

BNM4-01

# First Blood

## A Two-Round D&D LIVING GREYHAWK<sup>®</sup> A Bone March Regional Adventure

Version 1.1

Round 1 and 2

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A ranger of the village of Nlul discovers two small Orc scout camps at the outskirts of the village. The PCs are hired by the garrison (the military) to neutralize the threat. The PCs will have to get familiar with the Nlul surroundings and by using the Ranger's map, go undetected and neutralize the camps.

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

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## Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

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

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

### Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

### Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

## LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals

separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

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

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

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

- Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a DC 10 Handle Animal or Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

## Time Units and Upkeep

This is a standard two-round Regional adventure, set in the Bone March Region. Characters native to Bone 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.

## Adventure Background

The village of Nlul is located southwest of the city of Knurl. Life has never been too easy for the people of the small village, due to constant Orc raids. However Jess Lynette, the village wishes to turn things around. So he sends his rangers to the outskirts of the village and the surrounding lands to pinpoint the location of various Orc camps and strike them down with the help of adventurers who would do it for a share of the loot.

## Adventure Summary

Harkin Gevies is a sergeant in the Garrison of the village of Nlul. He will inform the characters that they are needed to go and neutralize the Orcish camps in the outskirts of the village. He will also give them a map of the Local area to pinpoint the location of the targets.

The PCs, if they take Harkin's offer, now have to decide which of the two camps are going to attack first.

### Part One

In this section of the adventure, the PCs must find the first camp, and neutralize it. It might be useful to do it during the day, when the orcs' guards have their guard down, due to poor day-light vision.

	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

## Part Two

In this section of the adventure, the PCs must storm the other camp and discover that this camp is taking orders from a cleric of Hector. Then they have to go back and report to Harkin Gevies.

**Introduction:** The PCs learn their mission

**Encounter 1 The village of Nlul:** The PCs get a spin around the village of Nlul

**Encounter 2 Wolves:** The PCs encounter wolves along their way to the first camp

**Encounter 3:** The PCs must sneak or destroy the guards of the first camp.

**Encounters 4-5:** The PCs must destroy the First camp.

**Encounter 6:** The PCs must sneak or destroy the guards of the second camp.

**Encounters 7-8:** The PCs must destroy the Second camp.

## Introduction

You should read the following text to the players:

It is a cold morning at the village of Nlul. Outside the rain is falling on the stones ferociously. You however are protected, inside a warm wooden house, which serves as a room for a sergeant of the garrison of Nlul, Harkin Gevies. You among others sit around a wooden table when a short but well built man comes down the stairs from the floor above.

He says: *"Hi friends. I am Harkin. Harkin Gevies and I am a sergeant in the garrison of our humble village. I see that you are more that eager to answer my call of action. Let me elaborate a bit more on the situation here in our village. As you well know during the year 592 CY Lord Lynette took his gamble and founded this small village southwest of the County of Knurl. The first year was quiet but now the orcs are increasingly harassing the traders and harm the farmers."*

*"They seem to be organized into small camps all around the village. Of course Lord Lynette could not stand idle by. So he hired a group of rangers and they scouted the outskirts of the village. As we all thought, several Orc camps have been discovered around the village!"*

*"This is where you, my young lads come in! I want you to go to two camps that I have marked you in this map and neutralize them. I expect nothing less, that a quick merciless strike to the humanoid trash, that continues to pillage our property"*

Hand to the PCs the Player's Handout #1

*"And don't you thing that Lord Jess is ungrateful! If you destroy both camps, I will see that you will be given 100 gold pieces each. All you have to do is to torch the tents and we will know that the job is done. Of course the Orcs won't just sit and watch you burn their equipment so be prepared for a fight"*

At this point Harkin is open to questions from the PCs. Basically he will try to give the best answers possible. He will try to help the PCs gather the equipment they want, by taking them to the appropriate shop. If asked he will tell the adventurers that each camp has around 10-20 humanoids stationed there. However all of these people are lightly armored and poorly equipped. He will insist however that when the PCs are ready they should embark as soon as possible for their destination.

♣Harkin Gevies: Male human Ftr 2

## Encounter 1: The village of Nlul

The players should take a quick look around the village of Nlul to spot the necessary shops that they need. Harkin also walks with them to help them in anything they might want.

When the PCs start their walk around the village, the DM should read the text below:

*The village is bursting with activity. Wherever you turn your eyes you see people working, carrying things going to the fields, and transferring animals.*

*There are four buildings that seem important in this small village. The Inn named Sunny Stone, the general store, the smith and a small temple of Pelor.*

Here the PCs should decide if they want to buy something or if they prefer to press on their journey in destroying the camps.

If the PCs decide to visit the inn, then read the text below:

*The Inn is small but pleasant. Inside you spot three Oeridian customers drinking their ale, and the Innkeeper, a tall Oeridian man wearing an impressive beard. He looks at you smiles and asks: "Good morning gents! I am Averal Astra, owner of this establishment! What will be?"*

Here the PCs could order a drink, or they could use their gather information skills on Avenal and the other customers of the Inn. Allow them to make their checks and give them the following results (note that if the PCs decide to bribe a person, for each gold piece that they spend, add +1 circumstance bonus to their check):

**DC 10:** The orcs around these parts are poorly equipped for the time being. They are seen wearing leather armors and holding clubs.

**DC 15:** The orcs are doing a lot of scouting too, except for the raiding, just as if they are searching the village for weaknesses.

**DC 20:** A scout spotted a human in plate mail among the orcs.

If the PCs decide to visit the General Store read the following text to them:

*Upon entering the general store, an odor of fresh leaves and spices strike your nose. Behind the counter you see an Oeridian woman that waves you hello. She says "Hello, I haven't seen you again. You are not from these parts are you? My name is Elizar Gwydre and I hold the premises here. If you have come here to sell me a wolf pelt, I have to inform you that I buy them at 60 gold pieces per piece. If however, you want to buy something, I have anything you might want, from iron rations to a horse! All you have to do is ask me"*

The PCs can buy anything they want from the *Player's Handbook* lists at tables 7-3 and 7-8 (of course not the spells), that costs no more than 200 gold pieces.

If Elizar is asked about the orcs she will say that they should be all killed as they killed her husband last year. She will also mention that the orcs have taken her husband's wedding ring, and that she would like it back. She describes it as a plain ring with a red stone.

If the PCs decide to pay a visit to the Smith then read them the following text:

*Even before you enter this house you can smell the perfume of steel. Upon opening the door you encounter a man. He is ugly and deformed. His right eye is just above his right cheekbone, while his hair is scarce and looks like straw. Many of his teeth are missing, and his face has black marks of fume all over it. He wears a smith's working robe and looks you with one eye (his left). Then he asks: "Who...are...you?"*

The PCs could introduce themselves here. The man should reply:

*"I...am...Kae...Smith...Are...you...in...need... Of ...weapons?"*

The PCs can buy any weapon from the tables 7-5 and 7-6 of the *Player's Handbook*, except the exotics lists and with a price of no more than 200 gold pieces.

If they do buy something, make the PC with the highest Wisdom score make a d20 check. If he beats a DC of 18, he spots a small tattoo of a Shield, on the left hand of the smith between his thumb and his index. A second, successful intelligence check with a DC of 10 recognizes the symbol as the one of the Shield of Knurl Organization. If questioned about that he will take a surprised look and try to avoid answering while mumbling to himself quietly or speak a really quick sentence that makes no sense. Also, if the PCs insist he could claim that he has a lot of work and he must get on to it.

However, if one PC is a member of the Shield of Knurl, and decides to shows him his own tattoo, his attitude changes. He says:

*"Well Met brother, I see that you are a member of the Shield. Good, we need young lads like you in the defense of the County my lad. However, dark tides are upon us. Please be careful if you are going after those camps. Be on the look out of any funny documents. If you do find them, please give them to me, so I can transfer them to headquarters. If you provide such a service for me I am sure that headquarters will hear about it!!!"*

Kae of course is a true member of the Shield of Knurl. However at this time, he serves as a spy for the organization so that the village is protected at all times, without the presence of troops.

If the PCs decide to pay a visit to the temple of Pelor then you should read the following:

*The temple is small for the likes of Pelor but he is as shinning as ever. White at all sides and with as much room as possible, it seems like a protecting veil upon the village. Upon entering the temple you encounter a man, wearing a long yellow robe, with long blond hair tied as a pony tail behind his back. He looks at you, smiles and says: "Hello! My name is Darian Mara and I am a Priest of Pelor. Can I be of service?"*

Darian will help the PCs in any way he can. He will provide cleric services of a 3<sup>rd</sup> level cleric and he can cast the following spells: *cure minor wounds* (for 5 gold pieces), *detect magic* (for 5 gold pieces), *detect*

*poison* (for 5 gold pieces), *purify food & drink* (for 5 gold pieces), and *cure light wounds* (for 10 gold pieces).

When asked about information concerning the orcs, he will say that they have been injuring farmers for the last two months, but rarely have the manpower of the equipment for large scale operations. However he is almost certain that an evil power is behind the raids, because his god has been sending him dreams for the past two weeks.

When all this is finished and the characters are ready to go, then at the gates of the village Harkin bids farewell to the characters saying:

*"Now lads you are on your own. Be quick and swift with your strikes neutralize the threats and be quick about it. My advice to you is to neutralize the first camp, sleep the night there if you are wounded and then move to the next one. Upon destroying both camps return to the village!"*

☞ **Avenal Astra:** Male human, Com 5

☞ **Elizar Gwydre:** Female human, Com 3

☞ **Kae:** Male human Ftr 6

☞ **Darian Mara:** Male human Clr 3

## Encounter 2: Wolves!

As the characters are almost midway from the first camp read the following text to them:

*The land spreads in front of you as you go around the hills to meet the first camp. Suddenly you hear a howling and in front of you wolves appear. Their red eyes invite trouble as you understand that you have to fight your way through*

### APL2 (EL 2)

☞ **Wolves (2):** (hp 11, 14; see *Monster Manual* page 204 and appendix 1)

### APL4 (EL 4)

☞ **Wolves (4):** (hp 11, 14, 12, 13; see *Monster Manual* page 204 and appendix 2)

**Tactics:** The wolves attack the heaviest PC. They won't stop the attack until all the PCs are dead, or unless they are fed in some way. Clever PCs who carry fresh rations will attempt to feed the wolves and satisfy their hunger

with this way. If this event happens award the experience as if the wolves have been slain.

**Treasure:** The wolf pelts (each wolf can provide one) can be sold to the village General store for 60 gold pieces each. If they are not sold at the end of the adventure the DM shouldn't add their value to the treasure pile.

**APL 2:** Loot: 20 gp

**APL 4:** Loot: 40 gp

## Encounter 3: The First Camp Guards

When the characters are 80 yards away from the first camp, read the following text:

*Upon reaching the outskirts of the first camp you hear Orcish voices and see some figures besides two tents. One of the tents is large while the other is smaller. A small fire burns between them. The orcs are yelling to each other, pointing at a necklace that is tied on a branch of a tree. They are so very busy arguing that they pay no attention to you!*

### APL2 (EL 2)

☞ **Orcs (3):** hp 4, 5, 4; see *Monster Manual* page 146 and appendix 1

### APL4 (EL 4)

☞ **Orcs (6):** hp 4, 5, 4, 5, 4, 5; see *Monster Manual* page 146 and appendix 2

**Tactics:** Of course, when the Orcs spot the PCs they will attack. Describe their equipment from the appendix 1 and 2 respectively. However right now they are tied up in an ugly argument. If a PC knows Orcish, he can understand that the necklace is the source of the fight, because each one wants it for himself. The PCs can do whatever they think is the best for their interest. If the PCs attack, there won't be an alarm, because the rest of the camp thinks that the guards are fighting among themselves. The only way for the sleeping Orcs of the large tent, to be alarmed is to be woken up violently by the guards. So the guards stay and fight for five rounds of combat, but at the start of the sixth round one of the guards will break off the engagement to go to the tents to call for reinforcements. He has to go to both tents to wake up their inhabitants.

**Treasure:** The PCs can take the black necklace from the branch. The necklace has mainly black stones

tied together with a golden chain. The value of the necklace depends on the PCs APL:

**APL 2:** Loot: 3 gp; Coin: 10 gp

**APL 4:** Loot: 26 gp; Coin: 20 gp

**Development:** If the PCs skip/neutralize the guards, they have to decide if they are going to storm/destroy/burn the large or the small tent of the camp. If they select the large tent proceed to encounter 4, otherwise proceed to encounter 5. Also if one of the guards enters a tent and wakes up his partners, treat that encounters with the inhabitants of each tent up, alarmed, and armed. Also keep in mind that alarmed inhabitants will tend to get out of their tents to engage the PCs.

## Encounter 4: The Large Tent

Here the adventurers must storm/destroy/burn the first tent. You can read the following text to them:

*As you approach the large tent, you sense an orc stench in the air. On the ground you can see a lot of straw. Dirty mugs that smell ale are all over the floor. There are various boxes, bags, filled with weird Orcish food and dirty stuff. Many of these things look flammable*

Inside the tent, there are a number of sleeping orcs. If however, one of the guards reached inside this tent, they should be up, alarmed, and armed.

### APL2 (EL 3)

➤ **Orcs (6):** hp 4, 5, 4, 4, 6, 4; see *Monster Manual* page 146 and appendix 1

### APL4 (EL 5)

➤ **Orcs (7):** hp 4, 5, 4, 5, 4, 5, 8; see *Monster Manual* page 146 and appendix 2

If however the orcs of this tent have been alarmed from the guards, this tent is empty. You will find no other orcs here.

**Tactics:** The orcs of this tent are sleeping deeply after their last night of drinking. They can be woken up only by violent means (one of the guards shaking them, a fire) or by noise inside their tent (the straw cracks on the floor, characters kicking mugs as they walk in). If they are woken up however, they need one round only to grab their clubs and get out of the tent.

Then they enter the engagement. Treat them as a new group, roll initiative for them and they go in.

There are a number of things the PCs can do here:

First of all they could sneak in and coup de grace them all. However the character(s) attempting this must make a DC 15 Move silently check for each coup de grace attempt, or make extreme noise while at it, alarming the orcs (treat the orc party as up, alarmed and armed in one turn).

Another option could be to set the tent on fire. Then the orcs would go out the tent hastily, leaving their clubs behind. In this event they won't engage an armed enemy, but will prefer to run away.

Lastly they could just storm in the tent and take out the orcs. Then of course they wake up, use a combat round to get their clubs and from the next they attack the PCs

**Treasure:** If the PCs search the bodies of the slain orcs, they could discover:

**APL 2:** Loot: 5 gp

**APL 4:** Loot: 30 gp

**Development:** If the PCs set the tent up on fire, they will alarm Ertyn Wilcov (from the small tent). He will come to engage them in two rounds.

## Encounter 5: The Small Tent of the First Camp

Here the adventures must storm/destroy/burn the second tent. You can read the following text to them:

*As you approach the small tent, you feel uneasy. From inside smells carbon and some aromatic essence.*

If the PCs come here and the tent's inhabitant isn't alarmed, read the following text:

*As you enter the tent, you see a man dressed in black armor writing on a piece of paper. The tent is very tidy and militaristic. You can see a very small chest and a symbol engraved upon it.*

With a DC 10 Knowledge (religion) check, it can be identified as the symbol of Hector. Followers of Heironeous in the group, automatically succeed in this check.

If the PC encounter the man alarmed, you should read them the following text:

*"How dare you to come and soil my holy ground! I will speak to you in the only language you understand. The language of steel! En guard"*

If someone on the party however wears a symbol of Heironeous in plain sight read the following text:

*"Damn infidels! You must DIE!!"*

#### APL2 (EL 3)

➤ **Ertyn Wilcov, Human Cleric of Hextor:** hp 15; see appendix 1.

#### APL4 (EL 5)

➤ **Ertyn Wilcov, Human Cleric of Hextor:** hp 25; see appendix 2.

**Tactics:** Ertyn was writing a letter in his tent. So even if a battle breaks out between the PCs and the guards he won't come out of his tent. The only way that he is going to leave his tent is the smell of the burning large tent. If Ertyn is engaged by the PCs he will use all of his spells and then go to melee with his light flail, selecting targets wisely upon his interest. However if someone of the group wears a symbol of Heironeous, he focuses completely on him, chasing him around if necessary, until he kills him (a kill that he will celebrate greatly, if it is achieved)

**Treasure:** On the body of Ertyn the group can find *one potion of cure moderate wounds*. If they will search the small tent, they will find a letter (give Player's Handout #2 to the PCs) and inside the box, they will find ten shiny amber gem (APL 2) or twenty shiny amber gems (APL 4).

**APL 2:** Loot: 13 gp; Coin: 200 gp; Magic: *Potion of cure moderate wounds* (42 gp).

**APL 4:** Loot: 13 gp; Coin: 400 gp; Magic: *Potion of cure moderate wounds* 42 gp.

**Development:** If any orcs are left alive when their leader falls, and witness the fact, must make a morale check (with a -2 penalty) or rout.

Here the first part of the adventure ends. The first camp is neutralized and the PCs should now burn the tents. The DM should advice the players to rest, recover hit points, memorize spells and then continue their journey.

## Encounter 6: The Guards of the Second Camp

This encounter takes place when the characters are approaching the second Orcish camp. When are 80 yards away you should read the following text to them:

*As you approach the second camp you see that they are some orcs that guard it. They do not speak, nor sleeping on the job. They seem confident and scouting the horizon for prey! The camp itself has a medium sized and a small tent. Between them the large campfire that helps them to stay alive during the cold night.*

Here the PCs should ponder a bit on their strategy.

#### APL2 (EL 3)

➤ **Orcs (5):** hp 4, 5, 4, 5, 4; see *Monster Manual* page 146 and appendix 1

#### APL4 (EL 5)

➤ **Orcs (7):** hp 4, 5, 4, 5, 4, 5, 7; see *Monster Manual* page 146 and appendix 2.

**Tactics:** Two of the orc guards are constantly on a patrol, between the three x spots in the map of page 18. The orcs guards will try to spot the PCs, as soon as they can. When that happens they abandon their positions and rush at them (the DM should make this clear). However they do not understand that they could abandon their positions in the camp, or they can be lured to an ambush by the PCs.

**Treasure:** If the PCs search the bodies of the Orcs, they could loot them for the following gp:

**APL 2:** Loot 4 gp

**APL 4:** Loot: 30 gp

**Development:** After they skip past, or eliminate the guards, the PCs should now choose if they wish to storm the Medium or the small tent. If they decide to storm the medium tent proceed to encounter number 7, otherwise proceed to the encounter 8.

## Encounter 7: The Medium Tent

After passing the guards and getting into the camp the PCs should be approaching the medium tent. The DM should read the following to the players:

*Upon approaching the tent you hear barking, dog crying and orc voices. You can clearly hear the sound of whips slashing the air.*



If the PCs want to enter the tent then read the following text to them:

*Upon entering the tent you see two orc animal trainers whipping upon their dogs so that they can train them better. They don't seem to notice you!*

In this battle the PCs have won the surprise round and they can use it as they please. Roll for initiatives after the first round ends.

### APL2 (EL 3)

➤ **Orcs (2):** hp 4, 5; see *Monster Manual* page 146 and appendix 1.

➤ **Riding Dogs (2):** hp: 13, 12; see *Monster Manual* page 196 and appendix 1.

### APL4 (EL 5)

➤ **Orcs (2):** hp 4, 5; see *Monster Manual* page 146 and appendix 2

➤ **Riding Dogs (4):** hp: 13, 12, 14, 13; see *Monster Manual* page 196 and appendix 1.

**Tactics:** The orcs will try to use their dogs as a barrier between them and the PCs. If a dog is slain, then the orcs will focus their attacks on the PC that gave the final blow. Under no circumstances they leave their tent before the PCs enter here. In case of the PCs break off the engagement and run, the orcs will unleash the dogs after them.

**Treasure:** If the PCs search the tent they will uncover a number of shiny amber gems, depending in their APL. They will find a shiny amber gem (APL 2) or two shiny amber gems (APL 4).

**APL 2:** Loot: 2 gp; Coin: 20 gp

**APL 4:** Loot: 9 gp; Coin: 40 gp

**Development:** Because the dogs were barking all the time, no one will pay attention, if they bark a little louder. However the prolonged silence (more than 5 rounds, when all dogs are slain) should draw suspected guards from encounter 6 (if they are not slain) or the Orc Sergeant from the encounter 8.

## Encounter 8: The Small Tent of the Second Camp

The PCs should approach this tent after passing the entrance of the camp. Upon reaching the tent the Dm should read the following to the players:

*Besides from the wind blowing nothing else is heard from this tent. On the outside of the cloth you can see a sign that looks like a clan mark.*

If the PCs should decide to enter the tent, you should read the following text:

*Inside this small desk you can see a large blanket and a small table. Also inside the tent you can see a very tall menacing orc bearing in his hands an Orcish double Axe.*

Both parties should make surprise and initiative rolls normally except if, the PCs tried to use listen skills to pinpoint the location of the Orcish sergeant.

### APL2 (EL 3)

➤ **Orc Sergeant:** hp 30; see appendix 1

### APL4 (EL 5)

➤ **Orc Sergeant:** hp 50; see appendix 2

**Tactics:** The sergeant will try to attack the person of the group, that shows to be most wounded that anyone else. Then he will proceed to the next one and attack the healthy characters last. When he is reduced to half of his hit points, he will rage. If the PCs leave the tent he follows them shouting in Orcish for help from the guards and the dog trainers. However if the PCs stay inside the tent he won't try to call for help and take them on his own.

**Treasure:** If the PCs search the body of the Orc sergeant, they will find Elizar husband's wedding ring. The ring itself looks that it has no value and bares a common red stone upon its top area. Character of APL 4, should pay special attention to the orc double axe, because it is a magic weapon.

**APL 2:** Loot: 18 gp; Coin: 1 gp

**APL 4:** Loot: 18 gp; Coin: 1 gp; Magic: *orc double axe +1/+1* (388 gp).

**Development:** If the sergeant fights with the PCs while the guards are still alive, they will come to his aid. Otherwise no one else comes.

When the PCs neutralize the second camp and set it on fire, the adventure is concluded. Consider their journey back to Nlul a safe one to walk.

## Conclusion

Upon returning to the village of Nlul the PCs can complete their main and side quests.

They could go to Harkin and claim their reward. Harkin will also say that he has reports from his rangers that verify the PCs' claims. They could also give him the document that they found from the cleric of Hextor.

The PCs could then go to Elizar to give her wolf pelts and to return to her the ring that the Orcs stole from her dead husband.

Finally the PCs could stop by Kae and give him the letter that they found on the Cleric of Hextor.

After all that the adventure is ended. The PCs helped in the spoil of the orc scouting mission and they might have caused a serious setback in an enemy attack!

## Campaign Consequences

Upon completing the adventure, the game master should contact the triad at <http://www.cman.gr> and he should answer the following question:

“What happened to the letter that Ertyn Wilcov was carrying?”

The party actions regarding this subject will greatly affect the future of the village of Nlul.

**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 role playing) to each character.

### Round One

#### **Encounter 2: Wolves!**

APL2	60 XP
APL4	120 XP

#### **Encounter 3: First camp guards**

APL2	60 XP
APL4	120 XP

#### **Encounter 4: Large tent**

APL2	90 XP
APL4	150 XP

#### **Encounter 5: Small Tent of the first camp**

APL2	90 XP
APL4	150 XP

### Round Two

#### **Encounter 6: Guards of the second camp**

APL2	90 XP
APL4	150 XP

#### **Encounter 7: Medium Tent**

APL2	90 XP
APL4	150 XP

#### **Encounter 8: Large tent of second camp**

APL2	90 XP
APL4	150 XP

#### **Discretionary Role-playing Award**

APL2	90 XP
APL4	135 XP

#### **Total Possible Experience:**

APL2	660 XP
APL4	1125 XP

## Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information

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

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

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

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

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

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

#### **Encounter 2: Wolves!**

APL 2: Loot: 20 gp; Coin: 0 gp; Magic: 0 gp
APL 4: Loot: 40 gp; Coin: 0 gp; Magic 0 gp

#### **Encounter 3: First camp guards**

APL 2: Loot: 3 gp; Coin: 10 gp; Magic: 0 gp
APL 4: Loot: 26 gp; Coin: 20 gp; Magic: 0 gp

#### **Encounter 4: Large Tent**

APL 2: Loot: 5 gp; Coin: 0 gp; Magic: 0 gp
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APL 4: Loot: 30 gp; Coin: 0 gp; Magic: 0 gp

#### **Encounter 5: Small tent of the first camp**

APL 2: Loot: 13 gp; Coin: 200 gp; Magic: 42 gp

APL 4: Loot: 13 gp; Coin: 400 gp; Magic: 42 gp

#### **Encounter 6: Guards of the second camp**

APL 2: Loot: 4 gp; Coin: 0 gp; Magic: 0 gp

APL 4: Loot: 30 gp; Coin: 0 gp; Magic: 0 gp

#### **Encounter 7: Medium Tent**

APL 2: Loot: 2 gp; Coin: 20 gp; Magic: 0 gp

APL 4: Loot: 9 gp; Coin: 40 gp; Magic: 0 gp

#### **Encounter 8: Small tent of second camp**

APL 2: Loot: 18 gp; Coin: 1 gp; Magic: 0 gp

APL 4: Loot: 18 gp; Coin: 1 gp; Magic: 338 gp

#### **Conclusion:**

APL 2: Loot: 0 gp; Coin: 100 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 100 gp; Magic: 0 gp

#### **Total Possible Treasure**

APL 2: Loot: 65 gp; Coin: 331 gp; Magic: 42 gp -

Total: 438 gp

APL 4: Loot: 146 gp; Coin: 561 gp; Magic: 380 gp -

Total: 1087 gp

#### **Special**

*Elizar Husband's Wedding Ring*: This is the ring than the parent's of Elizar gave to her dead husband. It is a plain usual ring with a red stone on top.

*Market Price: 1gp*

## **Items for the Adventure Record**

#### **Item Access**

APL 2

*Elizar Husband's Wedding Ring*. (Adventure; 1 gp.)

*Potion of cure moderate wounds* (Region; Caster Level 2<sup>nd</sup>; 500 gp.)

APL 4 (All of APL 2 plus the following)

+1/+1 orc double axe (Region; Craft Magic Arms and Armor; 4660 gp.)

## Appendix 1: APL 2

➤ **Wolf:** CR 1, Medium Animal; HD 2d8+4; hp 13; Init +2 (+2 Dex); Spd 50 ft; AC 14 [touch 12, flat-footed 12]; Base Atk: +3 melee (1d6+1, 1 bite); SA Trip; SQ Scent; AL N; SV Fort +3, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

*Skills and Feats:* Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1(+4 when tracking by scent); *Weapon Finesse (bite)*

**Trip (ex):** A wolf that hits with a bite attack can attempt to trip his opponent as a free action, without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to the trip of the wolf.

**Scent (ex):** The ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range is increased to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents like the skunk musk or the troglodyte stench can be detected at triple normal range.

When a creature with the scent ability can follow tracks by smell, making Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface and poor visibility.

➤ **Orc:** Male Orc; CR 1/2; Medium Humanoid; HD 1d8; hp 4; Init +0; Spd 30 ft; AC 12 [touch 10, flat-footed 12]; Base Atk: +3 melee (1d6+3, club); SQ Dark vision 60ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

*Skills and Feats:* Listen +2, Spot +2; *Alertness*

**Alertness:** +2 to Listen and Spot checks

**Light Sensitivity (Ex):** Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

*Possessions:* One club and leather armor.

➤ **Ertyn Wilcov, Cleric of Hextor:** Male Human Cleric Level 3; CR 3; Medium humanoid; HD 3d8+3; hp 15; Init +1 (+1 Dex); Spd 20 ft. (scale mail) base 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk: +3 melee (1d10+1 [19-20/x2], heavy flail); AL LE; SV Fort +4, Ref +2, Will +4; Str 12, Dex 13, Con 12, Int 12, Wis 13, Cha 14.

*Skills and Feats:* Concentration +6, Craft Armor and Arms +6, Diplomacy +6, Listen +2, Spot +2; Alertness, Armor Proficiency (Light, Medium Heavy and shields); Divine Spells; Domains (destruction, evil); Evil Spells +1 caster Level; Scribe Scroll; Smite Good; Spontaneous Casting; Rebuke Undead; Weapons Proficiency (Simple and Heavy Flail).

**Alertness:** +2 to Listen and Spot checks

**Evil Spells +1 Caster Level:** Due to his evil domain, Ertyn can cast all evil spells as a 4<sup>th</sup> level spell caster.

**Heavy Flail Proficiency:** When using a Flail, Ertyn gets a +2 circumstance bonus to his opposed attack when trying to disarm an enemy (including the roll to keep from being disarmed if he fails to disarm his opponent). He can also use this weapon to make trip attacks. If he is tripped in his own attempt, he can drop the flail to avoid being tripped.

**Scribe Scroll:** Can create scrolls, from which he or one other spell caster can scribe spells.

**Smite good:** Once per day, Ertyn can make one melee attack with a circumstance bonus of +4 to the attack roll and a +3 bonus on the damage roll.

**Spontaneous Casting:** Can lose any prepared spell and replace it with another of the same level, which starts with the word inflict.

**Rebuke Undead:** Evil Clerics have the ability to rebuke undead rather than turning them. Four times per day Ertyn can make a rebuke check (1d20 +2) to see if he will control the undead.

*Spells Prepared* (4/3+1/1+1; base DC = 11 + spell level): 0—*guidance* +1 (2) *resistance* (2); 1st—*bane*, *cause fear*, *shield of faith*, *inflict light wounds*; 2nd—*shatter*, *aid*.

*Possessions:* Scale mail armor, Heavy Flair, Letter (Player's Handout#2), Potion of cure moderate wounds.

*Physical Description:* Ertyn is a young man around his 25<sup>th</sup> year of age. He is of average height and build. One could say that he is very handsome if not for his cruel black eyes.

➤ **Orc Dog Trainers:** Male Orc; CR 1/2; Medium Humanoid; HD 1d8; hp 4; Init +0; Spd 30 ft; AC 12 [touch 10, flat-footed 12]; Base Atk: +3 melee (1d2 +3S, whip); SQ Dark vision 60ft. light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

*Skills and Feats:* Exotic Weapon Proficiency (whip)

**Light Sensitivity (Ex):** Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

**Whip Users:** The Whip deals subdual damage. It deals no damage to any creature with a +1 bonus to armor or a +3 natural armor bonus. Although you keep it in hand treat it as a projectile weapon, with a maximum range of 15ft. and no other missile penalties.

Because the whip can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm your opponent).

*Possessions:* Whip and leather armor.

➤ **Riding Dogs:** : CR 1, Medium Animal; HD 2d8+4; hp 13; Init +2 (+2 Dex); Spd 40 ft; AC 16 [touch 12, flat-footed 14]; Base Atk: +3 melee (1d6+3, bite); SA Trip; SQ Scent; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

*Skills and Feats:* Listen +5, Spot +5, Swim +5, Wilderness Lore +1(+4 when tracking by scent)

**Trip (Ex):** A wolf that hits with a bite attack can attempt to trip his opponent as a free action, without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to the trip of the wolf.

**Scent (Ex):** The ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range is increased to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents like the skunk musk or the troglodyte stench can be detected at triple normal range.

When a creature with the scent ability can follow tracks by smell, making Wisdom check to find or

follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface and poor visibility.

➤ **Orc Sergeant:** Male Orc Barbarian Level 3; CR 3½; Medium Humanoid; HD 1d8 plus 3d12; hp 30; Init +0; Spd 20 ft. (scale mail) base 30 ft.; AC 14 (touch 10, flat-footed 14); Base Atk +6 melee (1d8+3 [x3], Orc double axe); Full Atk +0/-4 melee (1d8+3/1d8+3 [x3], Orc double axe); SQ Dark Vision; AL CE; SV Fort +3, Ref +1, Will +0; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

*Skills and Feats:* Climb+6, Handle Animal +6, Intimidate +6, Listen +2, Spot +2; Alertness, Armor Proficiency (Light, Medium, Shields), Barbarian Rage, Fast Movement, Power Attack, Uncanny dodge, Weapon Proficiency (Simple, martial and exotic [Orc double Axe]).

**Barbarian Rage:** Temporary (for 3 rounds plus the improved constitution bonus) incensement of +4 strength and constitution scores plus a +2 bonus on morale saves, but suffers a -2 penalty to AC. He can rage once per day.

*Possessions:* Scale mail, Orc double axe, Elizar Husband's Wedding Ring.

*Physical Description:* A great menacing looking Orc, waving a large double axe.

## ppendix 2: APL 4

➤**Wolf:** CR 1, Medium Animal; HD 2d8+4; hp 13; Init +2 (+2 Dex); Spd 50 ft; AC 14 [touch 12, flat-footed 12]; Base Atk: +3 melee (1d6+1, 1 bite); SA Trip; SQ Scent; AL N; SV Fort +3, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

*Skills and Feats:* Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1(+4 when tracking by scent); *Weapon Finesse (bite)*

**Trip (ex):** A wolf that hits with a bite attack can attempt to trip his opponent as a free action, without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to the trip of the wolf.

**Scent (ex):** The ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range is increased to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents like the skunk musk or the troglodyte stench can be detected at triple normal range.

When a creature with the scent ability can follow tracks by smell, making Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface and poor visibility.

➤**Orc:** Male Orc; CR 1/2; Medium Humanoid; HD 1d8; hp 4; Init +0; Spd 20 ft. (scale mail) base 30 ft; AC 14 [touch 10, flat-footed 14]; Base Atk: +3 melee (1d12+3 [x3], great axe); SQ Dark vision 60ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

*Skills and Feats:* Listen +2, Spot +2; *Alertness*

**Alertness:** +2 to Listen and Spot checks

**Light Sensitivity (Ex):** Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

*Possessions:* One great axe and scale mail.

➤**Ertyn Wilcov, Cleric of Hextor:** Male Human Cleric Level 5; CR 5; Medium humanoid; HD 5d8+5; hp 25; Init +1 (+1 Dex); Spd 20 ft. (Chain mail) base 30 ft.; AC 16 (touch 11, flat-footed 15); Base Atk: +3 melee (1d10+1 [19-20/x2], Heavy flail); AL LE; SV Fort +4, Ref +2, Will +4; Str 12, Dex 13, Con 12, Int 12, Wis 13, Cha 15.

*Skills and Feats:* Concentration +8, Craft Armor and Arms +8, Diplomacy +8, Listen +2, Spot +2; Alertness, Armor Proficiency (Light, Medium Heavy and shields); Divine Spells; Domains (destruction, evil); Evil Spells +1 caster Level; Extra Rebuke; Scribe Scroll; Smite Good; Spontaneous Casting; Rebuke Undead; Weapons Proficiency (Simple and Heavy Flail).

**Alertness:** +2 to Listen and Spot checks

**Evil Spells +1 Caster Level:** Due to his evil domain, Ertyn can cast all evil spells as a 4<sup>th</sup> level spell caster.

**Heavy Flail Proficiency:** When using a Flail, Ertyn gets a +2 circumstance bonus to his opposed attack when trying to disarm an enemy (including the roll to keep from being disarmed if he fails to disarm his opponent). He can also use this weapon to make trip attacks. If he is tripped in his own attempt, he can drop the flail to avoid being tripped.

**Scribe Scroll:** Can create scrolls, from which he or one other spell caster can scribe spells.

**Smite good:** Once per day, Ertyn can make one melee attack with a circumstance bonus of +4 to the attack roll and a +3 bonus on the damage roll.

**Spontaneous Casting:** Can lose any prepared spell and replace it with another of the same level, which starts with the word inflict.

**Rebuke Undead:** Evil Clerics have the ability to rebuke undead rather than turning them. Four times per day Ertyn can make a rebuke check (1d20 +2) to see if he will control the undead.

*Spells Prepared* (5/4+1/2+1; base DC = 11 + spell level): 0—*guidance* +1 (3) Resistance (2); 1st—*bane*, *cause fear* (2), *shield of faith*, *inflict light wounds*; 2nd—*shatter*, *aid* (2).

*Possessions:* Scale mail armor, Heavy Flair; Letter (Player's Handout#2), Potion of cure moderate wounds

*Physical Description:* Ertyn is a young man around his 25<sup>th</sup> year of age. He is of average height and build. One could say that he is very handsome if not for his cruel black eyes.

➤ **Orc Dog Trainers:** Male Orc; CR 1/2; Medium Humanoid; HD 1d8; hp 4; Init +0; Spd 20 ft. (scale mail) base 30 ft; AC 14 [touch 10, flat-footed 14]; Base Atk: +3 melee (1d2 +3S, whip); SQ Dark vision 60ft. light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

*Skills and Feats:* Exotic Weapon Proficiency (whip)

**Light Sensitivity (Ex):** Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

**Whip Users:** The Whip deals subdual damage. It deals no damage to any creature with a +1 bonus to armor or a +3 natural armor bonus. Although you keep it in hand treat it as a projectile weapon, with a maximum range of 15ft. and no other missile penalties.

Because the whip can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm your opponent).

*Possessions:* Whip and scale mail armor.

➤ **Riding Dogs:** CR 1, Medium Animal; HD 2d8+4; hp 13; Init +2 (+2 Dex); Spd 40 ft; AC 16 [touch 12, flat-footed 14]; Base Atk: +3 melee (1d6+3, bite); SA Trip; SQ Scent; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

*Skills and Feats:* Listen +5, Spot +5, Swim +5, Wilderness Lore +1(+4 when tracking by scent)

**Trip (Ex):** A wolf that hits with a bite attack can attempt to trip his opponent as a free action, without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to the trip of the wolf.

**Scent (Ex):** The ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range is increased to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents like the skunk musk or the troglodyte stench can be detected at triple normal range.

When a creature with the scent ability can follow tracks by smell, making Wisdom check to find or

follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface and poor visibility.

➤ **Orc Sergeant:** Male Orc Barbarian Level 5; CR 5½; Medium Humanoid; HD 1d8 plus 5d12; hp 50; Init +0; Spd 20 ft. (chain mail) base 30 ft.; AC 15 (touch 10, flat-footed 15); Base Atk +9 melee (1d8+4 [x3], Orc double axe+1/+1); Full Atk +3/-1 melee (1d8+4/1d8+4 [x3], Orc double axe+1); SQ Dark Vision; AL CE; SV Fort +4, Ref +1, Will +1; Str 16, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

*Skills and Feats:* Climb+8, Handle Animal +8, Intimidate +8, Listen +2, Spot +2; *Alertness, Armor Proficiency (Light, Medium, Shields), Barbarian Rage, Cleave, Fast Movement, Power Attack, Uncanny Dodge, Weapon Proficiency (Simple, martial and exotic [Orc double Axe]).*

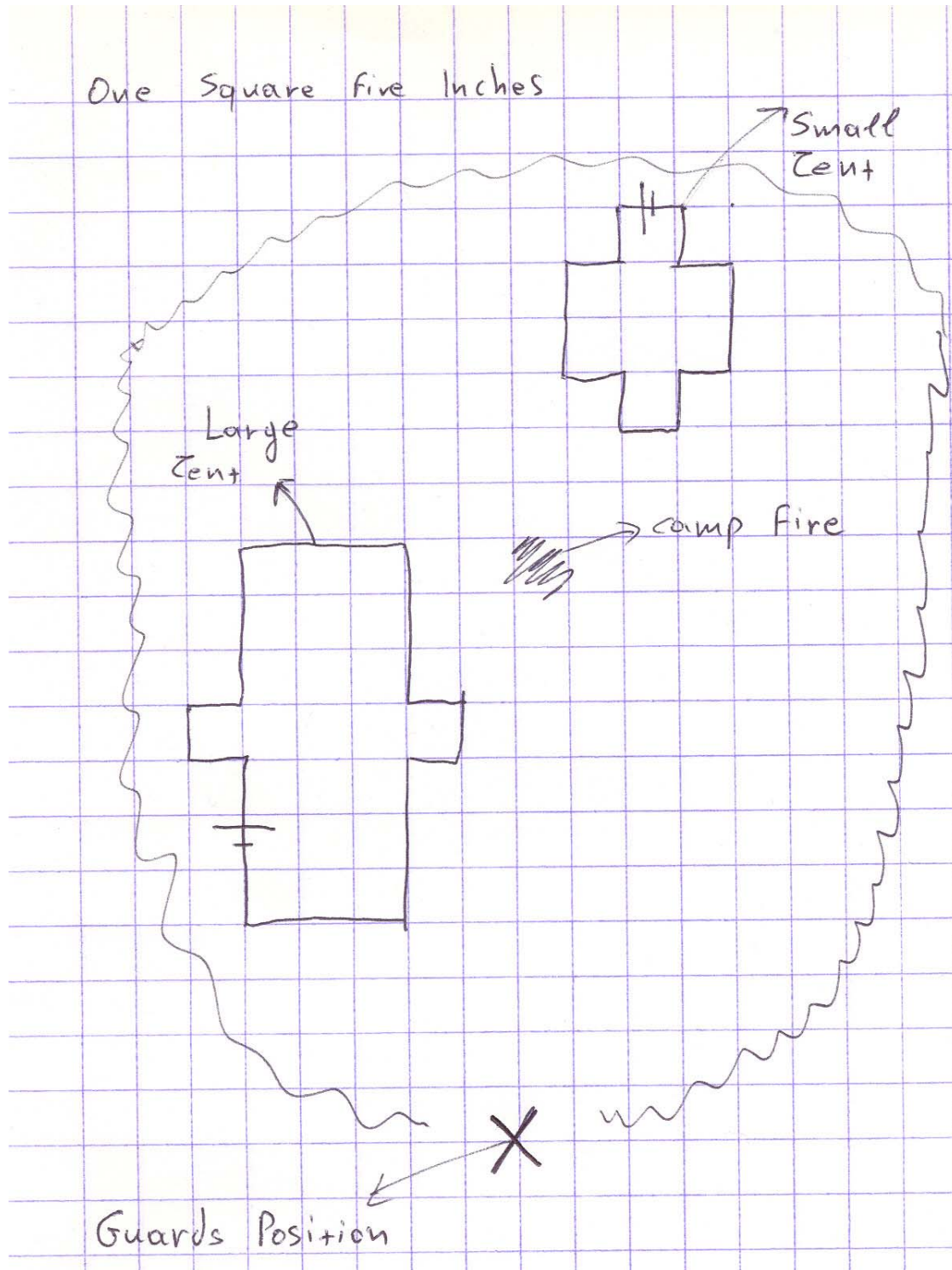
**Barbarian Rage:** Temporary (for 3 rounds plus the improved constitution bonus) incensement of +4 strength and constitution scores plus a +2 bonus on morale saves, but suffers a -2 penalty to AC. Can rage twice per day

*Possessions:* Chain mail, Orc Double Axe+1, Elizar Husband's Wedding Ring.

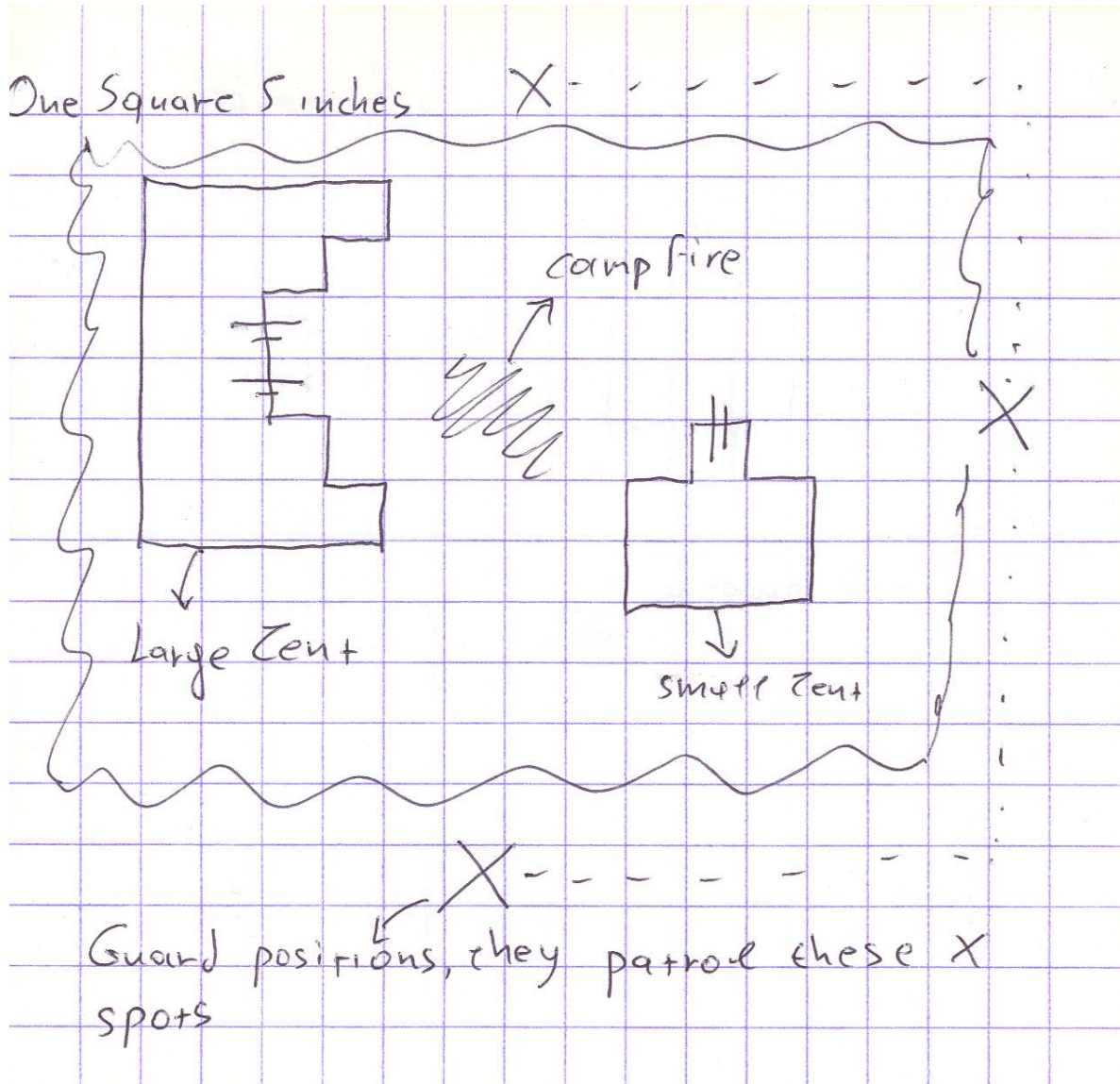
*Physical Description:* A great menacing looking Orc, waving a large double axe.



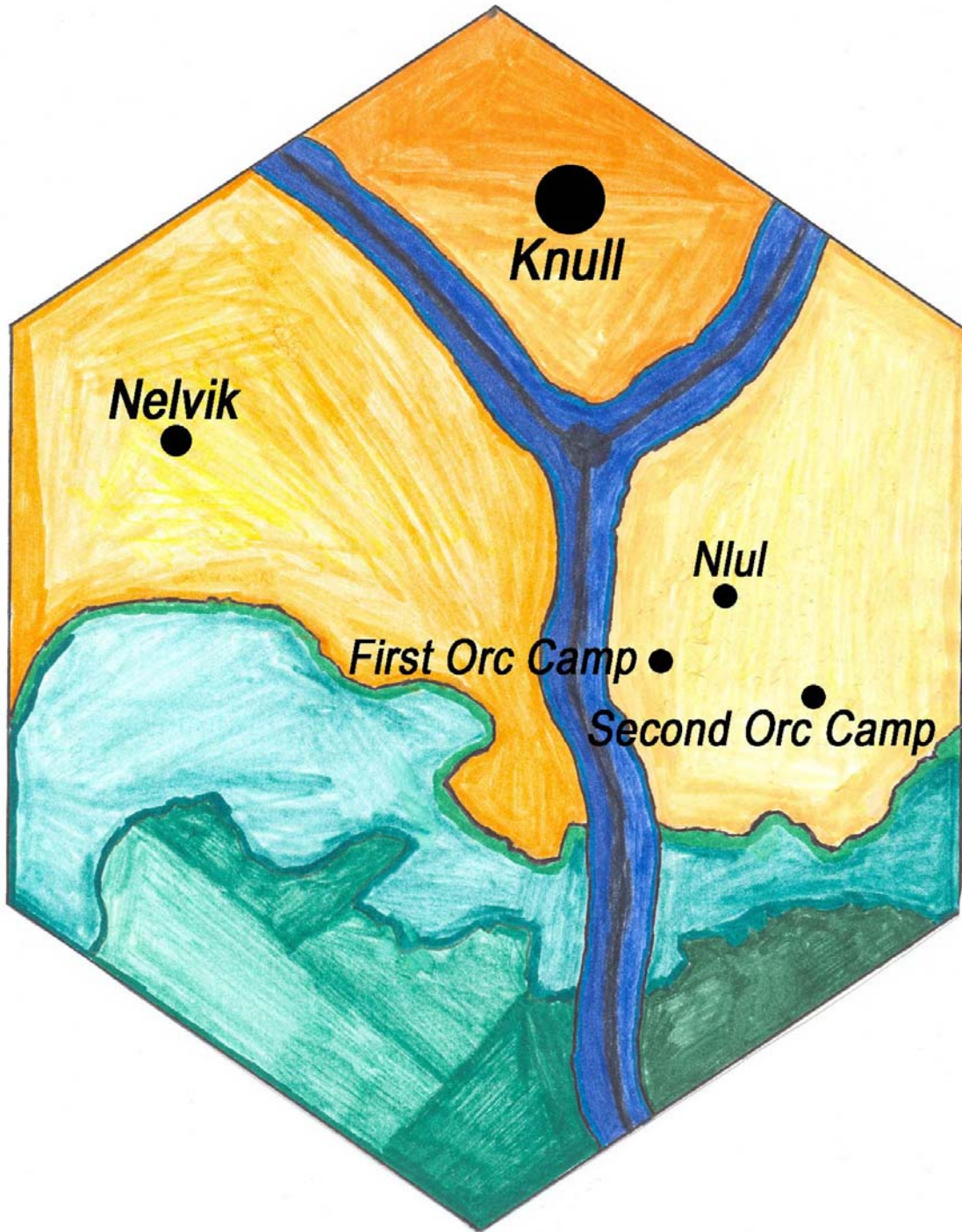
Appendix or DM Aid  
First Camp



## Second Camp



Player's Handout #1:  
The Ranger's Map



## Player's Handout #2: Ertyn's Letter

Dear Sir!

I am in a position to report that up until now the scouting project goes smoothly, without problems. Our forces have been deployed around this poor village of Nlul with no trouble at all. We have suffered no casualties until now and frankly Sir, I do not think that anyone is brave enough to comfort us.

My Orcish men have been watching the village and I have reached the following conclusions. If they are stormed by three full powered Orc tribes along with the support of an experienced Ogre group, they do not have a single chance of survival. Also there is no sign of the SHIELD defense anywhere. I cannot believe that Joachim could be such an idiot. Or maybe the infidels are just too afraid to fight outside their city's walls.

I believe Lynette's personal bet to come and build this city in this wilderness, outside of Knurl's city walls is a wild catch. With our discrete assistance, I think that our Orcish allies won't have any problems at all bringing the little village to the ground.

Long Live Hextor

Ertyn Wilcov  
Priest of Hextor