater Mage armor

2nd—(4) False Life, Scorching Ray, See Invisible, Glitter Dust

1st— (5) Shield, Ray of Enfeeblement, Magic Missile, Orb of sound lesser, Nerveskitter

0— (8) detect magic, light, mage hand, message, read magic, resistance, touch of fatigue

**Spells/Day** 0<sup>th</sup> 6, 1<sup>st</sup> 7(5), 2<sup>nd</sup> 7(6), 3<sup>rd</sup> 7(6) 4<sup>th</sup> 5(4)

**God:** Hextor

---

**Abilities** Str 8, Dex 16, Con 14, Int 9, Wis 8, Cha 16(+2)

**SQ** Darkvision 60 ft

**Feats** Point blank shot, Precise shot. Empower Spell, Weapon gocus(ray)

**Skills** Concentrate +11,

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

### **Precast Spells:**

- Greater mage: armor on himself
- Shield: on himself
- See Invisible
- False life -Empowered
- Haste: Everybody (On first initiative)

## **Defending the fort: (encounter 3)**

### **HALF-DRAGON OGRE BARBARIAN 2, FIGHTER 2 (2) CR 9**

Stats in ( ) include Bull Strength, Heroism, and Rage. Haste is Not included

Male Half-dragon (Black) Ogre

CE Large Dragon

**Init** -1; **Senses** Listen +9(11), Spot +8(10)

**Languages** Common, Giant

---

**AC** 19(17), touch 8(6), flat-footed 20(18)

( -1 *size*, -1 *Dex*, +9 *natural*, +2 *leather*)

**hp** 73(90) (6d10 + 2d12 +27(43) HD);

**Immune** - Acid

**Fort** +15(17+2) **Ref** +3(5), **Will** +7(11+2)

---

**Speed** 50 ft. (8 squares, Fly 100 (Average)

**Melee** Greatclub +17(23)/12(18) (2d8+14/20) and +10(16) bite (1d8+4/6) or 2 Claws +15(21) (1d6+9/13) and +10(16) bite (1d8+4/6)

**Ranged** Javalin +6 ( 1d8+9/13)

**Atk Options:** Once/day Breath – 60' Line of acid 6d8 DC 13/14 reflex for half

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +7; **Grp** +19/21

**Combat Gear** +1 Greatclub, Leather Armor, Vest of resistance +2

---

**God:** Hextor

**Abilities** Str 29(37), Dex 8, Con 17(21), Int 8, Wis 10, Cha 9

**SQ** Darkvision 60 ft , Lowlight vision

**Feats** Toughness, Weapon Endurance, Steadfast Determination (PHB2), Focus(Greatclub), Power Attack. Extended Rage

**Skills** Climb +20(22), Jump +14(16), Listen +9(11), Spot +8(10)

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

**Rage (Ex):** Gain +4 bonus to Strength, +4 bonus to constitution, +2 morale bonus to will saves. -2 AC. Lasts for 5 rounds. Can rage twice per day. Rage values listed in {}.

**Uncanny Dodge (Ex):** Retains Dex bonus to AC if flat footed or attacked by invisible opponent.

### **Active Spells:**

- Bull Strength
- Heroism on Ogres
- Fire shield (cold) - Extended



## **HOBGOBLIN DRUID 9 CR 9**

Stats in ( ) include Bark Skin and Resistance

Male Hobgoblin

NE Medium Humanoid (goblin)

**Init** +2; **Senses** Listen +4, Spot +16

**Languages** Common, Goblin

---

**AC** 17(21), touch 12, flat-footed 15(19)

(+2 *Dex*, +3 *armor*, +2 *shield*, +4 *Barkskin*)

**hp** 57 (9d8+18 HD);

**Fort** +7(8) **Ref** +4(5), **Will** +9(10)

---

**Speed** 20 ft. in medium armor (4 squares), base movement 30 ft;

**Melee** Long spear +7 (1d8+1) or Flame blade +8 touch (1d8+2)

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

**Base Atk** +6; **Grp** +7

**Combat Gear** +2 Periapt of Wisdom, Hide armor, Large wooden shield. Long spear.

**Druid Spells Prepared** (CL 5th):

5th— (1) ~~Animal Growth~~

4th— (2) Arc of Lightening, Flame strike

3rd— (4) ~~Call Lightening~~(active), ~~Greater Magic Fang~~, Summon Nature's Ally III (x2)

2nd— (5) ~~Barkskin~~, ~~Flameblade~~(active), Nature's Favor (x3)

1st— (5) ~~Magic Fang~~, Cure Light Wounds (x3), Snake's Swiftess

0— (5) Detect Magic, Cure Minor (x2), ~~Resistance~~, Light

**God:** Hextor

---

**Abilities** Str 12, Dex 1, Con 14, Int 10, Wis18, Cha 12

**SQ** Darkvision 60 ft

**Feats** Animal Affinity, Mounted Combat, Spell Focus (Conjuration), Augmented Summing

**Skills** Concentrate +14, Handle Animal +15, Ride +16, Spot +16

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

### **Precast Spells:**

- Animal Growth on the Dire Bat
- Call Lightening
- Greater Magic Fang on Dire Bat
- Barkskin on self and shared
- Flame blade on Self
- Resistance on self and shared

## **DIRE BAT (ANIMAL COMPANION)**

Stars in ( ) include Bull Strength, Mage Armor, Greater, Barkskin, Magic Fang, Resistance,  
N Large Anaimal

**Init** +7; **Senses** Listen +2, Spot +2

---

**AC** 26(32), touch 15, flat-footed 20(26)

(-1 *Size*, +7 *Dex*, +2 *armor*/ +4 *Mage Armor*, +9 *Natural*, +4 *Barkskin*)

**hp** 60 (8d8+24 HD);

**Fort** +9(10) **Ref** +13(14), **Will** +7(8) (+4 Devotion)

---

**Speed** 20 ft. (4 squares), Fly 40 (good).

**Melee** Bite +7/11 (1d8+6/11) GMF, Bull Strength)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +14/16

**Combat Gear**, Exotic Military Saddle

---

**Abilities** Str 19(23), Dex 24, Con 17, Int 2, Wis14, Cha 6

**SQ** Blindsense 40, Evasion

**Feats** Alertness, Stealthy, Flyby Attack

**Skills** Hide +4, Listen +12, Move Silently +11, Spot +8\*

**Tricks:** Trained for combat

---

**Blindsense (Ex):** Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Spot or Listen checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see

Animal Growth + Nature's Favor

**Init** +7; **Senses** Listen +2, Spot +2

---

**AC** 32, touch 13, flat-footed 28

(-2 *Size*, +7 *Dex*, +2 *armor*/ +4 *Mage Armor*, +11 *Natural*, +4 *Barkskin*)

**hp** 76 (8d8+30 HD);

**Fort** +14 **Ref** +16, **Will** +11 (+4 *Devotion*)

---

**Speed** 20 ft. (4 squares), Fly 40 (good).

**Melee** Bite +17 (2d6+20) GMF, Bull Strength)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +24

**Combat Gear**, Exotic Military Saddle

---

**Abilities** Str 31, Dex 22, Con 21, Int 2, Wis14, Cha 6

**SQ** Blindsense 40', Evasion, DR 10/Magic

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#### Active Spells:

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- Mage Armor
- Bull Strength
- Animal Growth
- Greater Magic Fang
- Barkskin
- Resistance

## GOBLIN SORCERER 9 CR 9

Male Goblin

NE Medium Humanoid (goblin)

**Init** +2; **Senses** Listen -1, Spot -1

**Languages** Common, Goblin

---

**AC** 21, touch 13, flat-footed 18

(+1 *Size*, +2 *Dex*, +4 *mage armor*, +4 *shield spell*)

**hp** 40 (9d4+18 HD);

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

---

**Speed** 30 ft. 6 squares),.

**Melee** Dagger +4 (1d4-1)

**Ranges** +7 Ray +8

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

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

**Combat Gear** +2 Cloak of Charisma, Lesser rod of extend, Dagger

---

**Sorcerer Spells Know** (CL 6th):

4th— (2+1) Orb of Force, Fire Shield, Improved Invisibility

3rd— (3) Fly, Haste, Heroism, Dispel Magic

2nd—(4) Bull's Strength, Scorching Ray, See Invisible, Glitter Dust

1st— (5) Mage Armor, Shield, Ray of Enfeeblement, Magic Missile, Magic Weapon, Grease

0— (8)

**Spells/Day** 0<sup>th</sup> 6, 1<sup>st</sup> 6(3), 2<sup>nd</sup> 6(2), 3<sup>rd</sup> 6(3) 4<sup>th</sup> 4(1)

**God**: Hextor

---

**Abilities** Str 8, Dex 14, Con 14, Int 9, Wis 8, Cha 14(+2)

**SQ** Darkvision 60 ft

**Feats** Point blank shot, Precise shot. Extra Spell, Weapon focus(ray)

**Skills** Concentrate +11,

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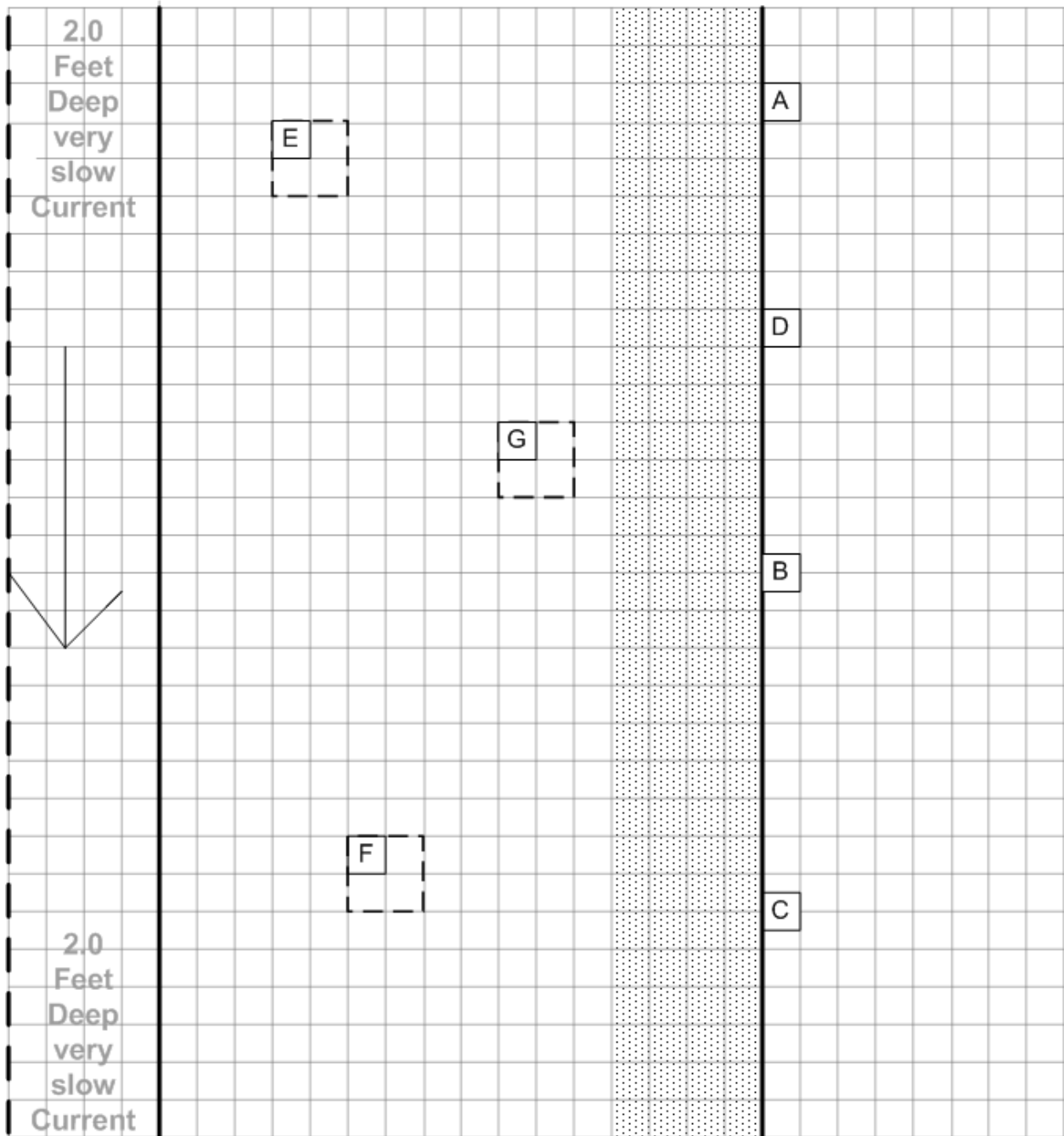
**Darkvision (Ex)**: Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

#### Precast Spells:

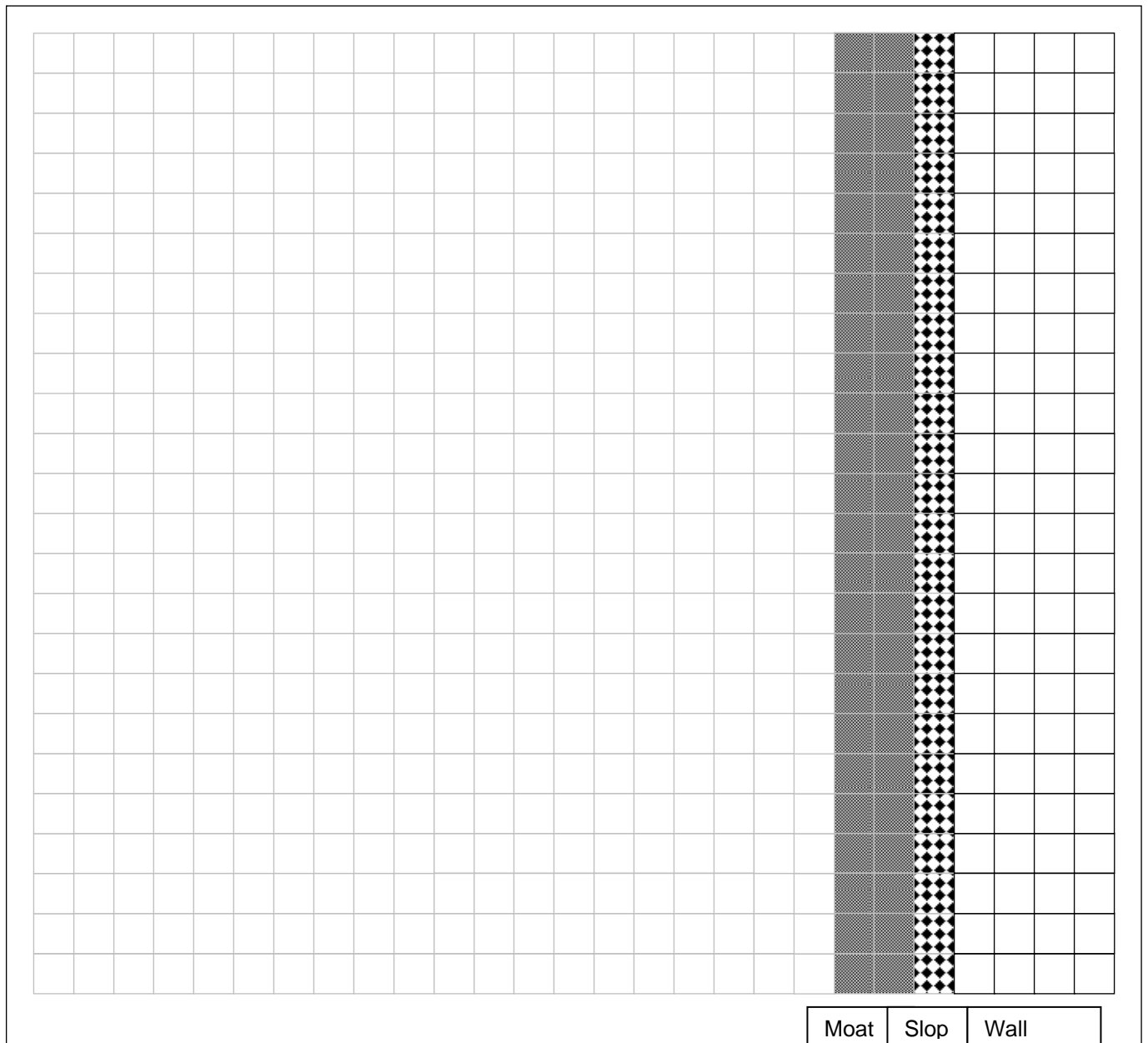
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- Mage: armor on himself
- Shield: on himself
- See Invisible on self
- Mage Armor: on the Dire Bat
- Bull Strength on Ogres (x2)
- Bull Strength on Dire Bat
- Fly on him self
- Heroism on Ogres (x2)
- Haste: Everybody (On first initiative)
- Improved Invisibility on himself – extended
- Fire shield (cold) on Ogre's - Extended

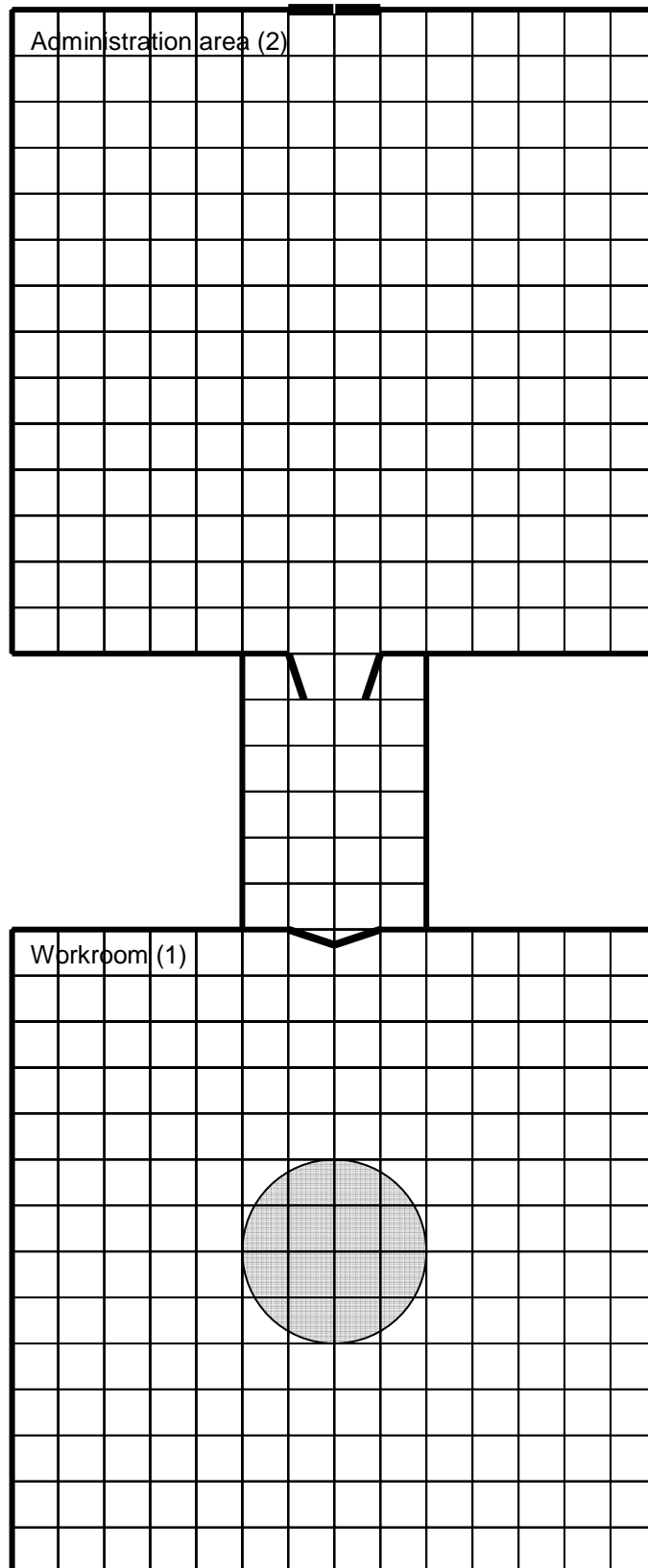
## DM AID: MAP #1 – ENCOUNTER 1 LANDING



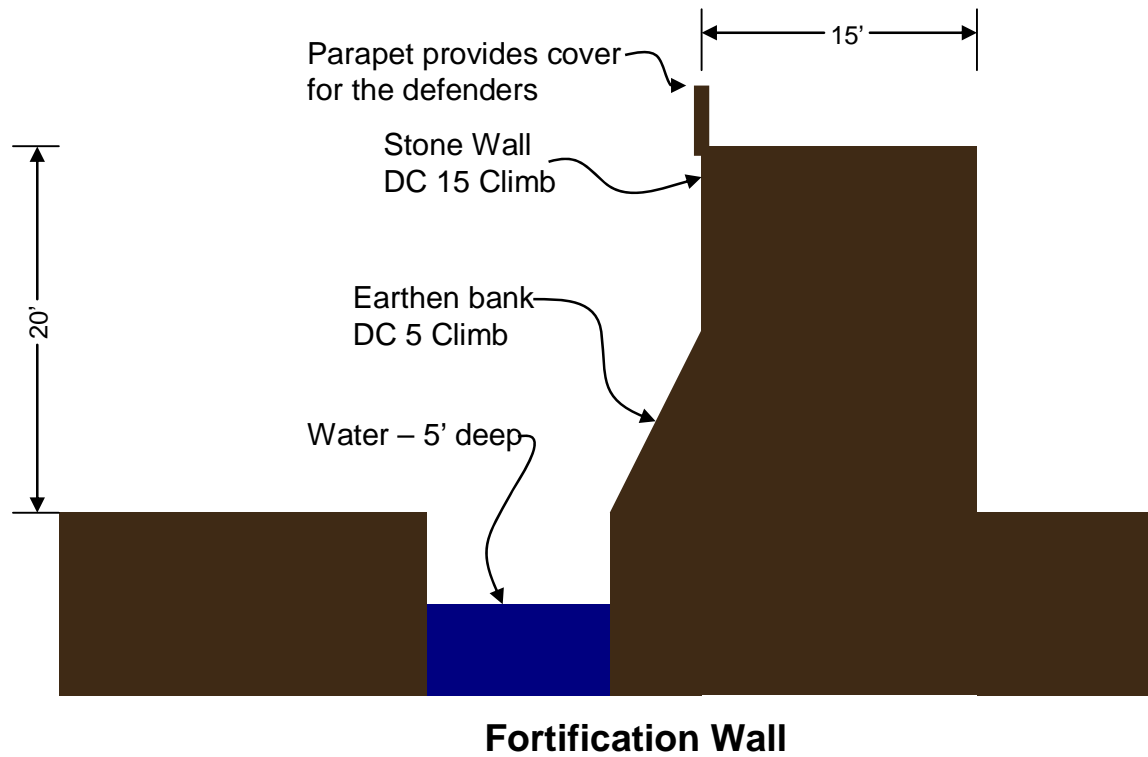
## DM AID: MAP #2 – ASSAULTING THE WALL



## DM AID: MAP #3 – WORKROOM ROOM



## DM AID: ASSAULTING THE KEEP WALL



- PCs are provided with an unlimited supply of grappling hooks with knotted road, a 25 ft scaling ladder, and 3 planks to bridge the moat. Planks weigh 30lb, the ladder weighs 100lb.
- The Wall provides cover to the defenders. A defender can crouch behind the wall for full cover. Crouching or standing up is a 5's step.
- The parapet provides a +4 circumstance bonus on reflex save against any spell originating from in front of the wall.
- A defender may push a climber off the wall. The defender makes a strength check and adds the climb DC. It is opposed by the attackers climb check.
- Defenders may drop rocks on the attackers. Climbers hit by a rock (Normal ranged attack) must make a climb check with the damage added to the climb DC. Failure by more than 5 indicates that climber falls.
- A climber who falls lands in the water and take no falling damage.
- Getting out of the water either direction is a DC 10 climb check. Unless there is a rope in the water in which case it is a DC 5.
- Affixing a grappling hook requires a ranged attack against AC 17, or a DC 15 use rope check (DC set by circumstances modifier). PC may think of other creative ways to get grappling hooks set including unseen servants and flying animals. Be flexible.
- A PC may swing across the moat on a rope. To retain their grip on the rope they must make a DC 10 strength or dex check. Swinging is a free action.
- A defender may cut a rope as a standard action. The defender is exposed (with cover) while doing this.
- A PC may place a plank across the moat as a full round action. No check is required. Performing any action on a plank including moving requires a DC 10 balance check. Failure by more than 5 indicates the PC falls in the moat.
- The scaling ladder is placed in the moat and reaches the top of the wall. Placing the ladder takes a full round and requires a minimum strength of 12. The character placing the ladder may either be in the moat or standing on a plank.
- The scaling ladder may be climbed at normal movement. This requires both hands. A DC 15 balance check allows the ladder to be climbed with one hand, and a DC 25 balance check allows the ladder to be climbed without hands. Stepping from the scaling ladder to the wall is a move equivalent action which may be combined with a tumble check if necessary.
- A character not moving the ladder may have one hand free with no check. Moderate activity with both hands free requires a DC 25 balance check. Vigorous activity, such as swinging a two handed weapon, required a DC 30 balance check.
- Defenders cannot effectively dislodge the scaling ladder if no one is climbing it. To dislodge the ladder with a PC at the top is a DC 15 strength check + the PCs strength modifier (if positive). The defender attempting to dislodge the ladder may receive up to two assists.
- Appropriate transportation magic (fly, Dimension Door, etc.) may be used to get to the top of the wall and bypass most of this encounter
- The wall is way too thick to be damaged in the time available by physical attacks. However magical or pseudo magical means could be used to penetrate the wall. (Summoning Thaquas, Disintegrate, Rock to Mud etc.). Note the damage. If they select the "Defend the fort mission", they get the same wall section with damage.





# DM AID: NEW RULES

## NEW FEATS

### POWER CRITICAL [GENERAL]

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

**Prerequisites:** Weapon Focus with weapon, base attack bonus +4.

**Benefit:** When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

**Special:** A fighter may select Power Critical as one of his fighter bonus feats. You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon, if you take it with the same weapon, the effects of the feats stack.

### TRUE BELIEVER [GENERAL]

Your deity rewards your unquestioning faith and dedication.

**Prerequisite:** Must choose a single deity to worship. Must be within one step of that god's alignment.

**Benefit:** Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic (see relics, page 88) of the deity you worship.

## NEW ITEMS

**Fullblade:** A fullblade is 18 inches longer than a greatsword and is too large for a Medium-size creature to use with two hands without special training; thus, it is an exotic weapon. (Medium-size creatures cannot use a fullblade one-handed at all.)

A Large creature could use the fullblade with one hand, but it would be assessed the standard –4 nonproficiency penalty on its attack rolls; Large creatures can use the fullblade in two hands as a martial weapon. A Large creature with the Exotic Weapon Proficiency (fullblade) feat can use the fullblade in one hand, but a Medium-size creature must use both hands even if it has the relevant feat. A fullblade is also called an ogre's greatsword.

Fullblade 100 gp, 2d8, 19–20/x2, 23 lb. Slashing

## NEW DOMAIN

### COMPETITION DOMAIN

Core Deities: Kord.

Other Deities: Joramy, Llerg.

**Granted Power:** You relish the chance to prove yourself against your foes. As an extraordinary ability, you gain a +1 bonus on all opposed checks you make.

#### Competition Domain Spells

1 Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

2 Zeal\*: You move through foes to attack the enemy you want.

3 Prayer: Allies +1 bonus on most rolls, enemies –1 penalty.

4 Divine Power: You gain attack bonus, +6 to Str, and 1 hp/level.

5 Righteous Might: Your size increases, and you gain combat bonuses.

6 Zealot Pact\*: You automatically gain combat bonuses when you attack someone of opposite alignment.

7 Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

8 Moment of Prescience: You gain insight bonus on single attack roll, check, or save.

9 Visage of the Deity, Greater\*: As *lesser visage of the deity*, but you become half-celestial or half-fiendish.

## NEW SPELLS

### ARC OF LIGHTNING

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

*Static fills the air as you complete the spell. With a gesture you create magical conductivity between two creatures, and a bolt of electricity arcs between them with a shockingly loud crackle.*

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them. Both creatures must be in range, and you must be able to target them both (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

*Arcane Material Component:*

Two small iron rods.

## ANTICIPATE TELEPORTATION

Abjuration

Level: Sorcerer/wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: One willing creature touched

Area: 5-ft./level radius emanation from touched creature

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

*The arcane words that activate this spell linger in the air for a moment. As they fade from your hearing, you become more aware of both your surroundings and the possibility of intrusion.*

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature.

The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives

outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, although if their destination is within the area, the spell will affect their reentry as normal.

*Focus:* A tiny hourglass of platinum and crystal costing at least 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

## DIVINE PROTECTION

Enchantment (Compulsion)

[Mind-Affecting]

Level: Cleric 2, paladin 2

Components: V, S, DF

Casting Time: 1 standard action

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

Targets: Allies in a 20-ft.-radius burst

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Allies gain a +1 morale bonus to their Armor Class and on saving throws.

## DISTRACT

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 1, sorcerer/wizard 1

Components: S

Casting Time: 1 standard action

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

Targets: One creature/level, no two of which are more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

*This spell arouses a zest and appreciation for life in the targets. The targets are distracted as they study the shapes of the clouds, the texture of tree bark, the patterns carved into a stone wall, the temperature and scent of a breeze—anything and everything gets their attention, if just for a moment.*

The targets of this spell must succeed on a Will save or lose themselves to the urge to experience nearly everything. Failure indicates the creatures take a –4 penalty on all

Concentration, Listen, Search, and Spot checks, and can take only a single standard or move action each round, but not both. Creatures with more than 6 HD are unaffected.

## HAIL OF STONE

Conjuration (Creation) [Earth]  
Level: Sorcerer/wizard 1  
Components: V, S, M  
Casting Time: 1 round  
Range: Medium (100 ft. + 10 ft./level)  
Area: Cylinder (5-ft. radius, 40 ft. high)  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: No

*You hold the jade chip before you and blow on it as you end the spell. The chip flares with a green flame and vanishes as rocks begin to fall on your pursuers.*

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.  
*Material Component:* A piece of jade worth at least 5 gp.

## INSIGNIA OF HEALING

Conjuration (Healing)  
Level: Bard 3, cleric 3  
Components: V, S, F  
Casting Time: 1 standard action  
Duration: Instantaneous  
Saving Throw: Will half (harmless); see text  
Spell Resistance: Yes (harmless); see text

This spell works just like *insignia of alarm* except the insignia wearers are instead healed by positive energy. The spell cures 1d8 points of damage +1 point per caster level (maximum +10) to all wearers of the insignia. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. Any undead creature can apply spell resistance and attempt a Will save to take half damage.

## NATURE'S FAVOR

Evocation  
Level: Druid 2, ranger 2  
Components: V, S, DF  
Casting Time: 1 swift action  
Range: Touch  
Target: Animal touched  
Duration: 1 minute  
Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

*Rubbing the animal's side, you whisper the final bit of the spell's ritual. The animal glances at you before turning its attention to your foes, bristling as it does so.*

You grant the subject animal a +1 luck bonus on attack rolls and damage rolls for every three caster levels you possess (maximum +5).

## NERVESKITTER

Transmutation  
Level: Sorcerer/wizard 1  
Components: V, S  
Casting Time: 1 immediate action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One creature  
Duration: 1 round  
Saving Throw: None (harmless)  
Spell Resistance: Yes

*You suffuse your ally with a brief, blue glow. He jerks away from you, as if he can anticipate your next action.*

You cast this spell when you and your party roll for initiative. You enhance the subject's reactions in combat, granting it a +5 bonus on its initiative check for the current encounter. If the subject does not make an initiative check within 1 round, this spell has no effect.

## ORB OF ACID, LESSER

Conjuration (Creation) [Acid]  
Level: Sorcerer/wizard 1  
Components: V, S  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: One orb of acid  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: No

*Your quick, precise movements culminate in your open palm facing your target. An orb of dark green acid flies from your hand.*

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8

at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

## ORB OF FORCE

Conjuration (Creation) [Force]  
Level: Sorcerer/wizard 4  
Components: V, S  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: One orb of force  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: No

*As you gather the energies of the spell, you feel against your palm a spherical weight that seems almost bonded to your skin. The sphere grows, until with a final precise movement, you release the translucent blue orb, sending it hurtling toward your intended target.*

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals 1d6 points of damage per caster level (maximum 10d6).

## ORB OF SOUND, LESSER

Conjuration (Creation) [Sonic]  
Level: Sorcerer/wizard 1  
Effect: One orb of sonic energy

This spell functions like *lesser orb of acid*, except that it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

## RAY OF DIZZINESS

Enchantment (Compulsion) [Mind-Affecting]  
Level: Bard 3, sorcerer/wizard 3  
Components: V, S, F  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: Ray  
Duration: 1 round/level  
Saving Throw: None  
Spell Resistance: Yes

*You release a drab violet ray from your palm. The ray shoots toward your target in a spiraling corkscrew.*

You strike out at your enemy with a ray that causes intense feelings of vertigo. You must succeed on a ranged touch attack with the ray to strike a target. A struck subject experiences strong feelings of vertigo and can take only a move action or a standard action each round (but not both, and it cannot take a full-round action).

*Focus:* A small top.

## RECITATION

Conjuration (Creation)  
Level: Cleric 4, Purification 3  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: 60 ft.  
Area: All allies and foes within a 60-ft.-radius burst centered on you  
Duration: 1 round/level  
Saving Throw: None  
Spell Resistance: Yes

*By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies.*

The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you. *Divine Focus:* In addition to your holy symbol, this spell requires a sacred text as a divine focus.

## RESURGENCE

Abjuration  
Level: Blackguard 1, cleric 1, paladin 1  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Touch  
Target: Creature touched  
Duration: Instantaneous  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

*By laying hands on your ally and saying a brief prayer, you convince a higher power to grant him a second chance.*

The subject of a *resurgence* spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*. If the subject of *resurgence* is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that are caused by a spell, spell-like ability, or supernatural ability. If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

## SNAKE'S SWIFTNESS

Transmutation

Level: Druid 1, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

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

Target: One allied creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

*You toss the scales into the air, and they vanish in a sparkling mist as you indicate your target. Without hesitating, that creature draws and fires an arrow into the fray.*

The subject can immediately make one melee or ranged attack. Taking this action doesn't affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking. This spell does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior casting of this spell, from the *haste* spell, or from any other source, this spell fails.

*Arcane Material Component:* A few scales from a snake.

## PLAYER HANDOUT #1 – AVERAGE DAMAGE

1D4	3
2D4	5
3D4	7
4D4	10
5D4	12
6D4	14

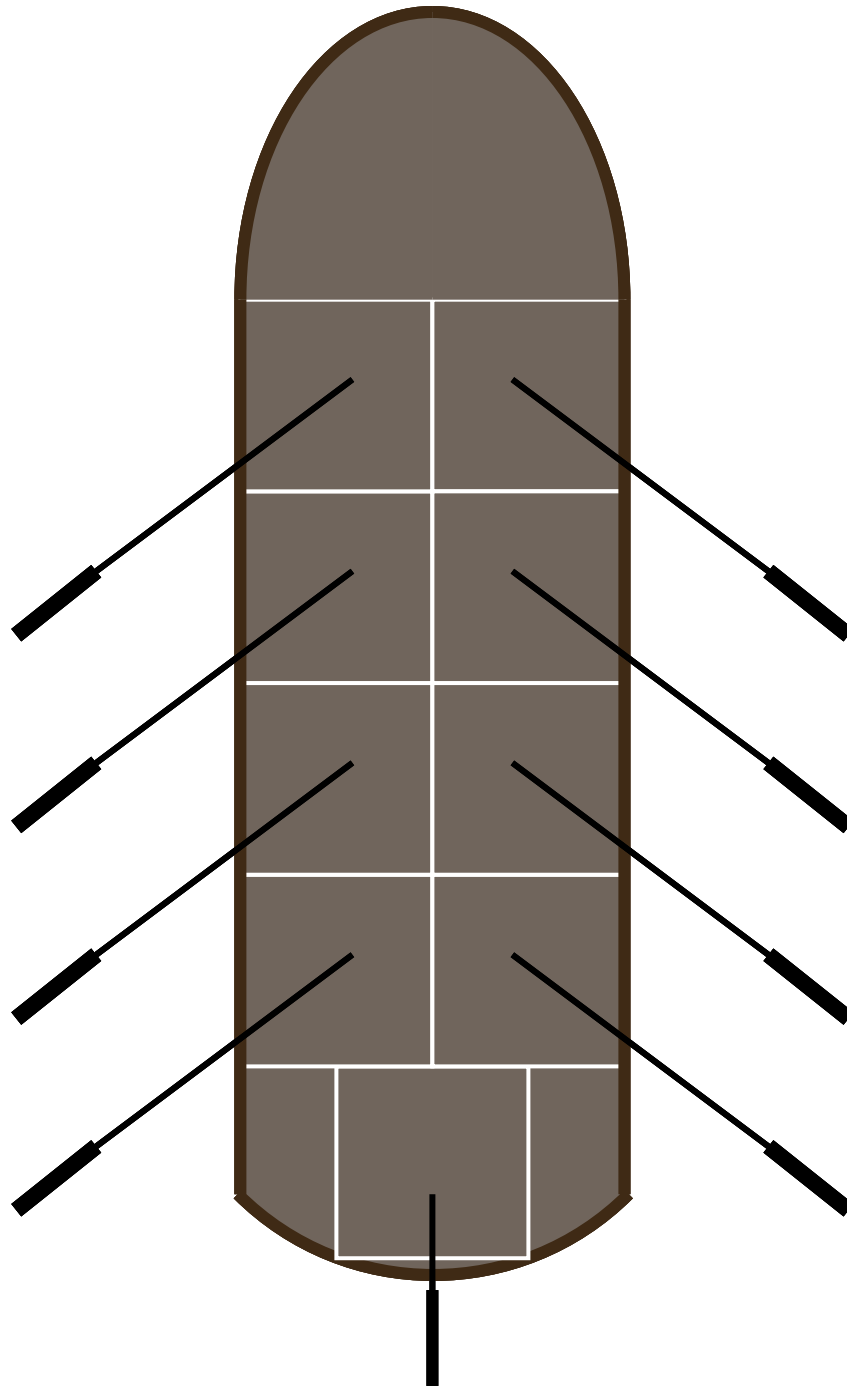
1D6	3
2D6	7
3D6	10
4D6	14
5D6	17
6D6	21
7D6	24
8D6	28

1D8	4
2D8	9
3D8	13
4D8	18
5D8	22

1D10	5
2D10	11
3D10	16

1D12	6
2D12	13
3D12	19

## PLAYER HANDOUT #2 – THE BOAT



- The navy crews the boat with two marines and a coxswain. The marines always row for the entire round and always succeed. The coxswain steers
- Rowing requires a DC 10 Profession rowing check, or a DC 10 strength check. 5 ranks in profession sailor provides a +2 synergy bonus to rowing checks
- Rowing is a move equivalent action.
- Two attempts to row may be made per round. A successful check allows a PC to row for the entire round for a double move. If the first check fails, but the second succeeds, the PC rows for a single move.
- Each move action spent rowing by a single person contributes 1 point of movement to the boat. For every two points of movement, the boat moves 5 ft.
- The current moves the boat 5 ft down stream each round. 5 ft of boat movement may be spent to compensate. If the boat drifts off the map, you do not participate in this encounter and do not receive experience.
- Active rowers sit facing the stern of the boat
- It requires a DC 10 balance check to stand in the boat. Made when you stand, and at the beginning of each round that you start standing. Standing on the gunwales is a DC 25 balance check except at the prow which is a DC 20.
- The boat provides cover to all occupants. It is not possible to hide or get full cover
- A single medium or larger creature may stand in the prow of the boat
- Getting out of the boat is a move equivalent action or a free action with a DC 15 tumble check. A PC may make a standing jump out of the boat. The gunwales are 2 ft high. Apply normal jump rules.
- A PC seated in the boat can perform any action a mounted PC could perform that does not require a ride check.
- The boat's movement has no negative impact on spell casting.
- Each round that the boat moves at least 30 ft it gains 5 ft of momentum which adds 5 ft of movement in each of the following three rounds.



## CRITICAL EVENT SUMMARY: GRM7-XX TITLE

For use only for conventions before March.

1. Which characters (provide player name, character name, and RPGA number), military rank received "The Pride" AR item?

2. Which characters (provide player name, character name, military rank and RPGA number) received "The First" AR item?

3. Were any of the officers captured in the teleport mission?

Yes

No

4. Any recommendations for other battlefield awards or promotions (please list player name, character name, military rank, real date of last promotion, and RPGA number) list what was done and what is recommended.