

URC4-07

The Past Shall Haunt Us

A One-Round D&D LIVING GREYHAWK®
County of Urnst Regional Adventure

Version 1.2

by Jeff Glenny

The County of Urnst is still a dangerous place to call home, what new adventures will present themselves? Will they stem from mistakes in your past? The County's past? Only time will tell. A County of Urnst scenario for APLs 2-12

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

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Introduction

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

Preparation

First 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 Web site, 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 discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK 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. Nevertheless, if a character has the Mounted

Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

- 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 and gold a PC may 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 will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

- Attempt to create a table of six 1st-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 Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken

any nonlethal damage or ability score damage, the DC increases to 12.

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	

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the County of Urnst. Characters native to the County of Urnst pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp 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 scenario.

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 Summary and Background

Several years ago, a couple of half-orcs, Gruuntar and Gramal, along with a few other adventurers (mainly Gnomes) were in Nyronnd doing as adventurers do; looking for a job. Gramal, Gruuntar's cleric cohort, had caught wind of a ceremony; one he felt he had to attend. Gruuntar, understanding Gramal's need to expand his belief, allowed him to attend. While he was gone the remaining party members were traveling through the Gamboge when they stumbled on a cave in the heart of the forest. This seemed to be like any one of a thousand caves they had seen before until they entered a room that had a door. This door was not just any door; it was a door that had a riddle emblazoned on its surface. With some thought, the party was able to figure out the said riddle

and pass into the lair of some foul beast. The air had a heavy chlorine stench, but despite this, plants grew amazingly well and they would soon discover why. This was the lair of a Green Dragon and not just any Green Dragon, the Green of the Gamboge. All had heard of her, especially the gnomes, as she has been destroying one gnomish village after another. They were not about to let this opportunity pass them by and to Gruuntar's surprise; they attacked!

During the ensuing fight, Gruuntar had taken a flanking position at the rear of Sasrakananakmasha (Sassy), the Very Old Green Dragon, where he was landing some very solid blows. Then, without warning, the smell of chlorine had intensified and half the party was dead! Her vile breath had eaten the flesh from half of his companions! Gruuntar, hearing the blood curdling screams of his companions tried to flee but was slammed up against the wall by an inadvertent tail slap from Sassy. He woke up the following day slumped at the base of a cave wall. Looking around, it was obvious he had nowhere to run. His only recourse was to sit here and hide, hoping for a moment to escape before she discovered him. The following hours were agonizing, he laid motionless for what seemed like an eternity until Sassy finally left the cave swearing vengeance on the gnomes. This might be his only chance to get out of here!

When he was certain she had left, he immediately took what few potions he had remaining and tried to find an exit from the cave. There was only one way out, a fissure in the side of the cave. This fissure proceeded for several hundred yards until it came to a cavernous opening; this could be nothing less than Sassy's brood-chamber. On the other side of the expanse, which seemed like miles the path continued. But there was a problem, a young dragon lie basking near a volcanic fissure in the floor, which blocked his path to the other side of the room! Gruuntar retreated and sat, contemplating his action for what seemed like hours, he came to the conclusion that he would rather take his chances with this young dragon than its mother. He tried to sneak along the wall of the chamber and made it about half way across the room when he slipped on some rocks he had over-looked. The young dragon immediately noticed the intruder and unleashed another cloud of chlorine gas. He had no choice; he had to fight his way out.

After a very evenly matched battle, Gruuntar succeeded in defeating the young dragon. Standing over the corpse, a strange thought came over him, "You have spent several hours in a dragon lair, and you will walk out with nothing? Take the hide of this dragon, it will be worth something."

This was the final mistake Gruuntar would make that day. When he was just about to finish the finally skinning, he heard a hideous howl behind him. "You insignificant fool! You break into my lair, disrupting my

peace, and now kill my baby!!! You will die a slow painful death."

Gruuntar fled! Running as fast as he possibly could down the fissure to his freedom, skin in tow. When he was leaving the den that all too familiar smell of chlorine surrounded him, but holding his breath and ducking behind a stalagmite, he avoided death. When she inhaled to breathe again he continued, but as he was leaving he heard words that would haunt him for the rest of his days, "I will find you, and when I do, you will regret every second of your life!"

When he finally met up with Gramal, he explained what had happened. After many hours of discussion there was only one thing they felt he could do, give up adventuring and find a safe place to retire. So the two went into hiding, for months traveling Oerth as cloaked figures, being very careful not to leave names or get into situations where they could be recognized. After months of travel, he decided the best place to hide would be in the city of Radigast. Here Gruuntar would change his name to Ramar and remain hidden. That was until the devils invaded the County of Urnst.

Being the hero that Ramar found it very hard to sit idly by while the invading devils destroyed people he had grown to love. In the past he would not have offered his help to the powers that be, but during his tenure in Urnst he has served as a political advisor to the nobles in the County and has learned a thing or two. Perhaps there was a way he could get a seat at the table and help his kind at the same time. With this flash of brilliance, Ramar pulled what strings he had and was granted time with Nimar, alone.

Ramar, knowing that the County's defenses were stretched to the limit, convinced Nimar that he could create a force that could assist the Screaming Manticores in the defense of the Northern border and help keep Iuz's Bone Heart mages and their followers out of the County. This was the easy part. The hard part of their negotiations was a plot of land; a place to build a village; a place for his tribe of half-orcs to call home. The locale needed to be as close to the northern border as possible and, they finally decided on a plot of land where the Artonsamay River and forest meet. Thus, the Spit Axe Orc tribe was formed in the town of Arton.

Encounter 1: The Demon Hunters of the Cloth (DHOTC) have recruited the PCs for their specific talents. Trenton, the Head Clergyman of DHOTC has learned of a demon that escaped from Ventnor. He has recruited the PCs to take care of this problem. He gives them a map of the demon's location, which is in a cave. He also gives the PCs some cold iron arrows to assist them in the Demon's defeat. While in the DHOTC office the PCs discover the head of a Balor demon mounted in Trenton's office. If asked he will give them a short account of this battle without giving too many details. As

the PCs depart the offices of the DHOTC, Trenton will encourage the PCs to stay in the newly formed half-orc village. He will tell the PCs an entry code into the village so Ramar, the tribal leader, will recognize them. His final words to the PCs as they are leaving the office will be "Ask Ramar if he has skinned anything lately."

Encounter 2: When the PCs arrive at Arton, the half-orc village, they will be challenged. If they state the entry code given to them by Trenton, an NPC will go get Trenton; while they wait they will be forced to stay outside of the drawbridge of the town. If they try to move in they will be warned and if they force the issue they will be fired upon. Either way when Ramar arrives at the gates, the guards' weapons will be lowered. Ramar will show the PCs through the town, proudly escorting the PCs around his new village. He will show them the blacksmith shop, the Stumble Inn, the local tavern, and the Temple of Nazarn.

If the PCs ask about the skinning remark, he will put it off until later in the encounter. Ramar will show them to his home where they will have a fine meal waiting. Here the PCs will meet various people from within the village, Mandark, the local sheriff, Trangor the local blacksmith, and Gramal, the Cleric of Nazarn of the Nazarn Temple in town. Here the PCs will be able to gather what little information the NPCs have about the demon. They will also learn of a man that showed up in town complaining about his lost weapon, but since he was drunk, little attention was paid to him while he was here. At this point Gramal, who tells them to get ready for tonight's festivities, will escort the town citizens out. Once they have left, Ramar will say "Some mistakes never die. How I do regret that day."

At this point, Ramar will recount his mistake of several years ago when he was in Nyronnd and got caught skinning the young of a Very Old Green Dragon who swore vengeance upon on him. This is why he laid low in Radigast for all these years pursuing a political interest. With the County in Ruins, however, and the fact that he was tired of seeing his fellow half-orcs being shunned by the populace, he decided it was time he came out of hiding for the better good of the County and his fellow half-orcs. Thus Arton was built. (See the Split Axe half-orc Tribe for history) When this is done, he will invite the PCs to attend the evening sermon, which will happen later on in the day.

At this point PCs are also able, if they choose, to go to the Stumble Inn and try to get some info about their upcoming mission. What they do find out is that only 2 half-orcs have ever been banished from the tribe and it is rumored that they are still around, watching the tribe from afar.

Encounter 3: This is a ritual performed by the tribe, a public battle, not to the death, but more of a show of skill. No one dies in the battles; in fact, when the individual reaches 1/4 hit points the fight is stopped and they are healed by Gramal. Ramar will ask one of the PCs if they would like to step into the ring. If they refuse, he moves to the next until one accepts, or the entire party rejects him. If someone accepts, they will fight in the ring completely unarmed. Again when someone reaches 1/4 HP the fight will be stopped and if the PC follows Ramar's lead and shows the respect they expect, Ramar and the PC will be healed. The PC, if he/she behaves in an appropriate manner, will be given honorary membership to the tribe for one year. Another fight starts at this point. While here, if PCs try to gather more information, nothing will be provided as the tribe is far too engaged in the events before them.

Encounter 4: While the 3rd fight is raging on, an Old Green dragon (Note: this is not Sassy, but her eldest offspring) will land in the village and address Ramar as Gruuntar, stating he is there for his life and nothing else. This dragon is too tough for the PCs and they should flee (Will save of 27 for his frightful presence alone). When they take refuge behind a building, there they will find a surprise waiting for them, 1 or 2 dragons will engage them here.

When this battle is complete, the PCs will turn just in time to see the Old Dragon fall from the sky and destroy the Temple of Nazarn. As they assess the damage, they will discover that Ramar has been slain along with about 50 or so half-orcs. They will see Gramal pick him up and carry him to his house. Gramal will address the PCs, and tell them they performed valiantly, and not to worry about Ramar, Gramal will tend to him. If the PCs choose to help the village, they are welcomed but after about an hour, Gramal returns and ushers them to their huts as they have a task to perform the following day.

Encounter 5: As the PCs awaken, they will be offered breakfast at the Stumble Inn, then Gramal will usher them off. Gramal will inform them that a band of people numbering from 2-4 slipped through their patrols last night and tells them to keep an eye out for them.

Here the PCs have a choice, which cave do they proceed to? Regardless of which cave they go to first, they will either come up against the banished half-orcs or the band of adventurers that slipped through the Split Axe patrols. A die roll (odd the banished tribe members - even the Bandit Kingdom party) of the GM will determine this before the encounter takes place, note this should be random!

If the roll is odd, the party will not find anything suspicious outside the cave other than humanoid tracks, a pair of them. At higher APL these will be Barbarian/Frenzied Berserkers.

If the roll is even, outside the cave they will find weapons with blades broken, handles snapped in half etc. In the cave they will find (at higher APL) 2 Black Guards, 1 Barbarian and 1 Sorcerer. At lower APLs the Black Guards will be fallen Paladins. These black guards will attempt to sunder any melee weapons the PCs may have on their person while the Sorcerer and the Barbarian keep the rest of the party occupied. When this battle is complete, PCs will have an opportunity to search for replacement weapons.

Encounter 6: When the PCs fight and destroy the Demon in the 2nd cave, they will find some parchment written in blood, which they should return to Trenton.

Here Trenton will thank them for their deeds performed for the County and offer the PCs the opportunity to have their weapons replaced. That is, IF they are willing to donate time to the church equal to the amount of time it takes to craft the weapon. For instance a +5 weapon is 10 TUs. If the PCs had a bonded weapon, he will offer them the same deal for a magically enhanced weapon. The APL played will determine the amount of the enhancement.

Introduction

While in Radigast city enjoying some of the finer things the city has to offer, each of you are approached by a young boy, not much older than 10 summers, wearing tattered clothing and out of breath. Holding out a piece of parchment, the boy exclaims, "Excuse me, I have been told to give this to you."

The boy will stand there until the PC takes the piece of paper. The boy knows nothing about who gave it to him, only that he was paid handsomely by a man in a burlap bag, given a sketch of the PC, and told when he delivered the paper to return and he would get more. He has enough gold to feed his family for many moons.

If the PCs refuse to respond to the note, a few days will pass then the boy will show again with handout #2, knowing no more than he did the last time.

If the PCs still refuse to respond module is over, fill out ARs and charge the players their TUs.

Encounter One

As you approach the office of DHOTC, you see a sign hanging above the door that reads "Demon Hunters of the Cloth." When you walk in there is no one to greet you or to bid you welcome. Instead, you see heads, all seemingly staring at you from their perch on the walls. These heads are not of big game, but of demons. Under each of these heads a plaque and on each plaque is a date, a name, a town, and names of what must be demons. As you begin to wonder what type of place this is, a door opens and in walks a Suloise male about 35 years of age wearing a robe with the sleeves ripped out and made of a very coarse brown fabric, almost like burlap. On his face and exposed arms you notice many scars of battles waged years ago and around his neck you see a symbol of a winged human silhouette. In a gravelly voice he speaks, "Welcome, my name is Trenton. Please, please, step into my chambers." With this he steps aside, holding the door open, gesturing for you to enter a hallway.

It takes a Knowledge religion check DC 20 to know the symbol he wears is of the god Phaulkon.

The man's name is Trenton, he is the head Clergyman for the Demon Hunter's of the Cloth. He swiftly turns and heads down a long hall. Allow the PCs to turn away if they wish, but if Trenton is asked to wait and speak here, he will simply state that these matters are better discussed behind closed doors.

The man leads you into a room where a horrifying site strikes you; on the wall behind the man's desk you see a head and just above the head you see wings that stretch from one edge of the room to the other.

The head looks to be that of a possessed dog with horns, and eyes that seem to glow even in death. The man doesn't look twice at the head and asks you to sit.

It takes a Knowledge (planes) check DC 20 to know the head is that of a Balor.

Here Trenton will address each of the PCs by name and bid them all welcome. He will commend their adventuring efforts thus far and hope their good-fortune continues.

If asked he will also comment on the Balor head stating that he and some of his friends defeated this demon outside of Ventnor last year. If the PCs played Flames of Ventnor, this is the same Balor that was fighting the Pit Fiend. He will say it was a nasty beast, hell bent on destruction and finish with "The only good demon is a dead demon."

If asked about the Demon Hunter's of the Cloth, he will state that he noticed that the County was in dire need of assistance. When he heard of the prison break out of Ventnor, he gathered up a band of adventurers and set out to help. When they arrived at the prison, the patrols had left days before and the Pit Fiend and the Balor were fighting. The Balor killed the Pit Fiend and started after them. Luckily they were able to defeat the demon, but it would not have been possible if the Fiend had not weakened him first. After this defeat, he decided he would start supplying people with the necessary gear to defeat the demons and has been in business ever since.

Trenton addresses all of you and says, "I have a matter that is of the utmost importance to the citizen's of the County. My organization has caught wind of a demon that is holed up near the northern borders of the County. What is more disturbing is there are reports that are trickling in that say there could be two of the foul beasts. I fear the worst. I believe they are here as scouts for another hellish army. We need to eradicate this threat before another disaster happens. I would send some of my people, but we are scattered to the four winds and it would take far too long for me to gather a suitable party, so this is where you come in. I need you to help find and eradicate this threat, are you willing to accept this honor?"

If asked, Trenton will state that he believes this demon was one that escaped from Ventnor. He believes that ever since the demon's escape, it has been keeping an eye on the County's depleted defenses and has been formulating an attack plan. Once he finds a way back to hell, his superiors will undoubtedly attempt to open a gate and bring another army to invade the County and then the Flanaess.

If the PCs ask for payment he simply states, "Isn't defeating this abomination enough payment for you?" If pushed he will state, "Perhaps I was mistaken in my

choice of individuals for this mission, you are welcome to leave." A Sense Motive check DC 15 will let the PCs know that he is not joking, nor does he intend on paying them a penny. If still pushed he will simply stand, open the door, and bid the PCs good day. The module is over, hand out the ARs.

If the PCs accept this mission, he will issue them a map of 3 known caves in the wooded area west of Arton in the Black Forest.

"I suggest you spend the evening with my good friend Ramar and his new formed tribe in Arton, he may be able to shed some light on which of these three caves the demon could reside. Don't worry; Ramar is expecting a band of adventurers by nightfall, so I suggest you get there before they lift the drawbridge. When you arrive you will be challenged, reply 'The Hunter has sent us.' This should grant you entrance into the village and the hospitality of the Split Axe Tribe, but you are welcome to proceed as you see fit."

As the PCs are departing Trenton will offer each PC a quiver of Cold Iron arrows to assist with defeating the demon and will apologize for not having more weapons to offer the PCs. If asked, Trenton will tell the party that he knows Ramar from years ago. They had a few adventures together and states that he is a fine honorable man and then he will usher them off.

As Trenton is closing the door to the street, he chuckles and says "When you see ole Ramar, ask him if he has skinned anything lately!" laughing, he slides the door shut.

The PCs will not be addressed again at this point; in fact, Trenton has left the building through a back entrance.

The PCs may choose to go to the caves first. If they do they have until the second dawn to investigate all 3 caves.

If the PCs investigate the caves, the rest of the module will proceed like this: (Encounter 5a or b) the 1st cave will be NPCs (depending on your roll) and the 2nd will be the demon. They can look at the third, but it will be empty. If they do decide to proceed with this course, when they finally move towards Arton they will be attacked on their way by the half-dragons in Encounter 4. When they get to the town, it will be destroyed and the half-orcs will not be interested in receiving any visitors.

To determine which encounter to move to when they investigate the caves roll your die as a GM to see which encounter the PCs have in their first cave. If the result is an odd number, move to encounter 5b otherwise go to encounter 5a.

Encounter Two

The town of Arton is nestled in a clearing just south of the Artonsomay River and east of the Black

Forest. *As you approach, you notice a 15' high wooden wall surrounding the village and around that, a trench lined with spikes. When you finally reach the gates, the sun is beginning to tickle the horizon. Sunset is very close, and there are two half-orc guards standing watch. Each mans his post atop two wooden towers that stand on either side of a drawbridge; their bows are drawn and aimed in your direction. On the tower to the east, a third half-orc pops up and barks in broken common "What business you have with da Split Axe?"*

When the PCs respond correctly with "The Hunter's have sent us," the half-orc will state that they are to wait there and not move. He will disappear behind the wall for several minutes. Point out to the PCs that the guards will not lay down their weapons and if yelled at they will not respond. If the PCs attempt to cross the drawbridge they will fire at the ground in front of them and yell. "Stop where you are." If the PCs fire back, allow the half-orcs one more shot before Ramar appears at the gates.

If the PCs attacked at any point read them the following;

A half-orc dressed in very fine clothing appears at the village gate and yells "HOLD YOUR FIRE! These are guests of mine!"

If the PCs continue to fight, close the drawbridge and pelt them with arrows until they withdraw or are defeated. Then proceed to Encounter 5 if they wish to continue to the demon's lair, if they wish to continue to assault the fort after their first defeat, ensure their death.

If the PCs did not make an aggressive move read or paraphrase the following.

A half-orc dressed in very fine clothing appears at the village gate raises his arms to the guards and motions them to lower their weapons.

Here Ramar will introduce himself to the PCs as the mayor of this fine village and welcome them. He will apologize for his guards stating that we can never be too careful, we have seen a few raids from up north and you are obviously not members of the tribe. Ramar will explain that an hour before sun down they challenge every individual who enters the village. This helps to ensure that when the drawbridge is lifted at night, the likelihood of being attacked from within decreases. He realizes the flaw in this logic but is more worried about giving the village a sense of security.

Ramar speaks in a very intelligent, clear and powerful voice (especially for a half-orc). As he is escorting the PCs into the village, he will point out different landmark points in the town, very proud of all of it, after all this was his creation. Outside the walls he will point out the spikes in the moat surrounding the village, inside the walls are cat walks which are patrolled by 2 half-orcs at all times. The village itself is organized into 3 sections. The outer section is the living quarters

for the villagers; the middle section is the merchants' section where you will find a blacksmith, the Stumble Inn, as well as various merchants. The inner section is Ramar's house, the Temple of Nazarn (Knowledge religion 25 to know Nazarn is the Half-Orc God of Formal and Public Combat).

When and if the PCs relay Trenton's message about skinning something, he will hang his head and say that this is not the time or place to talk about it.

As the PC's complete their tour of this new village:

Ramar turns to you, saying "And this is our final stop, my home, where I insist you join me for dinner." Not taking no for an answer, Ramar leads you into his home. In it, you find he has many fine furnishings, high ceilings, servants, art work hanging on the walls and to your surprise, all of it seems to be dust free. Through the main foyer, the home opens into a large room with the centerpiece being a large table with room for 16 large individuals to sit comfortably. Three of the seats are already filled by half-orcs. Ramar points to each individual and introduces them. "I would like for all of you to meet Gramal, the town shaman, Mandark, the town sheriff, and Tangor, the town blacksmith. Now please, please sit."

He will offer the PCs a fine dinner. When asked about the demon, he will state that he is familiar with the caves referenced on the map but knows nothing more than what Trenton said about the demon. Trenton sent him a note just yesterday telling him about it; in the same note it said to expect this band of adventurers and not to try to take out the demon as his patrols have enough to worry about.

Gramal is a very pleasant individual, though a little rough around the edges. He does recall that when they started construction of the village it always felt to him that something was watching from the trees. There were a few men that would show up from time to time asking what we were doing and why. They never stayed long and did not cause any problems, so he paid little attention to them.

Mandark, the local sheriff, is a very gruff individual, even for a half-orc. He does not speak common nearly as well as Gramal or Ramar, and has a wondering eye.

Mandark talks about how surprised he is that a bunch of his kind is not causing more problems than they are in a community setting such as this one. He attributes this to the ceremonial fights they have every Earthday evening. If asked about these fights, he says they should join them tonight for a first hand look.

With a Gather Information Check (DC 20) the PCs get the following information from Marduk:

- He recalls that a few nights ago some human adventurer came into town and got so drunk he had

to throw him in the drunk-tank. He was rattling off about how he lost his weapon to a cave, or something like that.

- He is not sure why they have a drunk-tank, as far as he is concerned, drunks should be left in the alley to soak in their own vomit, but Ramar insisted, so he abided.

When they are finished with the meal, Gramal ushers the local citizens (Mandark and Trangor) out of the home smiling and saying that he will see them tonight during the ceremony.

At this time, Ramar will turn and face the PCs:

With a very heavy look in his eyes, Ramar turns to you and says, "Some mistakes never die, how I do regret that day."

If the PCs ask him what he is referring to, he will continue, if not he will drop the subject completely. If they inquire further read the following

I was doing some adventuring up in Nyronnd, near the Gamboge when we ran across a cave, so I convinced my party to investigate. Well I found out it was inhabited by, or is inhabited by a dragon, a very power hungry dragon that is terrorizing the local gnome villages, kidnapping men, women and children alike. I later found out it she is known as the Green of the Gamboge, or as the locals called her, Sassy.

At this point, Gramal shakes his head and gets a very sullen look in his eyes, as if remembering a horrifying experience, while he is recalling the events that took place in Sassy's Lair.

If the PCs push for more information, continue, if not this dialog stops.

"We went into her lair and fought a horrific battle, I was knocked unconscious and when I awoke, she was still there, cursing the gnomes, swearing revenge upon all gnomes who walked Oerth. Apparently, someone before us had really pulled a number on her. So I sat, and I sat, for what seemed like days, not making a sound, trying to look as dead as I could until she finally left. I took this opportunity to escape, fleeing down a fissure in the rock." Looking at the ceiling, with a tear in his eye he exclaims, "Oh, how I wish I had taken a different path." Looking back at you he regains his composure, "Sorry, where was I, ah yes, down the fissure. Well when I tried to escape down this fissure, I came across a young dragon. I tried to sneak by it but slipped on the uneven ground and battle ensued. I was able to defeat the young one and something came over me," Shaking his head, he continues, "greed. I was not about to walk out of a dragon's lair with nothing to show for it, so I skinned it. O BOY was THAT ever a mistake!"

At this point Ramar drops his head with a mixed look of fear and shame in his eyes, and refuses to talk any further.

If the PCs push him for more details, the remainder of the story will require a Diplomacy check of 30 (the PCs can assist one another on this). If they succeed, read the following.

Just as I was finishing my task I heard, "You insignificant fool! You break into my liar, disrupting my peace, and kill my baby!!! You will die a slow painful death!" Without even looking over my shoulder, I ran down a corridor that was on the other side of the cavern. I ran for my life! As a fog of acid surrounded me, I heard "I will find you, and when I do, you will regret every second of your life!" That was the last time I ever went on an adventure. From that point on, I laid low in Radigast, hoping that I could avoid her wrath. But after the Countess had all her issues with the devils, I decided that I had to swallow my fear and help the County. I took a risk in founding this village you see before you. Now I fear my arrogance will come back and haunt my tribe.

If the PCs have played "Silence of the Gnomes" or "Gnome Way Out" (A Nyronnd Regional) they will know the Sassy is really out to kill the gnomes. To that end, she has destroyed several gnome villages around the Gamboge and she is now breeding an army of full dragons and half dragons.

At the conclusion of the meal Ramar tells the PC's he has arranged for them to stay in some quarters along the inner edge villager section. He will also invite them to attend the evenings sermon just outside the temple of Nazarn, in the roped off section.

If the PCs go to the Stumble Inn to try to get some information this is what they get:

Scook, the bar keep, knows nothing about any demon and has heard nothing in the bar. He is, however, more than willing to tell stories of his adventuring days making up long-winded stories about a simple mission defeating devils. He makes the devils sound vicious and mean and the adventure perilous, filled with danger at every corner. If PCs keep pushing, they find out that he faced imps, and fiendish rats, during his adventuring career. Even after the PCs discover this, he is still absolutely convinced they were the meanest ugliest things that ever walked Oerth. He will also talk about the only two half-orcs banished from the tribe.

Those 2 idiots, they really screwed up. You see we are bound never to discuss certain things and those two fools went against Ramal and did exactly that, talked about it. The punishment was swift. Ramal stripped them of their possessions and sent them away, heh, not before marking them though. Besides, they couldn't control themselves, even for us half-orcs they were reckless.

Any member of the tribe knows that the mark is the ultimate shame for speaking of the pact with the Countess. No one will talk about it, and if they do there are repercussions (reference Appendix 2). NO ONE in the module will reveal this information to the PCs.

For a Gather Information of 20 the PCs do find another individual who was drinking with this human that came into town. His name was Windell, and he recalls how the human kept complaining about how he had lost sword. He was quite down and DRUNK so a coherent story was almost impossible to get out of him.

Encounter Three

It is time for the ceremonial fights and you hear a commotion just outside. As the PC's move to investigate, they see a gathering crowd of tribesman. Hearing Gramal closing up the sermon, the crowd begins to roar. As the PC's wade their way through the crowd to gain a better vantage point, they realize that next to the Temple is a fighting arena. In the arena you see two half-orcs waging in bare-chested, unarmed combat. Shocked you stop. Ramar moves to stand next to the PC's, he turns to them and says, "Welcome, I am glad you came!"

At this point Ramar will walk up to the highest level non half-orc fighter in the party and ask if he/she would like to join the ceremony, if they say no, move to the next PC until you find one that will be willing to join. If there is not a PC willing to join in the fight, Ramar will be very disappointed and will not address the crowd shown in the box text below.

If asked Ramar will explain the Half-orc God Nazarn is the God of Public Combat and so the temple has this every Earthday. Ramar will say he is not necessarily a believer in Nazarn, but Ramar does enjoy the occasional fight, as long as it is organized and helps maintain the peace. He will also tell the fighter that it is a great honor to be allowed to fight in the ring and even a greater honor if that person is not a member of the tribe. He also asks the PC to tell his party members not to interfere. Remember the fight is still going on and the crowd is into the fight, there are cheers coming from the crowd from time to time when a solid blow connects.

At the end of a very even match both half-orcs walk towards Gramal and kneel on one knee bowing their heads. Gramal reaches out and touches each of their heads with his hands, mumbles some unheard words and then says "Rise my brave warriors." When the half-orcs stand, you realize that they seem to stand a little taller, a little straighter, and with a little less blood dripping from their wounds. When this obvious ceremonial ritual is complete, you turn to notice Ramar standing in the middle of the Ring shouting "My tribesmen!!! We are graced this evening with some warriors of the County. We shall show them the utmost respect and allow them to enter the ring to partake in our new-found customs."

The crowd seems bewildered by this, looking at each other in amazement and disgust, then from the crowd you hear, "Who will oppose them?"

Ramar replies, "ME!"

Ramar removes all of his equipment and instructs the PC to do the same. This fight will continue until one of the fighters, Ramar or the PC, is at ¼ hit points. At that time Gramal will step into to the ring, signifying the end of the combat. DO NOT ALLOW EITHER FIGHTER TO DROP BELOW 0 HIT POINTS. This fight is ceremonial and is not intended to kill or knock anyone unconscious.

Ramar will be the same level regardless of APL, see appendix for stats (Note: use unequipped stats). If the other PCs attempt to interfere in any way, spells or otherwise, have the crowd subdue their attempts by holding them back or interrupting their spells. When Gramal steps into the ring, Ramar immediately stops fighting and bows his head to the PC. Ramar then takes the arm of the PC and gently nudges him toward Gramal and kneels. If the PC kneels, Gramal will touch the head of both and fully heal both members. At this point Gramal will say, "Rise my brave warriors." If the PC bows and his party members did not attempt to assist in the battle, or were unsuccessful in their attempt, Ramar will turn to the PC and say "Welcome to the tribe." If the PC does not kneel, Gramal only heals Ramar, the crowd turns their back on the PC to return the disrespect the PC has shown them. This happens until the PC leaves the ring and the next fight begins. At the end of the fight allow the PC to re-equip as well as Ramar before proceeding to Encounter 4.

Once this is over, move to Encounter 4, if the PCs attempted to gather information, they were very hard pressed to talk to anyone as they are focused on the fights. They are not able to find out anything about the Demon, or the men that Mandark mentioned.

Encounter Four

As the village is enthralled with the fights, there are 2-3 green dragons circling over head. Spot check at 35 to see the flight of the dragon, as their height makes them near impossible to see and after one solid run movement they are upon the village.

One Old will land first on point A (indicated on your map) and will address the crowd.

Standing there before the very village that has just opened up its hospitality to you is a huge dragon. The sunlight plays with the soft sparkle of dark green on much darker green. The age this thing possesses must be tremendous for the colors to be so rich and deeply hued. It stands nearly 25 feet tall and has an air about it that makes many of the villagers shake and run. He grins and states, "Gruuntar, I am here for nothing less than your life!!!"

A loud roar erupts from the beast's belly and the PCs should now make a Will save of 27 or flee (Frightful presence).

Allow the PCs to react as they choose, but this is not the dragon they are supposed to fight. Allowing the PCs to roll initiative makes them believe this IS their fight. Allow the PCs to discuss their tactics and what they intend to do as you gather their initiatives. The PCs will more than likely flee. Read this before their 1st initiative.

The dragon let's out another mighty roar and the crowd scatters. Ramar immediately charges the dragon and lands a solid blow as a green mist envelops him and numerous tribesmen, 3 of which fall to the ground, flesh melting from their bones. Coalescing above the dragon you see a spark of light. As the light grows, you realize it is fire and a mighty column of fire comes crashing down all around the dragon. Then, in the distance, you hear FIRE AT WILL. Within seconds you see 15 arrows come from somewhere beyond your sight and strike the dragon. The dragon let's out a hideous laughter, "Is that all you can muster Ramar!" Stepping back, you find yourself in an alley.

As they make their way to their respective hiding places ask the ones that may have made their will saves if they wish to split the party. Encourage them to flee to an area well away from the Old Dragon's fight. Their fight has not revealed itself yet. Allow the PCs to flee where they choose. Once there, allow them to talk for one round then read the following:

As the fight rages all around this tiny village, calmness finally fills the area and fear vanishes. It is but short lived when a deep-menacing laughter pierces the chaos. In the darkness a set of green eyes, with a tint of poisonous yellow can be seen. Sound emits from under those eyes, a horrible strange laughter that sounds like gases escaping the fissure of a volcano. The eyes lunge forward followed by a mass of shiny, slimy, green scales.

The PCs are not surprised as the half dragon has spent his surprise round laughing at the PCs.

If the party does not kill the dragon and it attempts to flee, the village guards will take a few pot shots during its escape. There will be 5 guards attempting the shot, each with 1 + 5 1d8 longbow shot.

APL 2 (EL 4)

👉 ½ Green Dragon Ape: hp 37; see Appendix One

APL 4 (EL 6)

👉 ½ Green Dragon Bear: hp 63; see Appendix One

APL 6 (EL 8)

👉 ½ Green Dragon Rhinoceros, Advanced: hp 110; see Appendix One

APL 8 (EL 10)

👉 Legendary ½ Green Dragon Ape, Advanced: hp 132; see Appendix One

APL 10 (EL 12)

👉 Legendary ½ Green Dragon Tiger: hp 345; see Appendix One

APL 12 (EL 14)

👉 Legendary ½ Green Dragon Tiger, Advanced: hp 369; see Appendix One

The hybrid is defeated just in time to hear a deafening roar, followed by a thunderous crash as the Old Dragon falls from the sky, its limp body disintegrating the Temple of Nazarn, showering rubble all through the courtyard. You look around to assess the damage and notice half-orcs cowering behind buildings and half the village dead. Their bodies scattered all throughout the village including that of Ramar. Gramal slowly lifts Ramar's body and carries him into his home tears clearly visible on his face.

Gramal intends on performing a Raise Dead. If the PCs offer their assistance, Gramal turns to them and says.

"Ramar knew the risks of showing himself after incurring the wrath of that b....." Gramal stops himself short as an untold anger rages in his eyes. Yet, he gathers himself and continues, "Don't you worry about Ramar, I will tend to him. You, on the other hand, have fought valiantly today, but you still have a job to do. Get your rest, you will need it."

If the PCs choose to help the village by removing the bodies, their help is more than welcome. However, after an hour of assistance Gramal, himself, will tell the PCs that the village can handle this, you have a mission and ushers them to their quarters.

Encounter Five

If the PCs set up a watch, they will be aware of Gramal's approach otherwise, they will be startled by a knock at their door.

The door to the yurt opens and it is Gramal that enters. It is obvious he has been working all night, without rest. His clothes are stained with the blood of his fallen tribesmen and his eyes are heavy; it is difficult to discern if it is because of the lack of a sleep or the weight on his heart. He speaks in a tired tone, "I have arranged for a parting meal at what is left of the Stumble Inn. The village is almost an entire loss and it is going to take us weeks, if not months, to get a viable community started again. I have ordered that the drawbridge remain closed unless it is a tribesman or.....you.....stand at the gates. Here is a writ signed by me that will allow

passage into our village any time you wish. I, that is, we are forever grateful. If we had to deal with another beast the village would have surely been a total loss."

If the PCs inquire about Ramar, Gramal says he has means to return him to life, Ramar will be up and about the village again in about a week.

As the PCs make their way to the Stumble Inn, they will see that what Gramal said was exactly right. It is obvious the battle took place in the middle of town, as there is a stench of chlorine that emanates from that area. The PCs know that is from the dragon's breath weapon. 40 percent of all of the buildings have been completely destroyed, the Nazarn temple is flattened, Ramar's roof is all but gone, and the front half of the Stumble Inn looks as if a hand had come down and removed the front wall. There is a crowd of about 27 half-orcs gathered in front of the Stumble Inn awaiting their arrival.

As you approach the Stumble Inn, the crowd of half-orcs parts before you. Passing the crowd Scook stands there with bandages around his left leg and chest and yet he has a smile on his face. He looks on with a fire in his eyes and says, "I have a very special meal prepared this morning." He swings his arm to one side pointing to a table that is formally set. Scook steps into the back room and returns with the meal. He walks to each in turn and proudly places a slab of meat on each of the plates then says, "To the victor goes the spoils." The crowd gathered outside begins clapping.

When the PCs inquire as to what they are eating, it is the heart of the dragon they had slain. The PCs can refuse the meal. Scook will be offended if they do but will get them anything they wish. However, his storeroom was destroyed in the battle, and he will not be able to get their first two requests, telling them "Destroyed" or "Ruined."

When the PCs finish their meal, Gramal will make his way through the crowd and tell the PCs that it is time for their journey to continue. He knows Trenton well and is aware that Trenton will be expecting them back soon. He will also mention a band of people that seem to have slipped through their patrols and asks the PCs to keep an eye out for them as their resources are all but decimated.

Leaving what is left of the village, Gramal comes running up, "Friends! Friends! I have just received word." When he catches up, "A patrol reported that a band of people crossed the Artonsamay River last night from the Bandit Kingdoms. Who knows what they are up to or why they are here? Whatever it is I am sure it isn't good. Keep an eye out for 'em, please."

Here, roll your die as a GM to see which encounter the PCs have at their first cave. If the result is an odd number, move to encounter 5b otherwise move to encounter 5a.

Encounter Five A

The travel time from Arton to the cave mouth of their choosing is approximately 4 hours through dense forest.

When the PCs are traversing this, have them roll spot checks (DC 25), if they succeed on the check, they will notice deer and such scampering away from their path. As the PCs approach the cave, they will see a few broken weapons scattered all around the mouth of the cave, which is about 10 foot tall and 15 foot wide. If they try to stay outside the cave to watch for activity they will not see any and will not for many days.

A track check of 20 reveals humanoid footprints outside the cave. They will not be able to tell how many due to the amount of the traffic in and out of the cave, though the newest are only a few hours old. If they try to salvage the weapons they will not find any that are viable.

As the PCs enter the cave, it begins to narrow approximately 40 ft into it and weapons still litter the floor, one about every 25 feet or so. At 75 feet the opening narrows to 5 foot wide. At 100 feet, there are torches lining the walls, ever burning torches, placed every 40 feet. They proceed another 300 ft before they come to the first room.

Upon entering the first room of the cave, it is eerily silent. A heartbeat sounds like it surely must be a drummer's cadence, pounding down the cave walls. Looking on one can see strewn about the floor are a Bampton's Fair worth of unusable and broken weapons.

APL 2 (EL 4)

➤ 2nd lvl Fallen Paladins (2): hp 20, see Appendix One

APL 4 (EL 6)

➤ 2nd lvl Fallen Paladins (2): hp 20, see Appendix One

➤ 2nd lvl Barbarian: hp 23, see Appendix One

➤ 2nd lvl Sorcerer: hp 12, see Appendix One

APL 6 (EL 8)

➤ 4th lvl Fallen Paladins (2): hp 36, see Appendix One

➤ 4th lvl Barbarian: hp 45, see Appendix One

➤ 4th lvl Sorcerer: hp 20, see Appendix One

APL 8 (EL 10)

➤ 6th lvl Fallen Paladins(2): hp 51, see Appendix One

➤ 6th lvl Barbarian: hp 65, see Appendix One

➤ 6th lvl Sorcerer: hp 28, see Appendix One

APL 10 (EL 12)

➤ 8th lvl Blackguards (2): hp 75, see Appendix One

➤ 8th lvl Barbarian: hp 85, see Appendix One

➤ 8th lvl Sorcerer: hp 36, see Appendix One

APL 12 (EL 14)

➤ 10th lvl Blackguards (2): hp 93, see Appendix One

➤ 10th lvl Barbarian: hp 105, see Appendix One

➤ 10th lvl Sorcerer: hp 47, see Appendix One

Tactics: If the NPCs have surprise, they will be waiting at the mouth of the entrance to the cavern. When the first PC enters they will attempt to sunder their weapons. If neither has surprise, the NPCs will be moving toward the opening when the PCs arrive. In combat, the NPCs will try to sunder all of the fighter's weapons, then the archer's bows. After sundering their weapons, the NPCs will attempt to defeat the spell casters, fighters, and then archers, in that order. At higher APLs the Sorcerer will attempt to render some party members helpless.

Allow the PCs to loot the NPC's bodies; they will be able to use their equipment for the last encounter with the demon. They will also be able to find, with a search check of 25 (-1 DC per minute searched), a short bow, a long sword, a rapier and a great axe that are still usable.

Regardless of which cave they choose to investigate, move to Encounter 6.

Encounter Five B

The travel time from Arton to the cave mouth of their choosing is approximately 4 hours through dense forest.

When the PCs are traversing this, have them roll spot checks (DC 25), if they succeed in the check, they will notice deer and such scampering away from their path. As the PCs approach the cave, they will see a few carcasses of woodland animals scattered all around the mouth of the cave, which is about 10 foot tall and 15 foot wide. If they try to stay outside the cave to watch for activity they will not see any as the half-orcs inside have the food they need for many days to come.

Inside the cave, it travels approximately 100 feet down before it opens up into a cavernous room that the 2 banished half-orcs call home. When the PCs arrive, the 2 half-orcs will greet them in Orcish. Make certain to play the PC's move silent and hide checks against the NPC's spots and listens.

What are you doing in my home? Here to raid us, take our food? I know, Ramar sent you didn't he? Well that was one mission you should have left for someone else!

APL 2 (EL4)

➤ Ftr1/Bbn1 (2): hp 22, see Appendix One

APL4 (EL6)

➤ Ftr2/Bbn2 (2): hp 39, see Appendix One

APL6 (EL8)

➤ Ftr4/Bbn2 (2): hp 57, see Appendix One

APL8(EL10)

➤ Ftr2/Bbn2/Frenzied Berserker 2 (2): hp 73, see Appendix One

APL10(EL12)

➤ Ftr2/Bbn2/Frenzied Berserker 4 (2): hp 91, see Appendix One

APL12(EL14)

➤ Ftr2/Bbn2/Frenzied Berserker 6 (2): hp 108, see Appendix One

Tactics: The NPCs will immediately enter a rage and at higher levels a frenzy, note these 2 effects stack. They will move to attack.

Upon defeating the half-orcs, the party will not find anything of value, other than what the NPCs carried. The one thing they will find is on the walls, written in blood, the words "**Ramar will die**" written in common over and over and over again. It is obvious these two were hell bent on destroying Ramar.

Regardless of which cave they choose to investigate, move to Encounter 6.

Encounter Six

The 2nd cave is situated near the bottom of a small ravine. The cave mouth is jagged, and difficult to get to, Balance checks of DC 15 are required when make the way down to the bottom, the loose rocks and uneven surfaces make it difficult to traverse. The cave mouth is a 5ft by 10ft opening and winds back 100s of feet before it reaches the chamber of the demon. Every now and again the cave will open up into a room, if you as the GM have time, you can use this to "waste time," and let the PCs move in tactically if they choose. If you are running short have them proceed down the cave about 900 feet where the come to a bend in the cave. At the other end of that bend is their prey. If the PCs made their move silent/hide rolls against the demon, they will not be surprised.

As the PCs enter the cave, they are overwhelmed by the stench coming from this room. The only light being shed in the room is that which they brought with them.

"Entering the demon's chamber, noxious fumes seem to seep into every pour. Acidic mists assaults the senses and out of the translucent fog comes a gravelly voice. "So, you are here to fetch me back to Ventnor are you?" A hideous laughter ensues, "Well

today you will not be so lucky, for it's your last on this Oerth."

APL2 (EL 2)

➤ **Quasit:** hp 13; see *Monster Manual* page 46

APL4 (EL4)

➤ **Quasits (2):** hp 13; see *Monster Manual* page 46

APL6 (EL6)

➤ **Babau:** hp 66; see *Monster Manual* page 40

APL8 (EL 8)

➤ **Babau (2):** hp 66; see *Monster Manual* page 40

APL 10 (EL 10)

➤ **Bebilith:** hp 150; see *Monster Manual* page 42

APL 12 (EL 12)

➤ **Vrock (3):** hp 115, 114, 112; see *Monster Manual* page 48

Upon defeating the Demon(s), the PCs can perform a search check of 20 to find a parchment written on human flesh with blood, the language is Draconic. If the language is not spoken by the PCs, Trenton will inform them of its contents when they deliver it to him. It depicts an invasion strategy that would start at Bampton and sweep across the County. It has a VERY accurate count of the number of citizens in the County, as well as a detailed list of possible threats to the invasion. This includes the Demon Hunters, the Countess, herself, Nimar, Lord Duncombe, and the list goes on and on. Much to their surprise all of their names are on the list. It also includes several names they recognize as adventurers they traveled with in the past. It also gives weak points to many of the strongholds within the County. This list is quite impressive, some of the best intelligence these PCs have ever seen assembled. It also mentions that they may be able to gather a few allies in the Bandit Kingdoms, these details are not mentioned.

If the PCs investigate the 3rd cave it will be empty.

If the PCs did not assist in the defense of Arton, move to Encounter 7, regardless of where they are going (Arton or back to DHOTC)

If the PCs helped defend Arton, move to Conclusion A.

Encounter Seven

Moving through the thick undergrowth of the forest, someone or something is watching, always. Continuing to move onwards, that feeling of being watched still permeates all around you. Staring off into the distance, and shielding the sun seems to help little or not at all until that last moment, turning to see a nightmarish creature with a green-

scales, seemingly slimed covered, hulking towards you at an alarming rate.

Start this encounter at the appropriate distance and roll the half dragons hide/move silent check vs. the PCs listen and spot checks. Subtract the hide from the spot/listen from the move silent, divide this by 2 and multiply it by 10, this is the distance the creature is from the PCs at the start of the surprise round. Remember, at APL 10 and 12 the tiger gets a +16 in addition to its original skill on its hide check when in this environment. The creature will not get surprise; unless the spot and listen checks allow the creature to be within 30 ft. then the half dragon does get surprise. If the number is below 30, assume the Half-Dragon starts 30ft. away.

APL 2 (EL 4)

➤ $\frac{1}{2}$ **Green Dragon Ape:** hp 37; see Appendix One

APL 4 (EL 6)

➤ $\frac{1}{2}$ **Green Dragon Bear:** hp 63; see Appendix One

APL 6 (EL 8)

➤ $\frac{1}{2}$ **Green Dragon Rhinoceros, Advanced:** hp 110; see Appendix One

APL 8 (EL 10)

➤ **Legendary $\frac{1}{2}$ Green Dragon Ape, Advanced:** hp 132; see Appendix One

APL 10 (EL 12)

➤ **Legendary $\frac{1}{2}$ Green Dragon Tiger:** hp 345; see Appendix One

APL 12 (EL 14)

➤ **Legendary $\frac{1}{2}$ Green Dragon Tiger, Advanced:** hp 369; see Appendix One

Knowledge Nyronnd Meta-Region DC 15 to know that this is the first green half-dragon ever encountered in the County and that green half-dragons have been encountered in Nyronnd.

If the PCs are heading towards Arton move to encounter 7a

If the PCs are heading toward DHOTC move to Conclusion B

Encounter Seven A

Since the PCs chose this path, the village of Arton has already been attack by the Green Dragon and is almost destroyed. Half-orcs are scrambling around try to shore up walls build shelter etc.

Approaching what must have been the village of Arton, you are struck by the amount of sheer damage the place has sustained. Half-orcs are running around trying to shore up sections of a 15 ft

high wooden wall that seem to have melted. As you get closer, you see what once was a drawbridge that has been destroyed and the people are traversing a trench via make shift planks. Looking into the village there is a green mound of glinting scales, then it all becomes clear, this place was attacked by a Green Dragon.

When the PCs approach the village, they will be challenged by half-orcs, asking them to state their business. When they mention the Hunters, one of the guards will rush into the village to get Gramal (note: this is the town cleric/shaman, not the leader). Gramal will explain to the PCs what happened, and regretfully tell them that the village is far too busy with repairs to accept any guests at this time. If any of the party is a member of the "Split Axe Orc Tribe," Gramal will address them by name and ask them to assist in the repairs of their village. If a PC offers to help, Gramal will accept their help, but insist on only labor, not cash contributions.

Move to Conclusion C.

Conclusion A

When the PCs return to Trenton, he will be VERY pleased with the results.

"This is wonderful news!!! The Countess can use this information to assist in her rebuilding efforts. She will be able to concentrate her efforts on what this report shows as our weakest areas, which will help in the defense of the County for years to come. I also caught word that Ramar died while you were in the village. I received a message that instructed me to tell you he was up and already working hard on rebuilding his village and is grateful for all assistance.

If the PCs lost some weapons during the fight with the Blackguard, read them the following:

"I see that you have lost some weapons. I had information that this could have occurred but without further investigation could not rely on that information. Knowing how fighters have their affinity for their weapons, I can see how the loss is great to some. Regardless, I know how much they mean. Given the favor done for me, I will offer some compensation. If you are willing to donate some time with my cause and me, I will pull some strings and get your weapons replaced, deal?"

This is based on market value of the weapon, TUs required for replacement, this is based on the amount of time it takes to make the weapon. The weapon HAS TO HAVE the same abilities as the weapon that was destroyed. If the PCs would like to get a weaker weapon (if they had a +1 holy, flame burst long sword and would like to get a +1 holy or a +1 flame burst or a +1 flaming, they can make that choice), Trenton will allow it. The TUs required are:

+1 Weapon 1 TU

+2 Weapon 2 TUs

+3 Weapon 4 TUs

+4 weapon 6 TUs

Note: If the PC is out of region, the TUs ARE NOT doubled

If a PC lost a bonded weapon(s) read this.

Trenton looks on with regret in his eyes and says, "I am sorry, but the weapon you had was a unique item and I do not have the power to create such a weapon. If you are willing to donate time to my cause, perhaps I can get you another weapon. I know it is not what once was, however, I feel strongly about making amends for the kindness showed me earlier.

Here is what will be offered by APL, the PC can choose to have any legal enhancement from the light and medium table listed in the DMG:

APL2:

1 TU and the PC can have a +1 Weapon

APL 4&6

2 TUs and the PC can have a +2 weapon

APL 8&10

4 TUs and the PC can have a +3 weapon

APL 12

6 TUs and the PC can have a +4 weapon

Note: If the PC is out of region, the TUs ARE NOT doubled

Note: If the bonded weapon's market value was below what is offered, they will get a weapon equal to its enhancement bonus. For example at APL 8 a player had a +2 Sword of the Rogue, they will receive a +2 market value weapon of their choice.

"If I can help in the future, I will do all that is within my power. May the sun always shine brightly before you, and favorable winds pursue your back."

The PCs gained favors from the Orc tribe, as well as the DHOTC.

Conclusion B

When the PCs return to DHOTC, he is obviously saddened by something. His head hangs low as the PCs enter his office.

Looking up from his desk, Trenton appears to be a different person from when you last left him. It is obvious to anyone with eyes that his is deeply saddened by something. As his eyes meet yours, a flash of anger crosses his face, "YOU! It's YOUR

fault Ramar is dead. I hold you personally responsible for my friend's death. I suggest you leave anything you found with the demon and leave, NOW!"

Trenton will not listen to anything the PCs have to say and they are escorted out of his office, end of the module. The PC did not gain any favors from any meta-org this module.

Conclusion C

When the PCs return to Trenton, he will be pleased with the results, but wishes the PCs had helped Ramar, and is not as eager to help them and will not replace the PCs weapons, but will still get them the DHOTC favor.

"This is wonderful news!!! The Countess can use this information to assist in her rebuilding efforts. She will be able to concentrate her efforts on what this report shows as our weakest areas, which will help in the defense of the County for years to come. I also caught word that Ramar died before you arrived to the village. If only time had been longer, or one's journey quicker, perhaps he would not have died. Alas, he made a foolish mistake, and paid for it with his life. But I am sure Gramal will take care of him, and if he doesn't. I will."

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 Four

Defeat the mean green thing.

APL2 120xp; APL4 180xp; APL6 240xp;

APL8 300xp; APL10 360xp; APL12 420xp;

Encounter Five (a or b)

Defeat what lurks in the cave.

APL2 120xp; APL4 180xp; APL6 240xp;

APL8 300xp; APL10 360xp; APL12 420xp;

Encounter Seven

Defeat the demon.

APL2 60xp; APL4 120xp; APL6 180xp;

APL8 240xp; APL10 300xp; APL12 360xp;

Story Award

Fought Rimar without causing an incident

APL2 45xp; APL4 67xp; APL6 90xp;

APL8 112xp; APL10 135xp; APL12 157xp

Discretionary roleplaying award

APL2 45xp; APL4 68xp; APL6 90xp;

APL8 113xp; APL10 135xp; APL12 158

Total possible experience:

APL2 450xp; APL4 675xp; APL6 900xp;

APL8 1,125xp; APL10 1,350xp; APL12 1,575xp

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.

Adventure Maximums

APL2 450gp; APL4 650gp; APL6 900gp;

APL8 1,300gp; APL10 2,300gp; APL12 3,300gp

Special

Honorary member of the Split Axe tribe: The PC has engaged in ritual combat with Ramar and has earned the respect of the entire tribe. This honor lasts for one calendar year from the date on this AR.

Thanks of the DHOTC: As thanks for your help and to repay you for your lost weapon, Trenton of the DHOTC has offered to replace it with a weapon of equal or lesser value. The abilities must be the same as the original weapon. In return he ask that while you are waiting you help the order. Mark off a number of TU as described below.

1 TU for a +1 Weapon

2 TU for a +2 Weapon

4 TU for a +3 Weapon

6 TU for a +4 Weapon

8 TU for a +5 Weapon

The weapon HAS TO HAVE the same abilities as the weapon that was destroyed. If the PCs would like to get a weaker weapon (if they had a +1 holy, flame burst long sword and would like to get a +1 holy or a +1 flame burst they can make that choice), Trenton will allow it.

Appendix One: Stat Blocks

Tactics: Ramar will not grapple the PC, he will stand toe to toe and use his power attack feat for 3. As soon as the PC reaches ¼ HP he will stop throwing punches even if during a full attack action. Have Gramal step into the ring immediately following this, not allowing the PC to have his next action. If Ramar reaches ¼ or falls (he will NOT die during this encounter) have Gramal step in and give him a cure spell then proceeds as depicted in the text.

Ramar, Tribal Leader: Monk 11, Aristocrat 2, CR 13, medium humanoid (Half-orc) HD 13D8 hp 68, Init + 5 spd 60 ft AC 23 touch 21 Flat Footed 23 Base atk +9 Grp + 18, Atk Melee + 13 or +11 ranged, Full attack +13/+13/+13/+8 (Unarmed Strike, flurry of blows 1d10+4) or +10 ranged (1d8 19-20) AL LN; SV Fort +11 Ref + 12 Will +18; Str 18 Dex 12 Int 12 Wis 19 Con 12 Cha 14

Skills and Feats: Diplomacy +22, Sense Motive +22, Tumble +15, Move Silent +15, Bluff +9, Knowledge religion +5; Flurry of Blows, Unarmed Strike, Improved Evasion, Ki Strike (Lawful, Magic), Purity of Body, Wholeness of body, Diamond body, Greater Flurry, Improved Grapple, Combat Reflexes, Improved Trip, Power Attack, Improved Init, Leadership, Dodge, Negotiator

Equipment: + 4 vest of resistance, + 4 Belt of Giant Strength, , Periapt of Wisdom +4, +1 Large steel shield-Animated

Unequipped stats:

Monk 11, Aristocrat 2, CR 13, medium humanoid (Half-orc) HD 13D8 hp 68, Init + 5, spd 60 ft AC 18 touch 18 Flat Footed 16 Base atk +9 Grp + 15, Atk Melee + 11 or +10 ranged, Full attack +11/+11/+11/+6 (Unarmed Strike, flurry of blows) 1d10+3 AL LN SV Fort +8 Ref + 9 Will +12; Str 14 Dex 12 Int 12 Wis 15 Con 10 Cha 14

Encounter 4

APL 2

½ Green Dragon Ape: CR 4: Large Dragon HD: 4d10+11; hp 37; Init: +2 Spd 30 ft, Fly 60ft (average); AC 18, touch 11, flat-footed 16 [-1 size, +2 Dex, +7 Natural], BAB/Grapple +3/+16, Atk +11 melee (1d6+9, claw); Full Atk: +11 melee (1d6+9, 2 claws) and +6 melee (1d8+2, bite); Space/Reach 10ft/10ft; SA Breath

Weapon; SQ Immunity Acid, low-light vision, scent AL: LE; SV Fort +7, Ref +6, Will +2; Str 29, Dex 15, Con 16, Int 4, Wis 12, Cha 9

Skills and Feats: Climb +14, Listen +6, Spot +6, Hide +6, Move Silent +6.

+8 racial bonus to on Climb checks and can always choose to take 10 even if hurried or threatened.

Language: Draconic and Common

Breath Weapon (Ex): 30 ft cone of corrosive (acid) gas which is useable every 1d4 rounds. It deals 6d8 points of damage, reflex save (DC 13) for half.

APL4

½ Green Dragon Bear, Brown: CR 6: Large Dragon HD: 6d10+30; hp 63; Init: +1 Spd 40 ft., Fly 80ft. (average); AC 19, touch 10, flat-footed 18 [-1 size, +1 Dex, +9 Natural], BAB/Grapple +4/+20, Atk +15 melee (1d8+12, claw); Full Atk: +15 melee (1d8+12, 2 claws) and +11 melee (2d4+4, bite); Space/Reach 10ft/5ft; SA Breath Weapon, Improved Grab; SQ Immunity Acid, low-light vision, scent; AL: LE; SV Fort +10, Ref +6, Will +3; Str 35, Dex 13, Con 21, Int 4, Wis 12, Cha 8

Skills and Feats: Listen +4, Spot +7, Hide +9, Move Silent +9, Bluff +7; Endurance, Run, Track

Language: Draconic and Common

Breath Weapon (Ex): 30 ft cone of corrosive (acid) gas which is useable every 1d4 rounds. It deals 6d8 points of damage, reflex save (DC 18) for half.

APL6

½ Green Dragon Rhinoceros, Advanced: CR 8: Large Dragon; HD: 10d10+60; hp 110; Init: +0; Spd 30 ft., Fly 60ft. (average); AC 20, touch 9, flat-footed 20 [-1 size, +11 Natural], BAB/Grapple +8/+22, Atk +19 melee (2d6+16, gore); Full attack: +19 melee (2d6+16, gore) and +14 melee (1d8+4, bite); Space/Reach 10ft/5ft; SA Breath Weapon, Powerful Charge; SQ Immunity Acid, low-light vision; AL: LE; SV Fort +13, Ref +6, Will +3; Str 34, Dex 10, Con 23, Int 4, Wis 13, Cha 4

Skills and Feats: Listen +14, Spot +3, Hide +13, Move Silent +13, Bluff +13, Jump 10, Alertness, Endurance, Improved Natural Attack (gore)

Language: Draconic and Common

Breath Weapon (Ex): 30 ft cone of corrosive (acid) gas which is useable every 1d4 rounds. It deals 6d8 points of damage, reflex save (DC 21) for half.

Powerful Charge (Ex): A rhinoceros deals 4d6+24 points of damage when it makes a charge.

APL8

Legendary ½ Green Dragon Ape, Advanced: CR 10: Large Dragon; HD: 13d10+42; hp 132; Init: +0; Spd 40 ft, Fly 80ft (average); AC 22, touch 12, flat-footed 19 [-1 size, +11 Natural], BAB/Grapple +9/+27, Atk: +23 Melee (1d8+14, claw); Full Atk: +23 melee (1d8+14, 2 claws) and +18 melee (2d6+7, bite); Space/Reach 10ft/5ft; SA Breath Weapon, Rend 2d8+15; SQ Immunity Acid, low-light vision; AL: LE; SV Fort +12, Ref +11, Will +7; Str 38, Dex 16, Con 16, Int 4, Wis 16 Cha 12

Skills and Feats: Listen +14, Spot +3, Hide +16, Move Silent +16, Bluff +16, Jump 13; Alertness, Endurance,

Language: Draconic and Common

Breath Weapon (Ex): 30 ft cone of corrosive (acid) gas which is useable every 1d4 rounds. It deals 6d8 points of damage, reflex save (DC 19) for half.

Rend (Ex): When the Advanced Legendary ½ Green Dragon Ape successfully hits a PC with both claws in one round it automatically rends deal 2d8+15

APL10

Legendary ½ Green Dragon Tiger: CR 12: Large Dragon; HD: 26d10+202; hp 345; Init: +4; Spd 50 ft, Fly 100ft (average); AC 27, touch 13, flat-footed 23 [-1 size,+4 Dex, +14 Natural], BAB/Grapple +18/+33, Atk +33 melee (2d6+15, claw); Full Atk: +33 melee (2d6+15, 2 claws) and +28 melee (2d8+ 7, bite); Space/Reach 10ft/5ft; SA Breath Weapon, Improved Grab, pounce, rake 2d6+7; SQ Immunity Acid, scent, low-light vision; AL: LE; SV Fort +23, Ref +19, Will +10; Str 40, Dex 18, Con 26, Int 4, Wis 14, Cha 12

Skills: Listen +5, Spot +25, Hide +25, Move Silent +25, Bluff +8, Jump +15; Alertness, Endurance

Language: Draconic and Common

Breath Weapon (Ex): 30 ft cone of corrosive (acid) gas which is useable every 1d4 rounds. It deals 6d8 points of damage, reflex save (DC 31) for half.

Pounce (Ex): If the tiger leaps on a foe during the first round of Combat, it can make a full attack even if it has already taken a move action

Improved Grab (Ex): To use this ability, the tiger must have first hit with the bite attack. If it succeeds, it has grabbed its prey and can rake.

Rake (Ex): A tiger can make 2 attacks (+33 Melee) against a held creature with its hind legs for 2d6+7 point of damage each. If the tiger pounces, it can also rake

Skills: A legendary tiger receives +8 on both hide and move silent checks. In areas of tall grass or heavy undergrowth, the hide bonus improves to +16

APL12

Legendary ½ Green Dragon Tiger, Advanced: CR 12: Large Dragon; HD: 30d10+202; hp 369; Init: +4; Spd 50 ft, Fly 100ft (average); AC 28, touch 13, flat-footed 23 [-1 size, +4 Dex, +15 Natural], BAB/Grapple +18/+33, Atk +33 melee (2d6+15, claw); Full Atk: +33 Melee (2d6+15, 2 claws) and +28 (2d8+ 7, bite); Space/Reach 10ft/5ft; SA Breath Weapon, Improved Grab, pounce, rake 2d6+7; SQ Immunity Acid, scent, low-light vision; AL: LE; SV Fort +23, Ref +19, Will +10; Str 40, Dex 18, Con 26, Int 4, Wis 14, Cha 12

Skills and Feats: Listen +5, Spot +25, Hide +25, Move Silent +25, Bluff +8, Jump +15; Improved Natural Armor, Alertness, Endurance

Language: Draconic and Common

Breath Weapon (Ex): 30 ft cone of corrosive (acid) gas which is useable every 1d4 rounds. It deals 6d8 points of damage, reflex save (DC 31) for half.

Pounce (Ex): If the tiger leaps on a foe during the first round of Combat, it can make a full attack even if it has already taken a move action

Improved Grab (Ex): To use this ability, the tiger must have first hit with the bite attack. If it succeeds, it has grabbed it's prey and can rake.

Rake (Ex): A tiger can make 2 attacks (+33 Melee) against a held creature with it's hind legs for 2d6+7 point of damage each. If the tiger pounces, it can also rake

Skills: A legendary tiger receives +8 on both hide and move silent checks. *In areas of tall grass or heavy undergrowth, the hide bonus improves to +16

Encounter 5a

APL 2

Fallen Paladin: M Hum PAL 2 ; CR 2; Medium Humanoid; HD 2d10+4, hp 20; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18; BAB/Grp: +2/+4; Atk: +5 melee (2d6+2/19-20, greatsword) or +4 melee (1d4+2/19-20, dagger); AL LE; SV Fort +6, Ref +2, Will +2; Str 15, Dex 12, Con 15, Int 8, Wis 13, Cha 11.

Skills and Feats: Knowledge Religion +4, Sense Motive +6; Power Attack, Improved Sunder

Equipment: Full Plate, Masterwork Great Sword, Dagger

Tactics: NPC will ALWAYS attempt to sunder the fighter weapons in combat. Remember that Improved Sunder gives the NPCs +4 on their opposed rolls and +4 due to a 2-handed weapon. Weapon enhancements DO NOT add to a weapon's hp. (Reference PHB pg. 158, 96 & DMG pg. 222)

APL 4

Fallen Paladin: M Human PAL2 ; CR 2; Medium Humanoid; HD 2d10+4, hp 20; Init +1; Spd 20 ft., AC 19 (touch 11, flat-footed 18); BAB/Grp: +2/+4; Atk: +5 melee (2d6+2/19-20, greatsword) or +4 melee (1d4+2, dagger); AL LE; SV Fort +6, Ref +2, Will +2; Str 15, Dex 12, Con 15, Int 8, Wis 13, Cha 11.

Skills and Feats: Knowledge Religion +4, Sense Motive +6; Power Attack, Improved Sunder

Equipment: Full Plate, Masterwork Great Sword, Dagger

Tactics: NPC will ALWAYS attempt to sunder the fighter weapons in combat. Remember that Improved Sunder gives the NPCs +4 on their opposed rolls and +4 due to a 2-handed weapon. Weapon enhancements DO NOT add to a weapon's hp. (Reference PHB pg. 158, 96 & DMG pg. 222)

Barbarian: M Human Bbn2; CR 2; Medium Humanoid; HD 2d12+4, hp 23; init +3; Spd 40 ft., AC 17 (touch 13, flat-footed 14); BAB/Grp: +2/+5; Atk: +7 melee (1d12+3/x3, Greataxe) or +3 ranged (1d8+3, Mighty (+3) Composite Longbow); AL NE; SV Fort +6 Ref +3 Will -1; Str 16, Dex 16, Con 15, Int 8, Wis 8, Cha 8

Skills and Feats: Climb +6, Jump +7, Listen +4, Survival +0, Tumble +6; Power Attack; Weapon Focus (Great Axe)

Equipment: MW Chain shirt; MW Great Axe; Mighty Composite Longbow +3

Sorcerer: M Human Sor2; CR 2; Medium Humanoid; HD 2d4 +2 hp 12; Init +2; Spd 30; AC 12, touch 12, flat-footed 10; BAB/Grp: +1/+1; Atk: +0 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20, Light crossbow); AL LE; SV Fort +1 Ref +2 Will +3; Str 8, Dex 14, Con 12, Int 8, Wis 10, Cha 18

Skills and Feats: Concentration 6, Spellcraft 4; Combat Casting; Spell Focus (Enchantment)

Spells Known (6/5; base DC = 14 + spell level (+1 for enchantment): 0— *Detect Magic, Read Magic, Daze, Touch of Fatigue, Mending*; 1st— *Sleep, Shield*;

Equipment: Scroll of Mage Armor, Scroll of Alarm (cast at 4th lvl)

APL 6

Fallen Paladin: M Human PAL4; CR 4; Medium Humanoid; HD 4d10+8, hp 36; Init +1; Spd 20 ft., AC 19, touch 11, flat-footed 18; BAB/Grp: +4/+7; Atk: +8 melee (2d6+4/19-20, greatsword) or +7 melee (1d4+3/19-20, dagger); AL LE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 12, Con 15, Int 8, Wis 13, Cha 11.

Skills and Feats: Knowledge Religion +6, Sense Motive +8; Power Attack, Improved Sunder, Cleave

Equipment: Full Plate, +1 Great Sword, Dagger

Tactics: NPC will ALWAYS attempt to sunder the fighter weapons in combat. Remember that Improved Sunder gives the NPCs +4 on their opposed rolls and +4 due to a 2-handed weapon. Weapon enhancements DO NOT add to a weapon's hp. (Reference PHB pg. 158, 96 & DMG pg. 222)

Barbarian: M Human Bbn4; CR 4; Medium Humanoid; HD 4d12+12, hp 45; init +3; Spd 40 ft., AC 17 (touch 13, flat-footed 14); BAB/Grp: +4/+7; Atk: +9 melee (1d12+4/x3, Greataxe) or +7 ranged (1d8+3, Mighty Composite Longbow +3); AL NE; SV Fort +7 Ref +4 Will 0; Str 16, Dex 16, Con 16, Int 8, Wis 8, Cha 8

Skills and Feats: Climb +9, Jump +10, Listen +6, Survival +0, Tumble +8; Cleave, Power Attack; Weapon Focus (Great Axe)

Equipment: Chain shirt; +1 Great Axe; Mighty Composite Longbow +3

Sorcerer: M Human Sor4; CR 4; Medium Humanoid; HD 4d4 +7 hp 20; Init +2; Spd 30; AC 12, touch 12, flat-footed 10; BAB/Grp: +2/+2; Atk: +1 melee (1d4-1/19-20, dagger) or +4 ranged (1d8/19-20, Light crossbow); AL LE; SV Fort +2 Ref +3 Will +4; Str 8, Dex 14, Con 12, Int 8, Wis 10, Cha 21

Skills and Feats: Concentration 8(+4 when casting defensively), Spellcraft 6; Combat Casting; Spell Focus (Enchantment), Greater Spell Focus (Enchantment)

Spells Known (7/7/4; base DC = 14 + spell level (+2 for enchantment): 0— Detect Magic, Read Magic, Daze, Touch of Fatigue, Mending, Message; 1st— Sleep, Shield, Magic Missile; 2nd— Tasha's Hideous Laughter

Equipment: Cloak of Charisma +2, Familiar Toad

APL 8

Fallen Paladin: M Human Pal5/Rgr1; CR 6; Medium Humanoid; HD 5d10-1d8+12 1; hp 51; Init +1; Spd 20 ft.; AC 21, touch 12, flat-footed 20; BAB/Grp: +6/+9; Atk: +11 melee (2d6+4/19-20, Greatsword) or +9 melee (1d4+3/19-20, dagger); Full Atk: +11/+6 melee (2d6+4/19-20, Greatsword) or +9/+4 melee (1d4+3/19-20, dagger); AL LE; SV Fort +8, Ref +4, Will +2; Str 16, Dex 12, Con 15, Int 8, Wis 13, Cha 11.

Skills and Feats: Knowledge Religion +7, Sense Motive +9. Hide +1, Spot +2; Power Attack, Improved Sunder, Cleave, Weapon Focus (Greatsword)

Equipment: +1 Full Plate, +1 Great Sword, +1 Amulet of Natural Armor, Dagger

Tactics: NPC will ALWAYS attempt to sunder the fighter weapons in combat. Remember that Improved Sunder gives the NPCs +4 on their opposed rolls and +4 due to a 2-handed weapon. Weapon enhancements DO NOT add to a weapon's hp. (Reference PHB pg. 158, 96 & DMG pg. 222)

Barbarian: M Human Bbn6; CR 6; Medium Humanoid; HD 6d12+18, hp 65; init +3; Spd 40 ft., AC 19, touch 14, flat-footed 16; BAB/Grp: +6/+9; Atk: +11 melee (1d12+4/x3; Greataxe) or +9 ranged (1d8+3, Mighty Composite Longbow +3); Full Atk: +11/+6 melee (1d12+6/x3; Greataxe) or +9/+4 ranged (1d8+3, Mighty Composite Longbow +3); AL NE; SV Fort +8 Ref +5 Will +3; Str 16, Dex 16, Con 16, Int 8, Wis 8, Cha 8

Skills and Feats: Climb +11, Jump +12, Listen +8, Survival +0, Tumble +9; Cleave, Iron Will, Power Attack; Weapon Focus (Great Axe)

Equipment: +1 Chain shirt; +1 Great Axe; Mighty Composite Longbow +3, Amulet of Natural Armor +1

Sorcerer: M Human Sor6; CR 6; Medium Humanoid; HD 6d4 +9 hp 28; Init +6; Spd 30; AC 14, touch 12, flat-footed 10; BAB/Grp: +3/+2; Atk +2 melee (1d4-1/19-20,* dagger) or +5 ranged (1d8/19-20, Light crossbow); AL LE; SV Fort +3 Ref +4 Will +5; Str 8, Dex 14, Con 12, Int 8, Wis 10, Cha 23

Skills and Feats: Concentration 10(+4 when casting defensively), Spellcraft 8; Combat Casting; Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Improved Initiative

Spells Known (7/7/6/4; base DC = 16 + spell level (+2 for enchantment): 0— Detect Magic, Read Magic, Daze, Touch of Fatigue, Mending, Message, Flare; 1st— Sleep, Shield, Magic Missile, Alarm; 2nd— Tasha's Hideous Laughter, Blindness/ Deafness; 3rd— Deep Slumber

Equipment: Cloak of Charisma +4, Toad familiar

APL 10

BlackGuard: M Human Pal5/Rog1/Dark Guard2; CR 8; Medium Humanoid; HD 7d10+1d8+24; hp 75; Init +1; Spd 20 ft.; AC 23, touch 12, flat-footed 20; BAB/Grp: +8/+11; Atk: +14 melee (2d6+5/19-20, greatsword) or +11 melee (1d4+3/19-20, dagger); Full Atk: +14/+9 melee (2d6+5/19-20, greatsword) or +11/+6 melee (1d4+3/19-20, dagger); SA Sneak Attack(+1d6); SQ: Smite Good 2/day, poison use, detect good, Aura of Evil, Cause Fear; AL LE; SV Fort +12, Ref +4, Will +2; Str 16, Dex 12, Con 16, Int 8, Wis 13, Cha 11.

Skills and Feats: Concentration +5, Knowledge Religion +9, Sense Motive +9. Hide +1, Spot +2; Power Attack, Improved Sunder, Cleave, Weapon Focus (Greatsword)

Equipment: +2 Full Plate, +2 Adamantine Great Sword, +1 Amulet of Natural Armor, +1 Ring of Protection, Dagger

Tactics: NPC will ALWAYS attempt to sunder the fighter weapons in combat. Remember that Improved Sunder gives the NPCs +4 on their opposed rolls and +4 due to a 2-handed weapon. Weapon enhancements DO NOT add to a weapon's hp. (Reference PHB pg. 158, 96 & DMG pg. 222)

Barbarian: M Human Bbn8; CR 6; Medium Humanoid; HD 6d12+18, hp 85; init +3; Spd 40 ft., AC 21, touch 14, flat-footed 18; BAB/Grp: +8/+11; Atk: +13 melee (1d12+6/x3; greataxe) or +11 ranged (1d8+3, Mighty Composite Longbow +3); Full Atk: +13/+8 melee (1d12+6/x3; greataxe) or +11/+6 ranged (1d8+3, Mighty Composite Longbow +3); SQ: Can't be flanked, Rage, DR 1/-; AL NE; SV Fort +9 Ref +5 Will +3; Str 17, Dex 16, Con 16, Int 8, Wis 8, Cha 8

Skills and Feats: Climb +13, Jump +16, Listen +10, Survival +0, Tumble +10; Cleave, Iron Will, Power Attack; Weapon Focus (Great Axe)

Equipment: +2 Chain shirt; +1 Great Axe; Mighty Composite Longbow +3, Amulet of Natural Armor +1, +1 Ring of Protection

Sorcerer: M Human Sor8; CR 8; Medium Humanoid; HD 8d4 +11 hp 36; Init + 6; Spd 30; AC 14 (Touch 12, flat-footed 10); BAB/Grp: +4/+3; Atk +3 melee (1d4-1/19-20, dagger) or +6 ranged (1d8/19-20, Light crossbow); AL LE; SV Fort +3 Ref +4 Will +5; Str 8, Dex 14, Con 12, Int 8, Wis 10, Cha 24

Skills and Feats: Concentration 12(+4 when casting defensively), Spellcraft 10; Combat Casting; Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Improved Initiative

Spells Known (7/7/7/6/4; base DC = 17 + spell level (+2 for enchantment): 0— *Detect Magic, Read Magic, Daze, Touch of Fatigue, Mending, Message, Flare, Light, Mage Hand*; 1st— *Sleep, Shield, Magic Missile, Alarm, Burning Hands*; 2nd— *Tasha's Hideous Laughter, Blindness/ Deafness, Glitterdust*; 3rd— *Deep Slumber, Suggestion*; 4th— *Confusion*

Equipment: Cloak of Charisma +4

APL 12

BlackGuard: M Human Pal5/Rog1/Dark Guard4; CR 10; Medium Humanoid; HD 9d10-1d8+24 1, hp 93; Init +1; Spd 20 ft., AC 23, touch 12, flat-footed 20; BAB/Grp: +10/+13; Atk +17 melee (2d6+6/19-20, greatsword) or +13 melee (1d4+3/19-20, dagger); Full Atk: +17/+12 melee (2d6+6/19-20, greatsword) or +13/+8 melee (1d4+3/19-20, dagger); SA: Sneak Attack (+2d6); SQ: Aura of Evil, Bull's Strength, Cause Fear, detect good, Smite Good 2/day, poison use; AL LE; SV Fort +13, Ref +5, Will +5; Str 16, Dex 12, Con 16, Int 8, Wis 13, Cha 11.

Skills and Feats: Concentration +7, Knowledge Religion +11, Sense Motive +9. Hide +1, Spot +2; Cleave, Improved Sunder, Iron Will, Power Attack, Weapon Focus (Greatsword)

Equipment: +2 Full Plate, +3 Adamantine Great Sword, +1 Amulet of Natural Armor, +1 Ring of Protection, Dagger

Tactics: NPC will ALWAYS attempt to sunder the fighter weapons in combat. Remember that Improved Sunder gives the NPCs +4 on their opposed rolls and +4 due to a 2-handed weapon. Weapon enhancements DO NOT add to a weapon's hp. (Reference PHB pg. 158, 96 & DMG pg. 222)

Barbarian: M Human Bbn8; CR 8; Medium Humanoid; HD 10d12+18, hp 105; init +3; Spd 40 ft., AC 21, touch 14, flat-footed 18; BAB/Grp: +8/+11; Atk: +13 melee (1d12+4+2d6 against good aligned beings/x3, +1 Unholy Greataxe) or +11 ranged (1d8+3, Mighty Composite Longbow +3); Full Atk: +13/+8 melee (1d12+6+2d6 against good aligned beings/x3, +1 Unholy Greataxe) or +11/+6 ranged (1d8+3, Mighty

Composite Longbow +3); SQ: Can't be flanked, Rage, DR 2/-; AL NE; SV Fort +10 Ref +6 Will +4; Str 17, Dex 16, Con 16, Int 8, Wis 8, Cha 8

Skills and Feats: Climb +15, Jump +18, Listen +12, Survival +0, Tumble +11; Cleave, Iron Will, Power Attack; Weapon Focus (Great Axe), Great Cleave

Equipment: +2 Chain shirt; +1 Unholy Great Axe; Mighty Composite Longbow +3, Amulet of Natural Armor +1, +1 Ring of Protection

Sorcerer: M Human Sor10; CR 10; Medium Humanoid; HD 10d4 +16 hp 47; Init + 6; Spd 30; AC 14, touch 12, flat-footed 10; BAB/Grp: +5/+4; Atk: +4 melee (1d4-1/19-20, dagger) or +7 ranged (1d8/19-20, Light crossbow); AL LE; SV Fort +4 Ref +5 Will +7; Str 8, Dex 14, Con 12, Int 8, Wis 10, Cha 26

Skills and Feats: Concentration 14(+4 when casting defensively), Spellcraft 12; Combat Casting; Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Improved Initiative, Toughness

Spells Known (7/7/7/7/6/4; base DC = 18 + spell level (+2 for enchantment): 0— *Detect Magic, Read Magic, Daze, Touch of Fatigue, Mending, Message, Flare, Light, Mage Hand*; 1st— *Sleep, Shield, Magic Missile, Alarm, Burning Hands*; 2nd— *Tasha's Hideous Laughter, Blindness/ Deafness, Glitterdust, Touch of Idiocy*; 3rd— *Deep Slumber, Suggestion, Fireball*; 4th— *Confusion, Wall of Fire*; 5th— *Dominate Person*

Equipment: Cloak of Charisma +6, Toad familiar

Encounter 5b

APL2

Barbarians: M Half-orc Bbn2; CR 2; Medium Humanoid; HD 2d12+2, hp 22; Init +1; Spd 40 ft.; AC 15, touch 11, flat-footed 15; BAB/Grp: +2/+6; Atk: +7 melee (2d6+4/19-20, greatsword) or +3 ranged (1d8+3, Mighty Composite Longbow +3); AL NE; SV Fort +5 Ref +1 Will +2; Str 18, Dex 12, Con 14, Int 8, Wis 14, Cha 6

Skills and Feats: Intimidate +3, Listen +7, Survival +7; Intimidating Rage

Equipment: MW Chain shirt; MW Greatsword; Mighty Composite Longbow +3

Intimidating rage: While you are raging, you designate a single foe within 30 ft of you that you attempt to demoralize as a free action (See the Intimidate skill, page 76 of the Player's Handbook). A foe that you successfully demoralize remains shaken for as long as you continue to rage. You may only use this feat against a single foe in any particular encounter.

APL4

Barbarians: M Half-orc Bbn2/Ftr2; CR 4; Medium Humanoid; HD 2d12+2d10+8, hp 39; Init +1; Spd 40 ft.; AC 15, touch 11, flat-footed 15; BAB/Grp: +4/+8; Atk: +9 melee (2d6+5/19-20, Greatsword) or +5 ranged (1d8+3, Mighty Composite Longbow +3); AL NE; SV Fort +7 Ref +1 Will +2; Str 19, Dex 12, Con 14, Int 8, Wis 14, Cha 6

Skills and Feats: Intimidate +5, Listen +7, Survival +7; Intimidating Rage, Destructive Rage, Power Attack, Cleave

Equipment: +1 Chain shirt; +1 Greatsword; Mighty Composite Longbow +3

Intimidating rage: While you are raging, you designate a single foe within 30 ft of you that you attempt to demoralize as a free action (See the Intimidate skill, page 76 of the Player's Handbook). A foe that you successfully demoralize remains shaken for as long as you continue to rage. You may only use this feat against a single foe in any particular encounter.

Destructive Rage: While Raging NPC gains +8 on any Strength check checks he makes to break open doors or break inanimate, immobile objects

APL6

2 Barbarian/Fighter: M Half-orc Bbn2/Ftr4; CR 4; Medium Humanoid; HD 2d12+4d10+12, hp 57; init +1;

Spd 40 ft.; AC 16, touch 12, flat-footed 16; BAB/Grp: +6/+10; Atk: +12 melee (2d6+5/19-20, Greatsword) or +7 ranged (1d8+3, Mighty Composite Longbow +3); Full Atk: +12/+7 melee (2d6+5/19-20, Greatsword) or +7/+2 ranged (1d8+3, Mighty Composite Longbow +3); AL NE; SV Fort +9 Ref +2 Will +3; Str 19, Dex 12, Con 14, Int 8, Wis 14, Cha 6

Skills and Feats: Intimidate +7, Listen +7, Survival +7; Intimidating Rage, Destructive Rage, Power Attack, Cleave, (Weapon Focus Greatsword), Close Quarters Fighting

Equipment: +1 Chain shirt; +1 Greatsword, +1 Ring of Protection, Mighty Composite Longbow +3

Intimidating rage: While you are raging, you designate a single foe within 30 ft of you that you attempt to demoralize as a free action (See the Intimidate skill, page 76 of the Player's Handbook). A foe that you successfully demoralize remains shaken for as long as you continue to rage. You may only use this feat against a single foe in any particular encounter.

Destructive Rage: While Raging NPC gains +8 on any Strength check checks he makes to break open doors or break inanimate, immobile objects

Close Quarters Fighting: NPC is entitled to an AOO even if the attacking creature has improved grab/grapple ability. When the enemy attempts to grapple you, any damage inflicted on a successful attack is added to the ensuing grapple check to avoid being grappled. In addition, if the enemy does not have improved grab/grapple, and a successful hit is made, the grapple is automatically broken.

This feat does not offer any additional Attacks of opportunity, so if the attack of opportunity the NPC has already been used when the enemy attempts a grapple, no benefit is gained from Close Quarters Fighting

APL8

Frenzied Berserkers: M Half-orc Bbn2/Ftr4/ FBk2; CR 8; Medium Humanoid; HD 4d12+ 4d10+16, hp 73; Init +1; Spd 40 ft.; AC 16, touch 12, flat-footed 16; BAB/Grp: +8/+13; Atk: +15 melee (2d6+8/19-20, Greatsword) or +9 ranged (1d8+3, Mighty Composite Longbow +3); Full Atk: +15/+10 melee (2d6+8/19-20, Greatsword) or +9/+4 ranged (1d8+3, Mighty Composite Longbow +3); AL NE; SV Fort +13 Ref +3 Will +6; Str 20, Dex 12, Con 14, Int 8, Wis 16, Cha 6

Stats while raging/Frenzying: M Half-orc Bbn2/Ftr4/FBk2; CR 8; Medium Humanoid; HD 4d12+4d10+16, hp 89; Init +1; Spd 40 ft.; AC 10, touch 6, flat-footed 10; BAB/Grp: +8/+18; Atk: +20 melee (2d6+16/19-20, Greatsword); Full Atk +20/+20/+15 melee (2d6+16/19-20, Greatsword) ;AL NE; SV Fort

+15 Ref +3 Will +8; Str 30, Dex 12, Con 18, Int 8, Wis 14, Cha 6

Skills and Feats: Intimidate +9, Listen +7, Survival +7, Intimidating Rage, Destructive Rage, Power Attack, Cleave, Weapon Focus (Greatsword), Close Quarters Fighting, Diehard, Supreme Cleave, Rage, Uncanny Dodge, Frenzy

Equipment: +1 Chain shirt; +1 Greatsword, +1 Ring of Protection Mighty Composite Longbow +3, +2 Periapt of Wisdom, +2 Vest of Resistance

Intimidating rage: While you are raging, you designate a single foe within 30 ft of you that you attempt to demoralize as a free action (See the Intimidate skill, page 76 of the Player's Handbook). A foe that you successfully demoralize remains shaken for as long as you continue to rage. You may only use this feat against a single foe in any particular encounter.

Destructive Rage: While Raging NPC gains +8 on any Strength check checks he makes to break open doors or break inanimate, immobile objects

Close Quarters Fighting: NPC is entitled to an attack of opportunity even if the attacking creature has improved grab/grapple ability. When the enemy attempts to grapple you, any damage inflicted on a successful attack is added to the ensuing grapple check to avoid being grappled. In addition, if the enemy does not have improved grab/grapple, and a successful hit is made, the grapple is automatically broken.

This feat does not offer any additional attacks of opportunity, so if the attack of opportunity the NPC has already been used when the enemy attempts a grapple, no benefit is gained from Close Quarters Fighting

Frenzy: A frenzied Berserker can enter a frenzy as a free action. While Frenzied she gains a +6 bonus to Strength and each round at her highest bonus. (This effect is not cumulative with haste or other effects that grants extra attacks) However, she also takes a -4 to AC and takes 2 points of subdual damage per round. A frenzy lasts for a number of round equal to 3+ her Constitution modifier. To end the Frenzy before its duration expires, the character may attempt a DC 20 will save once per round as a free action. Success ends the frenzy immediately, failure means it continues. The effects of frenzy stack with those from any rage ability the character may have.

At 1st level, the character can enter a frenzy once per day. Thereafter she gains one additional use per day of this ability for every 2 levels of frenzied berserker (but she can't use this ability more than once per encounter). The character can enter a frenzy as a free action. Even though this takes no time, she can do it only during her turn, not in response to another's action. In addition if she takes damage form an attack,

spell, trap, or any other source she automatically enters a frenzy on her next action as long as she has at least one daily usage of the ability left. To avoid entering a frenzy in response to provoking effect, the character must make a successful Will save (DC 10+points of damage taken since her last action) at the start of her next turn.

While frenzied, the character cannot use any Charisma-, Dexterity-, or Intelligence- based skills (Except for intimidate), the Concentration skill or an abilities that require patience or concentration, nor can she cast spells, drink potions, activate magic items, or read scrolls. She can use any feat except Combat Expertise, item creation feats, or meta-magic feats. She can use her special ability to inspire frenzy normally.

During the frenzy, the frenzied berserker must attack those she perceives as foes to the best of her ability. Should she run out of enemies before her frenzy expires, her rampage continues. She must then attack the nearest creature (determine randomly if several potential foes are equidistant) and fight that opponent without regard to friendship, innocence or health (the targets or her own).

When frenzy ends, the frenzied berserker is fatigued (-2 to Strength and Dexterity, unable to charge or run) for the duration of the encounter. If the character is still under the effect of a rage ability, the fatigues condition does not apply until the rage ends-at which point the character is exhausted, not merely fatigued.

Supreme Cleave: At 2nd level and higher, a frenzied berserker can take a 5-foot step between attacks when using Cleave or Great Cleave feat. She is still limited to one such adjustment per round, so she cannot use this ability during a round in which she has already taken a 5-foot step.

APL10

Frenzied Berserkers: M Half-orc Bbn2/Ftr4/ FBk4; CR 10; Medium Humanoid; HD 4d12+ 4d10+16; hp 91; Init +1; Spd 40 ft.; AC 16, touch 12, flat-footed 16; BAB/Grp: +10/+17; Atk: +19 melee (2d6+10/19-20, Greatsword) or +11 ranged (1d8+3, Mighty Composite Longbow +3); Full Atk: +19/+14 melee (2d6+10/19-20, Greatsword) or +11/+6 ranged (1d8+3, Mighty Composite Longbow +3); AL NE; SV Fort +14 Ref +4 Will +9; Str 24, Dex 12, Con 14, Int 8, Wis 16, Cha 6

Stats while raging/Frenzying: M Half-orc Bbn2/Ftr4/FBk4; CR 8; Medium Humanoid; HD 4d12+4d10+16; hp 111; Init +1; Spd 40 ft.; AC 10,touch 6, flat-footed 10; BAB/Grp: +10/+22; Atk: +24 melee (2d6+19/19-20, Greatsword); Full Atk: +24/+24/+19 melee (2d6+19/19-20, Mighty Composite Longbow +3); AL NE; SV Fort +16 Ref +2 Will +11; Str 34, Dex 12, Con 18, Int 8, Wis 14, Cha 6

Skills and Feats: Intimidate +11, Listen +7, Survival +7; Intimidating Rage, Destructive Rage, Power Attack, Cleave, Weapon Focus (Greatsword), Close Quarters Fighting, Diehard, Supreme Cleave, Iron Will, Rage, Uncanny Dodge, Frenzy 2/day, Deathless Frenzy

Equipment: +1 Chain shirt; +1 Greatsword, +1 Ring of Protection Mighty Composite Longbow +3, +2 Periapt of Wisdom, +2 Vest of Resistance, +4 Belt of Giant Strength

Intimidating rage: While you are raging, you designate a single foe within 30 ft of you that you attempt to demoralize as a free action (See the Intimidate skill, page 76 of the Player's Handbook). A foe that you successfully demoralize remains shaken for as long as you continue to rage. You may only use this feat against a single foe in any particular encounter.

Destructive Rage: While Raging NPC gains +8 on any Strength check checks he makes to break open doors or break inanimate, immobile objects

Close Quarters Fighting: NPC is entitled to an AOO even if the attacking creature has improved grab/grapple ability. When the enemy attempts to grapple you, any damage inflicted on a successful attack is added to the ensuing grapple check to avoid being grappled. In addition, if the enemy does not have improved grab/grapple, and a successful hit is made, the grapple is automatically broken.

This feat does not offer any additional Attacks of opportunity, so if the attack of opportunity the NPC has already been used when the enemy attempts a grapple, no benefit is gained from Close Quarters Fighting

Frenzy: A frenzied Berserker can enter a frenzy as a free action. While Frenzied she gains a +6 bonus to Strength and each round at her highest bonus. (This effect is not cumulative with haste or other effects that grants extra attacks) However, she also takes a -4 to AC and takes 2 points of subdual damage per round. Frenzy lasts for a number of round equal to 3+ her Constitution modifier. To end the Frenzy before its duration expires, the character may attempt a DC 20 will save once per round as a free action. Success ends the frenzy immediately, failure means it continues. The effects of frenzy stack with those from any rage ability the character may have.

At 1st level, the character can enter a frenzy once per day. Thereafter she gains one additional use per day of this ability for every 2 levels of frenzied berserker (but she can't use this ability more than once per encounter). The character can enter a frenzy as a free action. Even though this takes no time, she can do it only during her turn, not in response to another's action. In addition if she takes damage form an attack, spell, trap, or any other source she automatically enters

a frenzy on her next action as long as she has at least one daily usage of the ability left. To avoid entering a frenzy in response to provoking effect, the character must make a successful Will save (DC 10+points of damage taken since her last action) at the start of her next turn.

While frenzied, the character cannot use any Charisma-, Dexterity-, or Intelligence- based skills (Except for intimidate), the Concentration skill or an abilities that require patience or concentration, nor can she cast spells, drink potions, activate magic items, or read scrolls. She can use any feat except Combat Expertise, item creation feats, or meta-magic feats. She can use her special ability to inspire frenzy normally.

During the frenzy, the frenzied berserker must attack those she perceives as foes to the best of her ability. Should she run out of enemies before her frenzy expires, her rampage continues. She must then attack the nearest creature (determine randomly if several potential foes are equidistant) and fight that opponent without regard to friendship, innocence or health (the targets or her own).

When frenzy ends, the frenzied berserker is fatigued (-2 to Strength and Dexterity, unable to charge or run) for the duration of the encounter. If the character is still under the effect of a rage ability, the fatigues condition does not apply until the rage ends-at which point the character is exhausted, not merely fatigued.

Supreme Cleave: At 2nd level and higher, a frenzied berserker can take a 5-foot step between attacks when using Cleave or Great Cleave feat. She is still limited to one such adjustment per round, so she cannot use this ability during a round in which she has already taken a 5-foot step.

Deathless Frenzy: At 4th level and higher, a frenzied berserker can scorn death and unconsciousness while in a frenzy. As long as her frenzy continues, she is not treated as disabled at 0 hit points, nor is she treated as dying at -1 or -9 hit points. Even if reduced to -10 hit points or less, she continues fighting normally until her frenzy ends. At that point the effects of her wounds apply normally if they have not been healed. This ability does not prevent death from massive damage or from spell effects such as slay living or disintegrate.

APL12

Frenzied Berserkers: M Half-orc Bbn2/Ftr4/ FBk6; CR 12; Medium Humanoid; HD 8d12+ 4d10+16, hp 108; Init +1; Spd 40 ft., AC 16, touch 12, flat-footed 16; BAB/Grp: +12/+19; Atk: +21 melee (2d6+8/19-20, +1 Wounding Greatsword, -1 Constitution per hit on foe) or +13 ranged (1d8+3, Mighty Composite Longbow +3); Full Atk: +21/+16/+11 melee (2d6+10/19-20, +1

Wounding Greatsword, -1 Constitution per hit on foe) or +13/+8/+3 ranged (1d8+3, Mighty Composite Longbow +3); AL NE; SV Fort +15 Ref +5 Will +13; Str 25, Dex 12, Con 14, Int 8, Wis 16, Cha 6

Stats while raging/Frenzying: M Half-orc Bbn2/Ftr4/FBk4; CR 8; Medium Humanoid; HD 4d12+4d10+16, hp 135; Init +1; Spd 40 ft.; AC 10, touch 6, flat-footed 10; BAB/Grp: +10/+22; Atk: +26 melee (2d6+19/19-20, +1 Wounding Greatsword, -1 Constitution per hit on foe); Full Atk +26/+26/+21/+16 melee (2d6+19/19-20, +1 Wounding Greatsword, -1 Constitution per hit on foe); AL NE; SV Fort +17 Ref +5 Will +15; Str 34, Dex 12, Con 18, Int 8, Wis 14, Cha 6

Skills and Feats: Intimidate +13, Listen +7, Survival +7; Intimidating Rage, Destructive Rage, Power Attack, Cleave, Weapon Focus (Greatsword), Close Quarters Fighting, Diehard, Supreme Cleave, Iron Will, Combat Reflexes, Deathless Frenzy, Improved Power Attack, Inspire Frenzy Rage, Uncanny Dodge, Frenzy 3/day,

Equipment: +1 Chain shirt; +1 Wounding Greatsword, +1 Ring of Protection, Mighty Composite Longbow +3, +4 Periapt of Wisdom, +4 Vest of Resistance, +4 Belt of Giant Strength

Intimidating rage: While you are raging, you designate a single foe within 30 ft of you that you attempt to demoralize as a free action (See the Intimidate skill, page 76 of the Player's Handbook). A foe that you successfully demoralize remains shaken for as long as you continue to rage. You may only use this feat against a single foe in any particular encounter.

Destructive Rage: While Raging NPC gains +8 on any Strength check checks he makes to break open doors or break inanimate, immobile objects

Close Quarters Fighting: NPC is entitled to an AOO even if the attacking creature has improved grab/grapple ability. When the enemy attempts to grapple you, any damage inflicted on a successful attack is added to the ensuing grapple check to avoid being grappled. In addition, if the enemy does not have improved grab/grapple, and a successful hit is made, the grapple is automatically broken.

This feat does not offer any additional Attacks of opportunity, so if the attack of opportunity for the NPC has already been used when the enemy attempts a grapple, no benefit is gained from Close Quarters Fighting

Frenzy: A frenzied Berserker can enter a frenzy as a free action. While Frenzied she gains a +6 bonus to Strength and each round at her highest bonus. (This effect is not cumulative with haste or other effects that grants extra attacks) However, she also takes a -4 to AC and takes 2 points of subdual damage per round. A

frenzy lasts for a number of round equal to 3+ her Constitution modifier. To end the Frenzy before its duration expires, the character may attempt a DC 20 will save once per round as a free action. Success ends the frenzy immediately, failure means it continues. The effects of frenzy stack with those from any rage ability the character may have.

At 1st level, the character can enter a frenzy once per day. Thereafter she gains one additional use per day of this ability for every 2 levels of frenzied berserker (but she can't use this ability more than once per encounter). The character can enter a frenzy as a free action. Even though this takes no time, she can do it only during her turn, not in response to another's action. In addition if she takes damage form an attack, spell, trap, or any other source she automatically enters a frenzy on her next action as long as she has at least one daily usage of the ability left. To avoid entering a frenzy in response to provoking effect, the character must make a successful Will save (DC 10+points of damage taken since her last action) at the start of her next turn.

While frenzied, the character cannot use any Charisma-, Dexterity-, or Intelligence- based skills (Except for intimidate), the Concentration skill or an abilities that require patience or concentration, nor can she cast spells, drink potions, activate magic items, or read scrolls. She can use any feat except Combat Expertise, item creation feats, or meta-magic feats. She can use her special ability to inspire frenzy normally.

During the frenzy, the frenzied berserker must attack those she perceives as foes to the best of her ability. Should she run out of enemies before her frenzy expires, her rampage continues. She must then attack the nearest creature (determine randomly if several potential foes are equidistant) and fight that opponent without regard to friendship, innocence or health (the targets or her own).

When frenzy ends, the frenzied berserker is fatigued (-2 to Strength and Dexterity, unable to charge or run) for the duration of the encounter. If the character is still under the effect of a rage ability, the fatigues condition does not apply until the rage ends-at which point the character is exhausted, not merely fatigued.

Supreme Cleave: At 2nd level and higher, a frenzied berserker can take a 5-foot step between attacks when using Cleave or Great Cleave feat. She is still limited to one such adjustment per round, so she cannot use this ability during a round in which she has already taken a 5-foot step.

Deathless Frenzy: At 4th level and higher, a frenzied berserker can scorn death and unconsciousness while in a frenzy. As long as her frenzy continues, she is not treated as disabled at 0 hit points, nor is she treated as dying at -1 or -9 hit points.

Even if reduced to -10 hit points or less, she continues fighting normally until her frenzy ends. At that point the effects of her wounds apply normally if they have not been healed. This ability does not prevent death from massive damage or from spell effects such as slaying or disintegrate.

Improved Power Attack: Beginning at 5th level, a frenzied berserker gains a +3 bonus on her melee damage rolls for every -2 penalty she takes on her melee attack rolls when using power attack feat (or +3 for every -1 she takes when using a two-handed weapon). This benefit does not stack with normal effects of Power Attack.

Inspire Frenzy: Beginning at 6th level a frenzied berserker can inspire frenzy in her allies while she herself is frenzied. When she uses this ability, all willing allies within 10 ft gain the benefits and the disadvantages of frenzy as if they had that ability themselves. The Frenzy of affected allies last for the number of rounds equal to 3 + the frenzied berserker's Constitution modifier, regardless of whether they remain within 10 feet of her.

A Frenzied berserker gains one additional use of this ability per day for every two additional frenzied berserker level she acquires, though the ability is still usable once per encounter

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