

CORE6-1

BEHIND OBOULD'S LINES

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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You had already entered Many-Arrows to steal a relic from a small temple when you received a desperate message: slow down the orc horde before it joins forces with Netheril to invade Cormyr. How are a few adventurers supposed to stop the throngs of Obould's orcs? It won't be easy, but you could become a legend. A *Living Forgotten Realms* adventure set in the Kingdom of Many-Arrows for characters of the Heroic tier (levels 1-10).

This adventure takes place before ADCP6-1 *The End and the Beginning*, and its outcome has an impact on the course of the battle. This is the Heroic tier finale of the *Desolation* series.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure are noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Information about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session

often creates stories that live well beyond the play at the table. Always follow this golden rule:

Make decisions and adjudications that enhance the fun of the adventure whenever possible.

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure supports the entire Heroic tier of play (levels 1-10). Paragon-tier and Epic-tier characters may not play this adventure. Any Heroic-tier character can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five Adventure Levels (ALs) within each tier. The choice of AL affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which AL they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

The group may not choose an Adventure Level that is more than three levels above the lowest-level character in the party. For example, a group with a level 2, level 3, and four level 5 characters may not choose to play the AL 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either AL 2 or AL 4, but they will probably choose AL 4 because that's the best fit for the group (the average character level is $25/6 =$ approximately 4).

If (and only if) the group can't agree on an Adventure Level, the DM may cast a tiebreaking vote.

FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure

(for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it says so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

Death Penalty: When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving

throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

Diseases: A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

DCs BY ADVENTURE LEVEL

This adventure uses the terms Easy, Moderate, and Hard to refer to the Difficulty Class (DC) of most checks. If a DC is given as a static number (such as DC 15 or DC 25 instead of Easy DC, Moderate DC, or Hard DC) then that number is the same regardless of Adventure Level (this applies to certain skill checks whose difficulty is specifically set by the core rules, such as monster knowledge checks, jumping and swimming checks, etc.)

Should you need to improvise a DC during the adventure, use the following table:

Adventure Level	Easy DC	Moderate DC	Hard DC
2	9	13	20
4	10	14	21
6	11	15	23
8	12	16	24
10	13	18	26

ADVENTURE BACKGROUND

As the Shadovar of Netheril set their sights on Cormyr, the evil forces of shadow realize their victory would be made much easier with help. One force ripe for an alliance is the Kingdom of Many-Arrows. Many citizens of the orc kingdom, led by King Obould XVII, have long been looking for a war. Some of the kingdom's tribes allied with the drow in the War of Everlasting Darkness, only to suffer an embarrassing defeat. Many orc tribal leaders blame Obould for that defeat, citing his reticence to throw his full support into the war.

Obould realizes that unless he gives his subjects a release for their growing hostility, they will turn it against him in revolt. When a representative of the Shadovar approached with a proposed alliance against Cormyr, Obould found a perfect situation. Cormyr is far enough removed from the Silver Marches that no local treaties would be violated. The Shadovar seem to be a more powerful and trustworthy ally than the treacherous and splintered drow factions. Most importantly, a war against Cormyr would take Obould's most ardent critics far away, most likely to die in a foreign land. This is a war Obould can get behind.

Even now, the orcs of Many-Arrows gather in the shadow of the Spine of the World to begin their march into Netheril to join the shadow forces. They are led not by Obould, who plans to remain in the safety of Dark Arrow Keep, but instead by Rhuuk'larg, who many orcs claim is a Chosen of Gruumsh.

Cormyrian spies recently learned of the alliance between Netheril and Many-Arrows. If the orc troops make it into Netheril and join forces with the shadowed army there, Cormyr might not be able to withstand the attack, so Cormyrian strategists formulated a desperate plan. A small band of adventurers are already in the vicinity of Dark Arrow Keep exploring a lost temple to Gruumsh. These adventurers might be able to use guerrilla tactics to hamper the orc preparations for war just enough to make Obould reconsider his support of Netheril. Certainly not all of the orcs would be dissuaded from joining the war, but even withholding a small portion of the orcs' support for the Netherese would improve the chances that Cormyr survive the attack.

DM'S INTRODUCTION

All of the encounters in this adventure can be resolved in different ways, although some are more effectively and logically handled with certain actions. If your table is more interested in combat, feel free to run combats instead of skill challenges for the encounters. If your table is happy with roleplaying and skill challenges, run more of the encounters with those elements.

Keep in mind that not all the encounters in this adventure are meant to be played in a session, nor are they necessarily played in order of presentation. Although the final encounter (Encounter 5) should be played by all tables, some tables may only finish one or two of the previous encounters, while others might do all four.

After the Player's Introduction, the players must decide what tactics to employ in their efforts to thwart Obould's forces. If the PCs decide to attempt some other kinds of missions, feel free to make up your own. Use the stats and formats of other encounters in this adventure to model your own. As long as you can award between 0-2 Annoyance Points and Notice Points for each encounter, you should feel empowered to create your own encounters based on those provided here.

Every encounter the characters undertake gives the group a number of Annoyance Points and Notice Points, which vary depending on how they progressed through the encounter. Annoyance Points measure how effective the party is at harassing the orc war efforts. Notice Points show how close Obould's elite force—a group of one hundred orc riders lead by Obould's lieutenant Rhuuk'larg—is to locating the PCs and triggering the last encounter (Encounter 5: *Run Away!*).

Each encounter and each scene describe how the Notice Points and Annoyance Points are gained. Additionally, each time the PCs take an extended rest, add 2 points to the Notice Track: resting gives the orcs more time to learn of the PCs' presence and track them down.

If the Notice Point total reaches 8 or more points, or when there is one hour left in play time, the encounter *Run Away!* is triggered.

In the skill challenges, when characters fail at individual skill checks but do not fail the entire challenge, you should complicate the situation through the narrative. Skill challenges are excellent places for collaborative storytelling.

PLAYER'S INTRODUCTION

When the players are ready to begin, read:

The rumors of a lost temple to Gruumsh in the Spine of the World, possibly containing powerful relics, turned out to be true. You and your fellow adventurers, along with your half-orc guide Ghrishel, braved the terrible winter of the north, located the temple, defeated the undead guardians, and looted the treasure. You found coin and trinkets totaling [100 x APL] gold pieces, as well as two interesting relics: the first is a magical greataxe etched with symbols honoring Gruumsh, and the second is a full-moon-shaped amulet that resembles an eye when turned over.

As you sort your treasure and recover from your battles, an image appears in front of you. The wavering vision of a middle-aged man, clutching in his white-knuckled grip a holy symbol of Amaunator, is silent at first. Then it speaks.

"I am Yazeth Cobb, servant of the Radiant One. The magic allowing this communication cannot last long, so I will be brief. We have learned that the evil powers of Netheril are planning an attack on Cormyr, and they will use orcs from the Kingdom of Many-Arrows as ground troops. Even now the orc tribes congregate and prepare to march southeast to join the shadow armies."

"If the full force of the orc army joins the Netherese, the attack against Cormyr will be all the more deadly. You, however, are in a position to make the orcs think twice. You will shortly receive a parchment with instructions. Do everything in your power to hound and harry the orcs, and make their king reconsider their alliance with the Shadovar. You are all that stands between Cormyr and rampaging army of bloodthirsty orcs, so do all you can and then retreat to my pre-arranged meeting spot. Your efforts will not go unrewarded."

The form dissipates, and lying on the ground in its place is a rolled piece of parchment.

Supply the players with Handout 1. An Easy History check reveals that Yazeth Cobb is a wealthy merchant and well-known worshipper of Amaunator. He is famous for his patronage and philanthropy on behalf of the Light, specifically in its never-ending war against the forces of shadow. Yazeth Cobb always pays his debts, and he pays well. Some PCs may have met Yazeth Cobb in previous adventures.

After the adventurers have had the chance to review the missive from Yazeth, give them a few minutes to decide which objective they want to undertake first. They may want to use skill checks to gain more information about each objective.

The half-orc with them currently is Ghrishel Green Moss, a mercenary guide and scout from the Green Moss tribe. While the Green Moss tribe is technically

loyal to King Obould, they have more interaction with the civilized nations of the Silver Marches than the orcs. She remains silent unless spoken to directly. If asked her opinion, she provides the following thoughts:

- She has no loyalty to King Obould, and her tribe has more dealings with the other races than with orcs. They are citizens of Many-Arrows in name only.
- If the adventurers wish, she can take them to meet the leaders of the Green Moss tribe.
- If the adventurers want her help in getting to any of the missions listed on the parchment, she is willing to assist them. Since this new work is beyond the scope of what they originally hired her for, she wants [50 at APL 2-4/100 at APL 6-10] more gold pieces per mission to continue as the guide. [The PCs can continue without her, but her presence offers benefits.]
- The Gorehammer tribe is considered one of the most violent and unpredictable of all the orc tribes of Many-Arrows. They hate King Obould though, so they might be amenable to anything that goes against him.
- She doesn't know anything about the other two missions, although she thinks she can get the adventurers to the places described in the letter.

The adventurers might have questions about the two magical items they retrieved from Gruumsh's temple. A Hard Arcana check is needed to know anything more about them other than that they are magical items.

The greataxe is called *Gruumsh's Fury*, a *battlecrazed greataxe* (+1 at APL 2/4 and +2 at APL 6/8/10). It is considered an honor for an orc warrior to wield the weapon.

The amulet is called *Luthic's Gaze*, and it is an *orc's-eye amulet* +2, which any orcs or half-orcs who revere the orc pantheon will deem as holy.

Both of these items were thought lost, and they might be used as a tool for bartering. However, some orcs might be incensed at the thought of non-orcs possessing these powerful orc items.

If the adventurers first seek out the Green Moss tribal leaders, go to Encounter 1: Green Moss Council. If they attack the war machines, go to Encounter 2: Death Horns and War Machines. If they confront the Gorehammer tribe, go to Encounter 3: Tea with the Gorehammers. If they ambush the Netherese ambassadors, go to Encounter 4: Ambushing Shadows.

Remember, when the party's Notice Track reaches 8 or higher, or when there is 1 hour or less to go in play time, go immediately to Encounter 5: Run Away!

ENCOUNTER 1: GREEN MOSS COUNCIL

ENCOUNTER LEVEL 3/5/7/9/11

Important NPC: Ozkur Green Moss, male half-orc, Green Moss tribal leader

Cantinfor Green Moss, female half-orc, Green Moss council member

Juup Green Moss, male orc, Green Moss tribal elder

Mhrutt Broken Arrow, male orc, Dark Arrow Keep ambassador.

This encounter includes the following creatures at all ALs:

Mhrutt, orc ambassador

4 orc rampagers

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: At all ALs remove 1 orc rampager.

Six PCs: At all ALs add 1 orc rampager.

King Obould relies on the Green Moss tribe for expert knowledge on the lands around the Spine of the World. The Green Mosses keep an eye on the state of the passes within the Spine of the World, maintaining the trails and managing the wild beasts that hinder travel. Without the assistance of the Green Moss tribe guides, the orc troops will have a much more difficult time reaching the border of Netheril. Some will die, and it may cause others to simply turn around.

The adventurers must meet with the ruling council of the Green Moss tribe if they hope to convince them to betray Obould's orders and forsake their duties in leading the orc warbands safely to the borders of Netheril and fighting for the Shadovar.

If Ghrishel is leading the adventurers, she takes them directly to her tribal council without issues. Go directly to "Meeting the Council" below.

If the adventurers try to find the tribal council without Ghrishel's assistance, it is more of a challenge. Each PC must attempt an Endurance check. They can individually choose to make the check at an Easy, Moderate, or Hard DC. Passing an Easy check gives 1 success, a Moderate check 2 successes, and a Hard check 3 successes. Failure at any DC gives 1 failure. If successes equal or outnumber failures, no one suffers any problems and the PCs find the Green Moss home. If not, each PC who failed the check loses 1 healing surge, and the Notice track increases by 1 before locating the Green Moss council.

MEETING THE COUNCIL

When the adventurers reach the Green Moss tribe, read:

The Green Moss tribe makes their home in a sheltered valley in the foothills of the Spine of the World. Although the winter air is frigid, the valley is warmed by hot springs—causing a light fog to blanket the valley. Tents made of animal skins cover the valley floor, along with a few buildings made from fieldstones collected from the surrounding area.

If Ghrishel is with the party, she leads them straight to the building of the tribal council. If she is not, the PCs are met by a male half-orc and a large white wolf as they approach the village. The half-orc is named Ash'yur and the wolf is called Fiona. Both are friendly to the adventurers unless they are given a reason not to. He promises to bring them to the leaders of the Green Moss tribe.

If the adventurers act with hostility, Ash'yur gives them another chance to act in a reasonable manner. Continued rude, disrespectful, or buffoonish behavior causes Ash'yur (or any of the other Green Moss tribe members the PCs encounter here) to simply refuse to deal with them. In this case, the Green Moss tribe asks, and then demands, that the PCs leave their village. This counts as an automatic failure for this encounter, with the Notice Track increasing by 2 but the Annoyance Track not increasing. The PCs might still encounter and fight the Dark Arrow Keep ambassador and his bodyguards, but the loss of the Green Moss tribe as allies still damages the war effort for Cormyr.

When the PCs get an audience with the Green Moss tribal council, read:

You are shown into the largest of the stone buildings. It is furnished with nothing save for animal-skin mats and a couple of firepits for warmth. Within a few minutes of your arrival, you are joined by a male half-orc, a female half-orc, and an elderly male orc with cloudy eyes. A white owl rests on the shoulder of the latter. All are dressed in green-tinted leathers. The male half-orc speaks first. "Welcome to our home, travelers. I am Ozkur Green Moss, leader of the tribal council. This is Cantinfor Green Moss, my mate and fellow council member. With her is our elder, Juup Green Moss. We offer our hospitality as we hear your reasons for being here." A whistle from Ozkur summons two orcs bearing trays of raw meat and herb-crusted root vegetables.

THE NEGOTIATION

This part of the encounter is strictly roleplaying. The Green Moss tribe has already discussed ignoring Obould's call and not taking part in what they see as a ridiculous war. This means if the PCs can be polite and

make even a half-decent argument, they can convince the Green Moss tribe to forsake the war effort, although it will mean the tribe will have to leave their home in Many-Arrows or face Obould's wrath later.

Although this is not a skill challenge, feel free to allow players to make skill checks if they ask to. Use the results to get a general tenor of how the talks go and what the Green Moss council feels about the PCs, as that may come into play later.

For the negotiation, use the following questions and points as a guide:

- Ozkur Green Moss is the leader of the tribe, although his will can be overridden by the other two councilmembers. Under his leadership, the tribe has prospered. By making deals with the peaceful and civilized lands of the Silver Marches, his tribe trades openly and makes good profits acting as scouts and guides. He does not want war to ruin that.
- Cantinfor Green Moss is the spouse of Ozkur, and she is a formidable leader in her own right. While she shares her husband's views on the situation, she is less enthusiastic about disobeying Obould's orders. She believes that if they simply act as guides for the rest of the orcs but not join the fighting, they might still satisfy Obould without risking their lives and reputations—and thus be able to retain their homes. She is the one who needs the most convincing.
- Juup Green Moss is a full-blooded orc. He has survived many years amid the chaos that is Many-Arrows, and he knows that war is likely inevitable. He does not want to see his tribe be a part of it.
- ***“If we fail to follow Obould's orders, he will send his forces to attack us. At worst we will all die, and at best we will be forced to flee are homes and live as a displaced people. Why should we risk that?”***
- ***“If we do relocate, what will you do for us? We will face discrimination wherever we go, and we have all spent our lives—and made our livings—in this part of the world.”***
- If the PCs show or offer *Gruumsh's Fury* to the Green Moss tribe, they refuse it, claiming that none of their tribe is worthy of such a great honor. It belongs in the hands of only the fiercest of warriors.
- If the PCs show or offer *Luthic's Gaze* to the Green Moss tribe, everyone falls silent. The council asks to speak privately, asking the PCs to wait outside. When the PCs are brought back in, Ozkur accepts the gift and says that the appearance of such a holy relic at this time is a sign that the Green Moss tribe should leave the area and seek peaceful residence elsewhere.

THE AMBASSADOR ARRIVES

After the adventurers have had the chance to speak to the Green Moss tribal council, the situation is complicated by the arrival of an ambassador sent from Dark Arrow Keep from King Obould.

Your negotiations with the Green Moss tribal council are interrupted when a winded, sweating orc bursts into the council building. “Ozkur! King Obould has sent one of his ambassadors! They are- “The orc is interrupted by two orcs, armed with heavy flails, storming into the building and moving to flank the door. Immediately behind them is a finely dressed orc. As he steps into the room, his sable cloak billows to reveal scale armor. More orcs enter the room at his heels.

“The entire Green Moss tribe has either gone deaf or ignores the voice of our king. And now you speak with our enemies. But the Green Mosses are very smart, so there must be a good explanation. Come! Tell Mhrutt why you are not prepared to march with us.”

The members of the Green Moss council are not accomplished liars, so unless the PCs take the lead here and come up with a viable lie (Moderate DC Bluff), Ozkur tells Mhrutt the truth. Mhrutt's contingent is not strong enough to attack the whole Green Moss tribe; however, Ozkur will not allow his tribe to take up arms against Mhrutt or his allies. If it seems like a battle is about to happen, Ozkur insists that neither side strike a blow on Green Moss soil, or he will immediately withdraw this tribe from any agreements with either side in the dispute.

Play Mhrutt as a foul-mouthed, insulting, condescending bully who spouts threats and aspersions with equal prowess. He does not strike the first blow, but he attempts to goad the PCs into doing so.

Even if a battle does not break out in the tribal council chamber, the PCs and Mhrutt can still take their disagreement outside of the Green Moss village, and a battle can take place there without dishonoring Ozkur's and the Green Moss tribe's wishes for non-violence in their midst.

The best outcome the PCs can hope for is that they are able to successfully lie to Mhrutt, getting him to believe that their presence has nothing to do with the war and that the Green Moss scouts will be sent to King Obould as ordered. If that is the case, the PCs get 2 Annoyance Points and no Notice Points.

If the PCs are forced to battle Mhrutt and defeat him, they gain 2 Annoyance Points and 1 Notice Point. If the PCs lose the battle, the Green Mosses save them at the last moment, giving the PCs 1 Annoyance Point and 2 Notice Points.

Another alternative is to bribe Mhrutt with *Gruumsh's Fury*. Doing so persuades the ambassador to walk away with the valued artifact and not tell anyone

what is happening with the Green Mosses until it is too late. Treat this as if the PCs had defeated him in battle.

If for some reason the PCs fail to convince the Green Moss tribe to abandon Many-Arrows, they receive no Annoyance Points and 2 Notice Points.

There could be other outcomes based on the roleplaying and/or battle. Give out Annoyance Points and Notice Points based on whatever criteria you deem appropriate, but there should be no more than 2 Annoyance and 2 Notice Points for this encounter.

IF A BATTLE OCCURS

It is likely that the PCs will decide it is better to defeat Mhrutt and his guards in battle than let them simply report back to King Obould. This battle can take place anywhere the PCs wish, since Mhrutt and his guards will not strike the first blow.

If hostilities begin in the Green Moss tribal council building, Ozkur will insist that the combatants stop desecrating this place of peace with violence. Mhrutt and his allies will stop, but if any of the PCs continue after the first round, Ozkur will see their dishonor and opposing his demands as a failure of their characters, and he will agree to help King Obould.

If the PCs pursue a fight outside of the Green Moss village, it can take place in any sort of terrain the PCs choose. Feel free to create your own map for this—it can include patches of ice, deep snow drift, etc.

ENDING THE ENCOUNTER

The PCs should leave the encounter alive, even if they lost in battle. If they convinced the Green Moss tribe to abandon Many-Arrows, the tribe packs up their meager belongings and prepares to head south. Ghrishel, if she is still with the PCs, tells them that she must assist her tribe and make the journey with them, so she cannot accompany the PCs further.

MILESTONE

This encounter counts toward a milestone.

TREASURE

Mhrutt and his allies have nothing of monetary value. The Green Moss tribe has no reason to give the PCs anything.

ENCOUNTER 1: GREEN MOSS COUNCIL (ADVENTURE LEVEL 2)

Mhrutt	Level 2 Elite Controller (Leader)	
Medium natural humanoid, orc	XP 250	
HP 88; Bloodied 44	Initiative +2	
AC 16, Fortitude 15, Reflex 11, Will 14	Perception +8	
Speed 6	Low-light vision	
Saving Throws +2; Actions Points 1		
TRAITS		
○ Rage Song • Aura 5		
Enemies take a -2 penalty to attack rolls and gain a +2 bonus to damage rolls while in the aura. Allies gain a +2 bonus to attack rolls and damage rolls while in the aura.		
Double Actions		
Mhrutt makes two initiative checks and takes a full turn on each initiative result. Mhrutt can take two immediate actions per round but only one between one turn and the next.		
Enhanced Awareness		
At the end of each of his turns, Mhrutt automatically ends any dazing, stunning, or charm effect on himself.		
STANDARD ACTIONS		
m Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d8 + 5 damage, and the target falls prone.		
Invoke Fury • At-Will		
Effect: Close burst 5 (one enemy in the burst). The target must use a free action to charge or make a basic attack against a target of Mhrutt's choice. The movement for this charge does not provoke opportunity attacks.		
Skills Bluff +8, Diplomacy, +8, Intimidate +8		
Str 20 (+6)	Dex 12 (+2)	Wis 15 (+3)
Con 20 (+6)	Int 8 (+0)	Cha 17 (+4)
Alignment chaotic evil Languages Common, Giant		
Equipment longsword, scale armor		

Note: Mhrutt is based on an ettin war chanter.

4 Orc Rampagers	Level 2 Brute	
Medium natural humanoid, orc	XP 125	
HP 50; Bloodied 25	Initiative +3	
AC 14, Fortitude 16, Reflex 14, Will 12	Perception +1	
Speed 6	Low-light vision	
TRAITS		
Berserk Flailing		
While the orc is bloodied and can take opportunity attacks, any enemy that starts its turn adjacent to the orc takes 5 damage.		
STANDARD ACTIONS		
m Heavy Flail (weapon) • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d10 + 6 damage.		
M Rampage • At-Will		
Effect: The orc shifts up to 3 squares and can use heavy flail against three enemies during the shift.		
R Handaxe (weapon) • At-Will		
Attack: Ranged 10 (one creature); +7 vs. AC		
Hit: 1d10 + 6 damage, and the orc can push the target 1 square.		
TRIGGERED ACTIONS		
Savage Demise • Encounter		
Trigger: The orc drops to 0 hit points.		
Effect (Free Action): The orc takes a standard action.		
Str 21 (+6)	Dex 14 (+3)	Wis 10 (+1)
Con 20 (+6)	Int 8 (+2)	Cha 8 (+2)
Alignment chaotic evil Languages Common, Giant		
Equipment handaxe x4, heavy flail, leather armor		

ENCOUNTER 1: GREEN MOSS COUNCIL (ADVENTURE LEVEL 4)

Mhrutt	Level 4 Elite Controller (Leader)
Medium natural humanoid, orc	XP 250
HP 120; Bloodied 60	Initiative +3
AC 18, Fortitude 17, Reflex 13, Will 16	Perception +9
Speed 6	Low-light vision
Saving Throws +2; Actions Points 1	
TRAITS	
O Rage Song • Aura 5	
Enemies take a -2 penalty to attack rolls and gain a +2 bonus to damage rolls while in the aura. Allies gain a +2 bonus to attack rolls and damage rolls while in the aura.	
Double Actions	
Mhrutt makes two initiative checks and takes a full turn on each initiative result. Mhrutt can take two immediate actions per round but only one between one turn and the next.	
Enhanced Awareness	
At the end of each of his turns, Mhrutt automatically ends any dazing, stunning, or charm effect on himself.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage, and the target falls prone.	
Invoke Fury • At-Will	
Effect: Close burst 5 (one enemy in the burst). The target must use a free action to charge or make a basic attack against a target of Mhrutt's choice. The movement for this charge does not provoke opportunity attacks.	
Skills Bluff +9, Diplomacy, +9, Intimidate +9	
Str 20 (+7)	Dex 12 (+3) Wis 15 (+4)
Con 20 (+7)	Int 8 (+1) Cha 17 (+5)
Alignment chaotic evil Languages Common, Giant	
Equipment longsword, scale armor	

Note: Mhrutt is based on an ettin war chanter.

4 Orc Rampagers	Level 4 Brute
Medium natural humanoid, orc	XP 125
HP 70; Bloodied 35	Initiative +4
AC 16, Fortitude 18, Reflex 15, Will 14	Perception +2
Speed 6	Low-light vision
TRAITS	
Berserk Flailing	
While the orc is bloodied and can take opportunity attacks, any enemy that starts its turn adjacent to the orc takes 5 damage.	
STANDARD ACTIONS	
m Heavy Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d8 + 6 damage.	
M Rampage • At-Will	
Effect: The orc shifts up to 3 squares and can use heavy flail against three enemies during the shift.	
R Handaxe (weapon) • At-Will	
Attack: Ranged 10 (one creature); +9 vs. AC	
Hit: 2d8 + 6 damage, and the orc can push the target 1 square.	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 21 (+7)	Dex 14 (+4) Wis 10 (+2)
Con 20 (+7)	Int 8 (+1) Cha 8 (+1)
Alignment chaotic evil Languages Common, Giant	
Equipment handaxe x4, heavy flail, leather armor	

ENCOUNTER 1: GREEN MOSS COUNCIL (ADVENTURE LEVEL 6)

Mhrutt		Level 6 Elite Controller (Leader)	
Medium natural humanoid, orc		XP 250	
HP 152; Bloodied 76		Initiative +4	
AC 20, Fortitude 19, Reflex 15, Will 18		Perception +10	
Speed 6		Low-light vision	
Saving Throws +2; Actions Points 1			
TRAITS			
O Rage Song • Aura 5 Enemies take a -2 penalty to attack rolls and gain a +2 bonus to damage rolls while in the aura. Allies gain a +2 bonus to attack rolls and damage rolls while in the aura.			
Double Actions			
Mhrutt makes two initiative checks and takes a full turn on each initiative result. Mhrutt can take two immediate actions per round but only one between one turn and the next.			
Enhanced Awareness			
At the end of each of his turns, Mhrutt automatically ends any dazing, stunning, or charm effect on himself.			
STANDARD ACTIONS			
m Longsword (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +11 vs. AC <i>Hit:</i> 2d6 + 7 damage, and the target falls prone.			
Invoke Fury • At-Will <i>Effect:</i> Close burst 5 (one enemy in the burst). The target must use a free action to charge or make a basic attack against a target of Mhrutt's choice. The movement for this charge does not provoke opportunity attacks.			
Skills Bluff +10, Diplomacy, +10, Intimidate +10 Str 20 (+8) Dex 12 (+4) Wis 15 (+5) Con 20 (+8) Int 8 (+2) Cha 17 (+6)			
Alignment chaotic evil Languages Common, Giant			
Equipment longsword, scale armor			

Note: Mhrutt is based on an ettin war chanter.

4 Orc Rampagers		Level 6 Brute	
Medium natural humanoid, orc		XP 250	
HP 90; Bloodied 45		Initiative +5	
AC 18, Fortitude 20, Reflex 17, Will 16		Perception +3	
Speed 6		Low-light vision	
TRAITS			
Berserk Flailing While the orc is bloodied and can take opportunity attacks, any enemy that starts its turn adjacent to the orc takes 5 damage.			
STANDARD ACTIONS			
m Heavy Flail (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +11 vs. AC <i>Hit:</i> 2d8 + 9 damage.			
M Rampage • At-Will <i>Effect:</i> The orc shifts up to 3 squares and can use heavy flail against three enemies during the shift.			
R Handaxe (weapon) • At-Will <i>Attack:</i> Ranged 10 (one creature); +11 vs. AC <i>Hit:</i> 2d8 + 9 damage, and the orc can push the target 1 square.			
TRIGGERED ACTIONS			
Savage Demise • Encounter <i>Trigger:</i> The orc drops to 0 hit points. <i>Effect (Free Action):</i> The orc takes a standard action.			
Str 21 (+8)		Dex 14 (+5)	
Con 20 (+8)		Int 8 (+2)	
		Wis 10 (+3)	
		Cha 8 (+2)	
Alignment chaotic evil Languages Common, Giant			
Equipment handaxe x4, heavy flail, leather armor			

ENCOUNTER 1: GREEN MOSS COUNCIL (ADVENTURE LEVEL 8)

Mhrutt		Level 8 Elite Controller (Leader)	
Medium natural humanoid, orc		XP 700	
HP 184; Bloodied 92		Initiative +5	
AC 22, Fortitude 21, Reflex 17, Will 20		Perception +11	
Speed 6		Low-light vision	
Saving Throws +2; Actions Points 1			
TRAITS			
○ Rage Song • Aura 5			
Enemies take a -2 penalty to attack rolls and gain a +2 bonus to damage rolls while in the aura. Allies gain a +2 bonus to attack rolls and damage rolls while in the aura.			
Double Actions			
Mhrutt makes two initiative checks and takes a full turn on each initiative result. Mhrutt can take two immediate actions per round but only one between one turn and the next.			
Enhanced Awareness			
At the end of each of his turns, Mhrutt automatically ends any dazing, stunning, or charm effect on himself.			
STANDARD ACTIONS			
m Longsword (weapon) • At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 2d8 + 7 damage, and the target falls prone.			
Invoke Fury • At-Will			
Effect: Close burst 5 (one enemy in the burst). The target must use a free action to charge or make a basic attack against a target of Mhrutt's choice. The movement for this charge does not provoke opportunity attacks.			
Skills Bluff +11, Diplomacy, +11, Intimidate +11			
Str 20 (+9)	Dex 12 (+5)	Wis 15 (+6)	
Con 20 (+9)	Int 8 (+3)	Cha 17 (+7)	
Alignment chaotic evil Languages Common, Giant			
Equipment longsword, scale armor			

Note: Mhrutt is based on an ettin war chanter.

4 Orc Rampagers		Level 8 Brute	
Medium natural humanoid, orc		XP 350	
HP 110; Bloodied 55		Initiative +6	
AC 20, Fortitude 22, Reflex 19, Will 18		Perception +4	
Speed 6		Low-light vision	
TRAITS			
Berserk Flailing			
While the orc is bloodied and can take opportunity attacks, any enemy that starts its turn adjacent to the orc takes 5 damage.			
STANDARD ACTIONS			
m Heavy Flail (weapon) • At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 3d6 + 10 damage.			
M Rampage • At-Will			
Effect: The orc shifts up to 3 squares and can use heavy flail against three enemies during the shift.			
R Handaxe (weapon) • At-Will			
Attack: Ranged 10 (one creature); +13 vs. AC			
Hit: 3d6 + 10 damage, and the orc can push the target 1 square.			
TRIGGERED ACTIONS			
Savage Demise • Encounter			
Trigger: The orc drops to 0 hit points.			
Effect (Free Action): The orc takes a standard action.			
Str 21 (+9)	Dex 14 (+6)	Wis 10 (+4)	
Con 20 (+9)	Int 8 (+3)	Cha 8 (+3)	
Alignment chaotic evil Languages Common, Giant			
Equipment handaxe x4, heavy flail, leather armor			

ENCOUNTER 1: GREEN MOSS COUNCIL (ADVENTURE LEVEL 10)

Mhrutt	Level 10 Elite Controller (Leader)	
Medium natural humanoid, orc	XP 1000	
HP 216; Bloodied 108	Initiative +6	
AC 24, Fortitude 23, Reflex 19, Will 22	Perception +12	
Speed 6	Low-light vision	
Saving Throws +2; Actions Points 1		
TRAITS		
O Rage Song • Aura 5		
Enemies take a -2 penalty to attack rolls and gain a +2 bonus to damage rolls while in the aura. Allies gain a +2 bonus to attack rolls and damage rolls while in the aura.		
Double Actions		
Mhrutt makes two initiative checks and takes a full turn on each initiative result. Mhrutt can take two immediate actions per round but only one between one turn and the next.		
Enhanced Awareness		
At the end of each of his turns, Mhrutt automatically ends any dazing, stunning, or charm effect on himself.		
STANDARD ACTIONS		
m Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 9 damage, and the target falls prone.		
Invoke Fury • At-Will		
Effect: Close burst 5 (one enemy in the burst). The target must use a free action to charge or make a basic attack against a target of Mhrutt's choice. The movement for this charge does not provoke opportunity attacks.		
Skills Bluff +12, Diplomacy, +12, Intimidate +12		
Str 20 (+10)	Dex 12 (+6)	Wis 15 (+7)
Con 20 (+10)	Int 8 (+4)	Cha 17 (+8)
Alignment chaotic evil Languages Common, Giant		
Equipment longsword, scale armor		

Note: Mhrutt is based on an ettin war chanter.

4 Orc Rampagers	Level 10 Brute	
Medium natural humanoid, orc	XP 500	
HP 130; Bloodied 65	Initiative +7	
AC 22, Fortitude 24, Reflex 21, Will 20	Perception +5	
Speed 6	Low-light vision	
TRAITS		
Berserk Flailing		
While the orc is bloodied and can take opportunity attacks, any enemy that starts its turn adjacent to the orc takes 5 damage.		
STANDARD ACTIONS		
m Heavy Flail (weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 3d6 + 12 damage.		
M Rampage • At-Will		
Effect: The orc shifts up to 3 squares and can use heavy flail against three enemies during the shift.		
R Handaxe (weapon) • At-Will		
Attack: Ranged 10 (one creature); +13 vs. AC		
Hit: 3d6 + 12 damage, and the orc can push the target 1 square.		
TRIGGERED ACTIONS		
Savage Demise • Encounter		
Trigger: The orc drops to 0 hit points.		
Effect (Free Action): The orc takes a standard action.		
Str 21 (+10)	Dex 14 (+7)	Wis 10 (+5)
Con 20 (+10)	Int 8 (+4)	Cha 8 (+4)
Alignment chaotic evil Languages Common, Giant		
Equipment handaxe x4, heavy flail, leather armor		

ENCOUNTER 2: DEATH HORNS AND WAR MACHINES

Important NPCs: Mivenskip Tindersmoke, female gnome, prisoner and engineer.

SETUP

The Death Horns tribe of Many-Arrows have been tasked with creating and transporting the war machines and siege equipment of the orc army. As the retinue travels toward Netheril, the adventurers have an opportunity to sabotage the equipment and render it useless: catapults, battering rams, siege towers, ballistae, and other large machines. The machinery is modified with odd-looking gears and other metallic bits, especially around the wheels and anything that is spring-loaded.

These war machines are the invention of gnomes, prisoners of the orcs currently held in a wheeled cage near the end of the caravan. The adventurers' primary objective is to sabotage the war machines, but the situation is complicated by the imprisoned gnomes.

At the start of the encounter, read:

You have found the war machine caravan at the perfect time. They have stopped, as it appears an argument has erupted at the front of the caravan about which direction is best to go to reach Netheril more quickly. You are able to hide behind the cover of some boulders 100 feet from the caravan and take stock of the situation.

Although there are in excess of 200 orc warriors spread throughout the caravan, most appear to be watching the argument at the front of the caravan, and those who are not are resting. A few orcs are within line of sight of the war machines, but none are actively guarding them at the moment. A frontal assault on the orcs would end badly for you. Your best option is probably stealth.

Your target is a group of about 30 war machines. They rest near the back of the caravan, and include catapults, ballistae, siege towers, battering rams, and other machines. In the center of the group of machines is a large object covered in a leather tarp.

SKILL CHALLENGE: SABOTAGE!

Goal: Gain access to the machines, disable them, free the gnomes, and escape without being seen.

Complexity: 1 (4 goals)

Primary Skills: Varies by scene

Victory: The PCs sabotage the machines and escape without being noticed.

Defeat: The PCs fail to accomplish all 4 goals. The Death Horns are able to continue on their journey with the machines in a reparable state.

The goals may be performed in order of presentation, although if the adventurers come up with plans that are not anticipated, run the skill challenge as you see fit.

GOAL 1: ACCESS THE MACHINES UNNOTICED

The PCs may discuss just hitting all the machines with a bunch of fire-based attacks, flaming missiles, axes, etc. If they do, inform them that there are too many machines to hit before the alarm is raised. The only means of sabotage that has a chance of working is to inspect them closely and tinker with them.

Stealth (group; each PC who approaches the machines must attempt, unless they teleport or use invisibility)

Each PC attempts a Stealth check, but each can choose whether to attempt at Easy, Moderate, or Hard DC. Easy = 1 success, Moderate = 2 successes, and Hard = 3 successes. A failure at any level of difficulty = 1 failure. If successes outnumber failures, the group succeeds.

- **Success:** The PCs who attempted the check gains access to the war machines. The others must remain hidden behind the boulders.
- **Failure:** The PCs still gain access to the machines, but for every failure above the number of successes, add 1 to the Notice Track.

GOAL 2: RUIN THE MACHINES

When the PCs who snuck into the group of machines arrive, read:

When you begin to inspect the machines, it is apparent that this cannot be mere orc engineering. Complex gears, switches, levers, pulleys, and springs adorn all the machines. Some of the parts look like they might be supplemented with magic as well.

A Hard DC Thievery or Insight check tells the PCs that if this complex machinery was just tweaked slightly, it could be made nonfunctional with the untrained eye never noticing the difference or knowing how to fix it.

Thievery, Perception, or Arcana (individual; each PC can attempt one)

Each PC can attempt 1 check, but each of the listed skills must be attempted once to succeed. There must be a total of 5 successes overall. Easy = 1 success, Moderate = 2 successes, and Hard = 3 successes. For every 3 failed checks, add 1 Notice Point to the Notice Track.

If the PCs get help from the gnomes, lower the DCs so that Hard is made at the Moderate DC, Moderate made at Easy DC, and Easy checks are made with a +5 to the roll.

If 5 successes are made overall, the sabotage to the machines is made in such a way that orcs don't notice

until it is too late. If five successes are not made overall, the PCs cannot complete the sabotage with finesse, but give them an alternative. A few casks of a volatile substance are loaded on a cart near the machines. An Easy Nature check reveals that if this stuff was lit on fire near the machines, the resulting explosion would destroy a few of them, but not all.

GOAL 3: FREE THE GNOMES

When the PCs investigate the tarp-covered structure, read:

Beneath the tarp is a large cage sitting atop a flat wagon. Within the cage are a dozen gnomes, who shield their eyes against the light you are letting in. One of the gnomes steps forward and says, "We are done working for you. We demand to be released, by Garl's blessed pickaxe!" She raises her fists as if to fight.

If the PCs clarify who they are, the gnome introduces herself as Mivenskip Tindersmoke. She and her associates were invited to Many-Arrows to work as engineers, but they were captured and forced to build these machines. They are being brought along to build more later and repair these.

Completing this goal is a two-step process. The first is opening the lock on the cage, and the second is keeping the gnomes calm as they run away.

There is a trap on the lock which can be detected with an Easy Perception check. If the lock is opened or broken before the trap is deactivated (Easy DC Thievery), an alarm sounds. If the alarm is activated, it brings a guard, who yells "I told you sneaky little bastards to leave the lock alone!" as she approaches. Give the PCs a chance to hide or otherwise trick the guard. They can easily attack the lone guard (use statistics for the Orc Rampager in Encounter 1), but her absence is quickly noticed and brings down the entire orc battalion—forcing the PCs to flee.

Thievery/Athletics and Diplomacy/Intimidate (individual; 1 PC must attempt each)

Once the alarm has been either deactivated or tripped, two skill checks must be made:

- **Thievery/Athletics:** A Hard DC check is needed to either pick or break the lock. If these fail, the lock can be hacked with weapons, but this brings guards unless the sound is somehow covered up.
- **Diplomacy/Intimidate:** Once the gnomes are free, they are more likely to run screaming than proceed in an orderly manner. A Hard DC check is needed to either convince them or force them to be quiet and stealthy. If this fails, the gnomes and PCs can still get away, but guards arrive immediately.

GOAL 4: ESCAPE WITHOUT BEING NOTICED

If the PCs have been noticed already, this goal cannot be accomplished—simply skip it.

If the PCs have gotten this far without being noticed, the final step is to exit the area of the caravan without being spotted. If they remembered to close the cage and re-cover it with the tarp, it could be hours before the orcs even notice the gnomes are gone.

Stealth (group; each PC who leaves the machines must attempt, unless they teleport or use invisibility)

Each PC attempts a Stealth check, but each can choose whether to attempt at Easy (1 success), Moderate (2 successes), or Hard DC (3 successes). A failure at any level of difficulty = 1 failure. If successes outnumber failures, the group succeeds.

- **Success:** The PCs get away unnoticed.
- **Failure:** The PCs still escape, but add 1 to the Notice Track.

ENDING THE ENCOUNTER

At the end of this encounter, the PCs can escape the Death Horns tribe without problems. However, the number of Annoyance and Notice Points should be determined:

- If the PCs were not noticed and were able to sabotage the machines with finesse and rescue the gnomes, give 2 Annoyance Points and 0 Notice points.
- If the PCs had to leave the gnomes but disabled the machines, or rescued the gnomes but did not disable the machines with finesse, give 1 Annoyance Point and 1 Notice Point.
- If the PCs failed both to affect the machines and rescue the gnomes, give 0 Annoyance Points.
- If unanticipated events took place, use your best judgment to give between 0-2 Annoyance and Notice Points. Remember that the 2 possible Notice Points for failed scenes 1 and 4 in this encounter add Notice Point in addition to the 2 possible Notice Points for the encounter as a whole.

MILESTONE

This encounter counts towards a milestone.

TREASURE

If the PCs rescue the gnomes, Mivenskip gives them a pair of *luckbender gloves* (level 6) and each a gem worth 25/50/100/200/300gp.

ENCOUNTER 3: TEA WITH THE GOREHAMMERS

ENCOUNTER LEVEL VARIABLE

CREATURES

This encounter includes the following creatures at all ALs:

**Uxx Gorehammer
orc rampagers**

SCALING THE ENCOUNTER

This encounter scales itself based on how the PCs choose to behave.

SETUP

When the PCs arrive at the keep of the Gorehammer tribe, read:

Ahead of you rests a rough-built keep made of stone, wood, mud, and whatever other materials the builders could find at the time. Around the keep is temporary housing in the form of wooden lean-tos and leather tents.

Goal: Convince the Gorehammer tribe that going to war against Cormyr is a bad idea.

Complexity: Special

Primary Skills: Diplomacy, Bluff, Intimidate

Victory: The Gorehammer tribe chooses to avoid the coming conflict.

Defeat: The Gorehammer tribe goes to war on behalf of Obould.

A Moderate DC History check reveals to the PCs that the Gorehammers have long held a grudge against King Obould. They have pushed for years and years to break the treaty and attack the Silver Marches. They have attempted in the past to overthrow many of the Oboulds who have ruled Many-Arrows. The PCs also learn with the successful check that the Gorehammer tribe does not take well to trickery or deception. They prefer direct and plain talk. Bravely announcing one's self is better than sneaking or using subterfuge.

Now that Obould is ready to support a war, the Gorehammers are wondering why that war is so far away, when there are perfectly squishy dwarves to kill so close. They recognize that the Gorehammers will be the vanguard of Obould's armies, and they are beginning to suspect that there is a reason Obould backed a war so far away from Many-Arrows. Chief Truubl Gorehammer is

thinking hard about this next move, and hard thinking is not his specialty. Hard thinking makes him grumpy.

SCENE 1: THE OUTSKIRTS OF THE GOREHAMMER TRIBE

If the PCs openly announce their presence and demand to see the chief of the Gorehammer tribe, they succeed and can add a +4 to any social-based rolls for the rest of this encounter. If they ask nicely see the chief, they get no success or failure. If they sneak in, they automatically succeed but 1 is added to the Notice track, as the Gorehammers are wary of the sneaky adventurers and word of their presence spreads quickly.

SCENE 2: MEETING WITH THE LEADER OF THE GOREHAMMER TRIBE

Feel free to paraphrase the following and adjust it to the actions the PCs take to arrive in front of Chief Truubl Gorehammer.

Chief Truubl Gorehammer is a massive orc, but his throne, made of destroyed shields and smashed pieces of armor, easily holds his bulk. A large hammer sits next to his throne within easy reach. The hammer, as well as the chief's breastplate, is covered in dried blood. Many of the Gorehammer tribe have come to see those who would speak with the chief.

"What words would you have me hear. Be quick. My hammer thirsts, and I will not suffer fools."

The PCs should lay out whatever reasons they want to convince the Gorehammer tribe to not go to war, and maybe even migrate south. Once they state a reason, call for a Diplomacy, Intimidation, or Bluff roll at a Hard DC. If they provide evidence or a compelling reason for the Gorehammers to not go to war, drop it down to a Moderate DC.

If the PCs pass the check, the Truubl Gorehammer tells the PCs he doesn't have a choice. Either he fights for Obould or he is destroyed by the rest of Many-Arrows. Now the PCs can try to convince them to make their way south, citing the flight of both the Bloodblades and the Green Mosses. Although the Gorehammers hate the Bloodblades, this information surprises Truubl. With both of those tribes defecting, Truubl sees a chance to strike at Obould again while most of the king's army is away or fleeing the kingdom.

If the PCs fail the check, Truubl Gorehammer ponders their words and cannot bring himself to believe what he is hearing. He calls upon his scouts to go forth and find out the truth about the Bloodblades and Green Mosses defecting. Add 1 to the Notice track.

If the PCs offer Truubl the axe *Gruumsh's Fury*, he takes it as a sign that he is to be the next leader of Many-Arrows. He instantly hails the adventurers as messengers of good fortune, and he needs no more

convincing. However, he still needs to see the brawling test to gauge the strength of the PCs.

SCENE 3: THE BRAWLING TEST

In the end, the Gorehammers only understand strength of arms and power. They decide to settle this issue like they settle most others: by hitting something with a large hammer and seeing if it breaks.

The rules of the brawling test are as follows:

- The PCs chose two of their own to stand against 2 champions from the Gorehammers. In this case, the champion is Uxx Gorehammer and 1 orc rampager (Knub Gorehammer).
- The four stand on the platform and slug it out without any interference for at least 2 rounds.
- If after the end of the second round there is not clear winner (one side bloodied while the other isn't or one side unconscious), then the fight continues.
- However, after the second round ends, either side can send another fighter into the battle. That side can send in one, but if they choose to do so, the other side gets to send in two. Two more rounds must pass before anyone else can interfere.
- At the end of round 4, if there is not a clear winning, one side or the other can choose to send in 1 fighter, but again the other side can send in two.
- The fight continues until one side or the other yields, or cannot fight any more. Once a combatant falls unconscious, he or she cannot be healed and continue affecting the battle IN ANY WAY. Breaking this rule automatically forfeits the fight.
- During the brawl, Truubl Gorehammer continues to speak with the PCs. He asks what the adventurers would have the Gorehammers do if they were to defy the call to war. Let the PCs who are not in the fight spar with Truubl verbally. If the PCs offer to assist the Gorehammers in overthrowing Obould at a later date, this pleases Truubl.

FEATURES OF THE AREA

Raised Platform: This platform is 10 feet off the floor. Creatures falling from the platform take 1d10 falling damage. The stairs back up onto the platform are considered difficult terrain.

Fire: A creature entering or starting its turn in the fire takes 1d8 (at APL 2/4) or 2d8 (at APL 6/8/10) fire damage and 5 ongoing fire damage (save ends).

Acid Well: The well is filled with acid. Creatures pushed into the well take 1d6 (at APL 2/4) or 2d6 (at APL 6/8/10) acid damage and are blinded (save ends).

Statue: This statue of Gruumsh animates grabs for any creature that enters or is forced into the same square as it. The creature must make a Moderate DC Athletics or Acrobatics check to avoid being restrained (save ends). The orcs know this and make use of the statue when possible.

ENDING THE ENCOUNTER

At the end of this encounter, the PCs should have at least had a fighting chance (quite literally) at convincing the Gorehammers to forsake Obould. The number of Annoyance and Notice Points should be determined:

- If the PCs succeeded at all their checks, did not upset the Gorehammers with trickery and guile, and won the brawling test, give 2 Annoyance Points and 0 Notice points.
- If the PCs won the brawling test but did not act in a manner that pleased the Gorehammers, give 1 Annoyance Point and 1 Notice Point.
- If the PCs failed the brawling test, give 0 Annoyance Points and 2 Notice Points. The Gorehammers feel compelled to join the war against such weak enemies, and they will trade the information they gained to Obould.
- If unanticipated events took place, use your best judgment to give between 0-2 Annoyance and Notice Points. Remember that the 1 possible Notice Point for failure in Scenes 1 and 2 of this encounter can add 2 Notice Points in addition to the 2 possible Notice Points for the encounter as a whole.
- Regardless of successes, the Gorehammers are true to their word, and they let the PCs go freely regardless of how they fare in the encounter.

MILESTONE

This encounter counts toward a milestone.

TREASURE

If the PCs win the brawling, Uxx gives his +1 *throwing hammer of speed* in honor of their victory. And he tells them the next time he sees them, he is going to kill them and take it back.

ENCOUNTER 3: TEA WITH THE GOREHAMMERS (ADVENTURE LEVEL 2)

Uxx Gorehammer	Level 2 Elite Soldier
Medium natural humanoid, orc	XP 250
HP 80; Bloodied 40	Initiative +5
AC 18, Fortitude 16, Reflex 14, Will 12	Perception +1
Speed 6	Low-light vision
Saving Throws +2; Actions Points 1	
STANDARD ACTIONS	
m Warhammer (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +7 vs. AC	
<i>Hit:</i> 1d8 + 5 damage.	
M Double Sweep • At-Will	
<i>Effect:</i> Uxx uses warhammer twice. If both attacks hit the same target, Uxx knocks the target prone.	
MINOR ACTIONS	
Warhammer of Speed (weapon) • Encounter	
<i>Effect:</i> Uxx makes a ranged basic attack with this weapon.	
TRIGGERED ACTIONS	
M Pursuing Shove • At-Will	
<i>Trigger:</i> An enemy adjacent to Uxx stands up.	
<i>Attack (Immediate Reaction):</i> Melee 1 (triggering enemy); +5 vs. Fortitude	
<i>Hit:</i> Uxx pushes the target 3 squares and shifts 3 squares to a square adjacent to the target.	
Incredible Toughness • Encounter	
<i>Trigger:</i> Uxx starts his turn.	
<i>Effect (No Action):</i> Uxx ends one effect that includes ongoing damage and the dazed, slowed, stunned, or weakened condition.	
Str 21 (+6)	Dex 14 (+3)
Con 16 (+4)	Int 9 (+0)
Wis 11 (+3)	Cha 7 (+4)
Alignment chaotic evil Languages Common, Giant	
Equipment warhammer	

Note: Uxx is based on the mul gladiator.

Orc Rampagers	Level 2 Brute
Medium natural humanoid, orc	XP 125
HP 50; Bloodied 25	Initiative +3
AC 14, Fortitude 16, Reflex 14, Will 12	Perception +1
Speed 6	Low-light vision
TRAITS	
Berserk Flailing	
While the orc is bloodied and can take opportunity attacks, any enemy that starts its turn adjacent to the orc takes 5 damage.	
STANDARD ACTIONS	
m Heavy Flail (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +7 vs. AC	
<i>Hit:</i> 1d10 + 6 damage.	
M Rampage • At-Will	
<i>Effect:</i> The orc shifts up to 3 squares and can use heavy flail against three enemies during the shift.	
R Handaxe (weapon) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +7 vs. AC	
<i>Hit:</i> 1d10 + 6 damage, and the orc can push the target 1 square.	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
<i>Trigger:</i> The orc drops to 0 hit points.	
<i>Effect (Free Action):</i> The orc takes a standard action.	
Str 21 (+6)	Dex 14 (+3)
Con 20 (+6)	Int 8 (+2)
Wis 10 (+1)	Cha 8 (+2)
Alignment chaotic evil Languages Common, Giant	
Equipment handaxe x4, heavy flail, leather armor	

ENCOUNTER 3: TEA WITH THE GOREHAMMERS (ADVENTURE LEVEL 4)

Uxx Gorehammer	Level 4 Elite Soldier
Medium natural humanoid, orc	XP 350
HP 112; Bloodied 56	Initiative +6
AC 20, Fortitude 18, Reflex 16, Will 14	Perception +2
Speed 6	Low-light vision
Saving Throws +2; Actions Points 1	
STANDARD ACTIONS	
m Warhammer (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 1d10 + 7 damage.	
M Double Sweep • At-Will	
<i>Effect:</i> Uxx uses warhammer twice. If both attacks hit the same target, Uxx knocks the target prone.	
MINOR ACTIONS	
Warhammer of Speed (weapon) • Encounter	
<i>Effect:</i> Uxx makes a ranged basic attack with this weapon.	
TRIGGERED ACTIONS	
M Pursuing Shove • At-Will	
<i>Trigger:</i> An enemy adjacent to Uxx stands up.	
<i>Attack (Immediate Reaction):</i> Melee 1 (triggering enemy); +7 vs. Fortitude	
<i>Hit:</i> Uxx pushes the target 3 squares and shifts 3 squares to a square adjacent to the target.	
Incredible Toughness • Encounter	
<i>Trigger:</i> Uxx starts his turn.	
<i>Effect (No Action):</i> Uxx ends one effect that includes ongoing damage and the dazed, slowed, stunned, or weakened condition.	
Str 21 (+7)	Dex 14 (+4)
Con 16 (+5)	Int 9 (+1)
	Wis 11 (+4)
	Cha 7 (+5)
Alignment chaotic evil	
Languages Common, Giant	
Equipment warhammer	

Note: Uxx is based on the mul gladiator.

Orc Rampagers	Level 4 Brute
Medium natural humanoid, orc	XP 125
HP 70; Bloodied 35	Initiative +4
AC 16, Fortitude 18, Reflex 15, Will 14	Perception +2
Speed 6	Low-light vision
TRAITS	
Berserk Flailing	
While the orc is bloodied and can take opportunity attacks, any enemy that starts its turn adjacent to the orc takes 5 damage.	
STANDARD ACTIONS	
m Heavy Flail (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 2d8 + 6 damage.	
M Rampage • At-Will	
<i>Effect:</i> The orc shifts up to 3 squares and can use heavy flail against three enemies during the shift.	
R Handaxe (weapon) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +9 vs. AC	
<i>Hit:</i> 2d8 + 6 damage, and the orc can push the target 1 square.	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
<i>Trigger:</i> The orc drops to 0 hit points.	
<i>Effect (Free Action):</i> The orc takes a standard action.	
Str 21 (+7)	Dex 14 (+4)
Con 20 (+7)	Int 8 (+1)
	Wis 10 (+2)
	Cha 8 (+1)
Alignment chaotic evil	
Languages Common, Giant	
Equipment handaxe x4, heavy flail, leather armor	

ENCOUNTER 3: TEA WITH THE GOREHAMMERS (ADVENTURE LEVEL 6)

Uxx Gorehammer	Level 6 Elite Soldier
Medium natural humanoid, orc	XP 500
HP 144; Bloodied 72	Initiative +7
AC 22, Fortitude 20, Reflex 18, Will 16	Perception +3
Speed 6	Low-light vision
Saving Throws +2; Actions Points 1	
STANDARD ACTIONS	
m Warhammer (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 2d6 + 7 damage.	
M Double Sweep • At-Will	
<i>Effect:</i> Uxx uses warhammer twice. If both attacks hit the same target, Uxx knocks the target prone.	
MINOR ACTIONS	
Warhammer of Speed (weapon) • Encounter	
<i>Effect:</i> Uxx makes a ranged basic attack with this weapon.	
TRIGGERED ACTIONS	
M Pursuing Shove • At-Will	
<i>Trigger:</i> An enemy adjacent to Uxx stands up.	
<i>Attack (Immediate Reaction):</i> Melee 1 (triggering enemy); +9 vs. Fortitude	
<i>Hit:</i> Uxx pushes the target 3 squares and shifts 3 squares to a square adjacent to the target.	
Incredible Toughness • Encounter	
<i>Trigger:</i> Uxx starts his turn.	
<i>Effect (No Action):</i> Uxx ends one effect that includes ongoing damage and the dazed, slowed, stunned, or weakened condition.	
Str 21 (+8)	Dex 14 (+5)
Con 16 (+6)	Int 9 (+2)
Wis 11 (+5)	Cha 7 (+6)
Alignment chaotic evil Languages Common, Giant	
Equipment warhammer	

Note: Uxx is based on the mul gladiator.

Orc Rampagers	Level 6 Brute
Medium natural humanoid, orc	XP 250
HP 90; Bloodied 45	Initiative +5
AC 18, Fortitude 20, Reflex 18, Will 16	Perception +3
Speed 6	Low-light vision
TRAITS	
Berserk Flailing	
While the orc is bloodied and can take opportunity attacks, any enemy that starts its turn adjacent to the orc takes 5 damage.	
STANDARD ACTIONS	
m Heavy Flail (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 2d8 + 9 damage.	
M Rampage • At-Will	
<i>Effect:</i> The orc shifts up to 3 squares and can use heavy flail against three enemies during the shift.	
R Handaxe (weapon) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +11 vs. AC	
<i>Hit:</i> 2d8 + 9 damage, and the orc can push the target 1 square.	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
<i>Trigger:</i> The orc drops to 0 hit points.	
<i>Effect (Free Action):</i> The orc takes a standard action.	
Str 21 (+8)	Dex 14 (+5)
Con 20 (+8)	Int 8 (+2)
Wis 10 (+3)	Cha 8 (+2)
Alignment chaotic evil Languages Common, Giant	
Equipment handaxe x4, heavy flail, leather armor	

ENCOUNTER 3: TEA WITH THE GOREHAMMERS (ADVENTURE LEVEL 8)

Uxx Gorehammer	Level 8 Elite Soldier
Medium natural humanoid, orc	XP 700
HP 176; Bloodied 88	Initiative +8
AC 24, Fortitude 22, Reflex 20, Will 18	Perception +4
Speed 6	Low-light vision
Saving Throws +2; Actions Points 1	
STANDARD ACTIONS	
m Warhammer (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 2d8 + 7 damage.	
M Double Sweep • At-Will	
<i>Effect:</i> Uxx uses warhammer twice. If both attacks hit the same target, Uxx knocks the target prone.	
MINOR ACTIONS	
Warhammer of Speed (weapon) • Encounter	
<i>Effect:</i> Uxx makes a ranged basic attack with this weapon.	
TRIGGERED ACTIONS	
M Pursuing Shove • At-Will	
<i>Trigger:</i> An enemy adjacent to Uxx stands up.	
<i>Attack (Immediate Reaction):</i> Melee 1 (triggering enemy); +11 vs. Fortitude	
<i>Hit:</i> Uxx pushes the target 3 squares and shifts 3 squares to a square adjacent to the target.	
Incredible Toughness • Encounter	
<i>Trigger:</i> Uxx starts his turn.	
<i>Effect (No Action):</i> Uxx ends one effect that includes ongoing damage and the dazed, slowed, stunned, or weakened condition.	
Str 21 (+9)	Dex 14 (+6)
Con 16 (+7)	Int 9 (+3)
Wis 11 (+6)	Cha 7 (+7)
Alignment chaotic evil Languages Common, Giant	
Equipment warhammer	

Note: Uxx is based on the mul gladiator.

Orc Rampagers	Level 8 Brute
Medium natural humanoid, orc	XP 350
HP 110; Bloodied 55	Initiative +6
AC 20, Fortitude 22, Reflex 20, Will 18	Perception +4
Speed 6	Low-light vision
TRAITS	
Berserk Flailing	
While the orc is bloodied and can take opportunity attacks, any enemy that starts its turn adjacent to the orc takes 5 damage.	
STANDARD ACTIONS	
m Heavy Flail (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 3d6 + 10 damage.	
M Rampage • At-Will	
<i>Effect:</i> The orc shifts up to 3 squares and can use heavy flail against three enemies during the shift.	
R Handaxe (weapon) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +13 vs. AC	
<i>Hit:</i> 3d6 + 10 damage, and the orc can push the target 1 square.	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
<i>Trigger:</i> The orc drops to 0 hit points.	
<i>Effect (Free Action):</i> The orc takes a standard action.	
Str 21 (+9)	Dex 14 (+6)
Con 20 (+9)	Int 8 (+3)
Wis 10 (+4)	Cha 8 (+3)
Alignment chaotic evil Languages Common, Giant	
Equipment handaxe x4, heavy flail, leather armor	

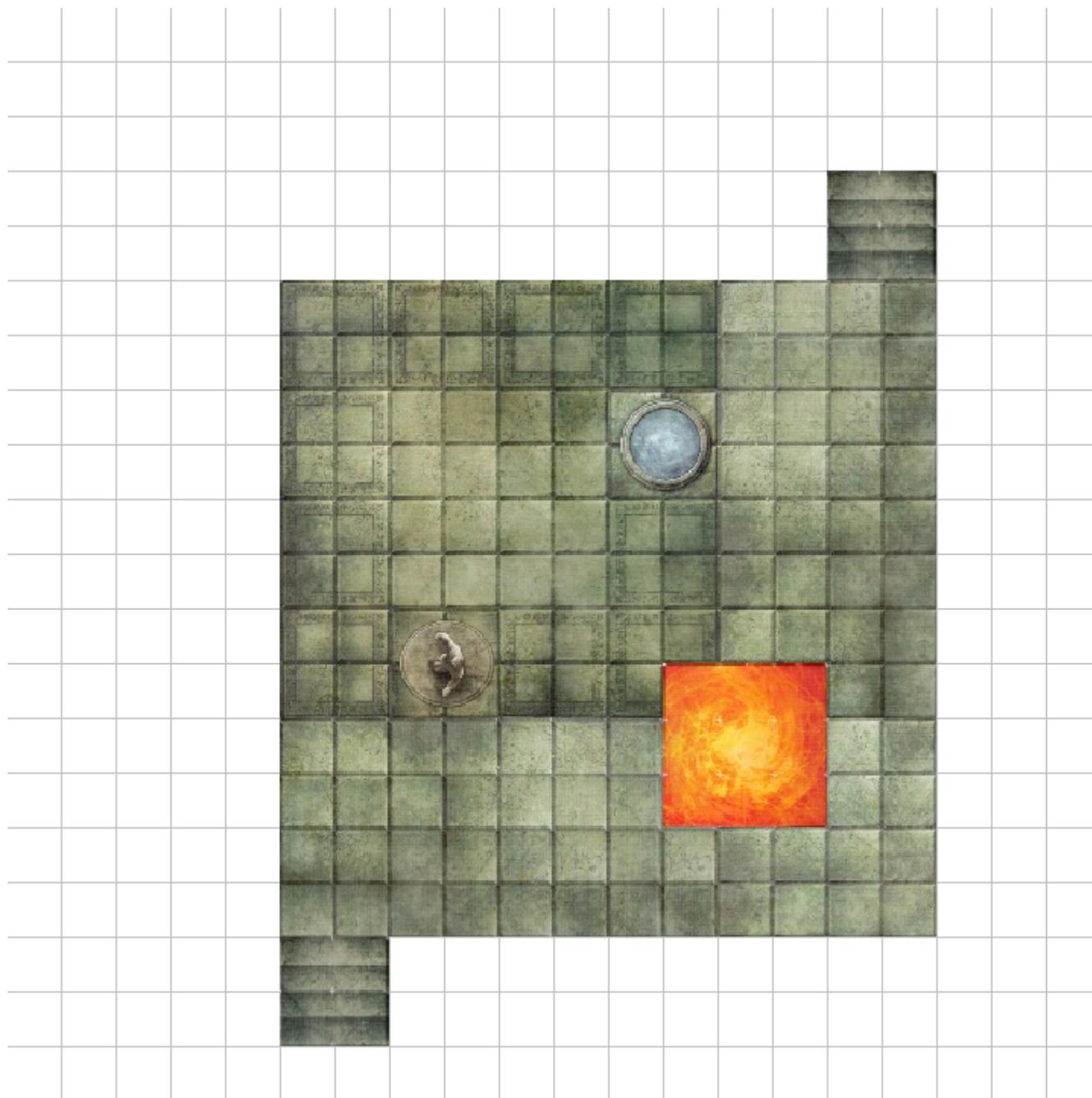
ENCOUNTER 3: TEA WITH THE GOREHAMMERS (AL 10)

Uxx Gorehammer	Level 10 Elite Soldier
Medium natural humanoid, orc	XP 1000
HP 208; Bloodied 104	Initiative +9
AC 26, Fortitude 24, Reflex 22, Will 20	Perception +5
Speed 6	Low-light vision
Saving Throws +2; Actions Points 1	
STANDARD ACTIONS	
m Warhammer (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 2d8 + 9 damage.	
M Double Sweep • At-Will	
<i>Effect:</i> Uxx uses warhammer twice. If both attacks hit the same target, Uxx knocks the target prone.	
MINOR ACTIONS	
Warhammer of Speed (weapon) • Encounter	
<i>Effect:</i> Uxx makes a ranged basic attack with this weapon.	
TRIGGERED ACTIONS	
M Pursuing Shove • At-Will	
<i>Trigger:</i> An enemy adjacent to Uxx stands up.	
<i>Attack (Immediate Reaction):</i> Melee 1 (triggering enemy); +13 vs. Fortitude	
<i>Hit:</i> Uxx pushes the target 3 squares and shifts 3 squares to a square adjacent to the target.	
Incredible Toughness • Encounter	
<i>Trigger:</i> Uxx starts his turn.	
<i>Effect (No Action):</i> Uxx ends one effect that includes ongoing damage and the dazed, slowed, stunned, or weakened condition.	
Str 21 (+10)	Dex 14 (+7)
Con 16 (+8)	Int 9 (+4)
	Wis 11 (+7)
	Cha 7 (+8)
Alignment chaotic evil Languages Common, Giant	
Equipment warhammer	

Note: Uxx is based on the mul gladiator.

Orc Rampagers	Level 10 Brute
Medium natural humanoid, orc	XP 500
HP 130; Bloodied 65	Initiative +7
AC 22, Fortitude 24, Reflex 22, Will 20	Perception +5
Speed 6	Low-light vision
TRAITS	
Berserk Flailing	
While the orc is bloodied and can take opportunity attacks, any enemy that starts its turn adjacent to the orc takes 5 damage.	
STANDARD ACTIONS	
m Heavy Flail (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 3d6 + 12 damage.	
M Rampage • At-Will	
<i>Effect:</i> The orc shifts up to 3 squares and can use heavy flail against three enemies during the shift.	
R Handaxe (weapon) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +13 vs. AC	
<i>Hit:</i> 3d6 + 12 damage, and the orc can push the target 1 square.	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
<i>Trigger:</i> The orc drops to 0 hit points.	
<i>Effect (Free Action):</i> The orc takes a standard action.	
Str 21 (+10)	Dex 14 (+7)
Con 20 (+10)	Int 8 (+4)
	Wis 10 (+5)
	Cha 8 (+4)
Alignment chaotic evil Languages Common, Giant	
Equipment handaxe x4, heavy flail, leather armor	

ENCOUNTER 3: TEA WITH THE GOREHAMMERS



ENCOUNTER 4: AMBUSHING SHADOWS

ENCOUNTER LEVEL 4/6/8/10/12

Important NPC: Samminel, male shadar-kai, Shadovar ambassador.

This encounter includes the following creatures at all ALs:

Samminel, Shadovar ambassador

2 gnome assassins

15 Gray Company recruits

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: At all ALs remove 5 recruits.

Six PCs: At all ALs add 5 recruits.

An emissary from the Shadovar has been dispatched to be the guest of King Obould for the initial stages of the war with Cormyr. While this emissary, a shadar-kai named Samminel, could have used magic to travel to Dark Arrow Keep, it was decided he should travel by carriage and then walk through the mountains, showing the orcs that the Shadovar are powerful enough to do as they please, even without their formidable magic.

Samminel travels with a contingent of three carriages pulled by the finest horses, as well as 2 personal bodyguards and 15 soldiers.

SETUP

Before the encounter starts, let the PCs set up the ambush. You can either have them make Easy DC History or Nature checks to figure out the best place to set up the ambush, or have NPCs give them advice. When they figured that the point shown in this encounter is the best site, read:

Having gathered information and scouted the area, you have ascertained the route being used by the Netherese contingent and found the best place for an ambush. The 20-foot wide pass floor rests 15 feet below the sheer cliffs on either side, giving you a place to rest and wait. The path itself contains some loose stone from a landslide, as well as some natural pits and trenches.

Let the PCs plan and set up their ambush.

FEATURES OF THE AREA

Walls: The walls on either side of this mountain pass are sheer cliffs that rise 20 feet before leveling off. Climbing the walls can be done with an Easy DC Athletics check.

Loose Stone: Stone from the mountain leaves patches of difficult terrain in the path.

Pits: The stone here has broken away, leaving pit and ruts 10 feet deep. Climbing out is a Moderate DC Athletics check.

Boulders: Two large boulders (each filling a 10x10 square) rest on each side of the path (4 boulders total). They can be pushed down into the path before the carriages arrive, or they can be pushed onto the carriages as they pass. A creature in the square that a boulder lands in can make a saving throw to avoid damage. If the saving throw fails, the creature (or carriage) takes 2d10 points of damage. Once in the path, the boulders can be moved with a DC 20 Strength check.

Carriages: Each carriage is 10-foot-square, and each is pulled by two horses. To stop a carriage, one horse pulling it must be disabled with 10 points of damage (AC 14), or the carriage must be broken with 20 points of damage (AC 10). Boulders in the path can also make the horses stop.

TACTICS

When the carriages arrive, three recruits ride atop each: one is driving and two are keeping watch. Give the lead carriage one Perception check against DC 20 to spot the PCs hiding above. Feel free to adjust that DC based on the preparations of the PCs.

In the front and back carriages, three more recruits ride. In the middle carriage is Samminel and his two gnome bodyguards. The recruits all emerge from their carriages if the caravan is forced to stop. In the case of attack, Samminel and the gnomes wait to take stock of the situation, using their invisibility or teleport powers to confuse their attackers.

Samminel stays in the fight until bloodied, but then he looks for a way to escape. Save his *shadow jaunt* if possible, using it to escape past any boulders or other barriers. If he does escape, give the PCs a chance to find him with a Moderate DC Perception or Nature check to track. For each minute that passes after his escape (when he is out of sight of the PCs), add 1 to the DC. The gnomes and the rest of the recruits guard his retreat.

If the gnomes can give Samminel more time to escape by offer to surrender and drawing out the process, they will do so. Of course, if the PCs spilt up they do not hesitate to attack those that stay behind.

ENDING THE ENCOUNTER

At the end of this encounter, the PCs should have at least interrupted the progress of Samminel, if not destroyed or captured everyone. Give out Notice and Annoyance points:

- If the PCs defeated the enemies completely and think to somehow hide evidence of the battle, give 2 Annoyance Points and 0 Notice points. If they don't hide the evidence of the battle, give 1 Notice point.
- If the PCs won but allowed anyone to escape, give 1 Annoyance Point and 2 Notice Points.
- If the PCs were defeated and/or forced to flee, give 0 Annoyance Points and 2 Notice Points.

MILESTONE

This encounter counts toward a milestone.

TREASURE

If the PCs get a chance to search the carriages, they find the following treasure, gifts that the Shadovar planned to give to King Obould:

AL 2: jade carvings worth 50 gp per PC; *obsidian wand* +1; + 1 *ebon armor*

AL 4: gems worth 75 gp per PC; *obsidian wand* +1; + 1 *ebon armor*

AL 6: gems worth 125 gp per PC; *obsidian wand* +2; + 2 *ebon armor*

AL 8: gems worth 250 gp per PC; *obsidian wand* +2; + 2 *ebon armor*

AL 10: gems worth 375 gp per PC; *obsidian wand* +2; + 2 *ebon armor*

ENCOUNTER 4: AMBUSHING SHADOWS (ADVENTURE LEVEL 2)

Samminel	Level 2 Elite Soldier (Leader)	
Medium shadow humanoid, shadar-kai	XP 250	
HP 76; Bloodied 38	Initiative +4	
AC 18, Fortitude 16, Reflex 15, Will 17	Perception +4	
Speed 5	Low-light vision	
Saving Throws +2; Actions Points 1		
TRAITS		
○ Deathshadow Fervor • Aura 5		
Whenever an ally in the aura scores a critical hit against an enemy, that enemy is also dazed (save ends).		
STANDARD ACTIONS		
m Halberd (weapon) • At-Will		
Attack: Melee 2 (one creature); +7 vs. AC		
Hit: 2d10 + 2 damage, and the target falls prone.		
Effect: Samminel marks the target until the end of his next turn.		
Double Attack • At-Will		
Effect: Samminel uses halberd twice.		
Sundering Sweep (weapon) • At-Will		
Attack: Close burst 2 (enemies in the burst); +9 vs. AC		
Hit: 2d10 +2 damage, and the target takes a -2 penalty to AC (save ends).		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • Encounter		
Effect: Samminel teleports up to 3 squares and becomes insubstantial until the start of his next turn..		
TRIGGERED ACTIONS		
M Deathshadow Fervor • Aura 5		
Trigger: An enemy within 2 squares of Samminel that is marked by him either moves or uses an attack power that doesn't include him as a target.		
Effect (Immediate Interrupt): Samminel uses halberd against the triggering enemy. The attack can score a critical hit on a roll of 17-20.		
Skills Diplomacy +10, Intimidate +10		
Str 16 (+4)	Dex 12 (+2)	Wis 17 (+4)
Con 14 (+3)	Int 15 (+3)	Cha 18 (+5)
Alignment evil Languages Common		
Equipment chainmail, halberd		

2 Gnome Assassins	Level 1 Skirmisher	
Small fey humanoid	XP 100	
HP 30; Bloodied 15	Initiative +6	
AC 15, Fortitude 12, Reflex 14, Will 13	Perception +6	
Speed 5	Low-light vision	
STANDARD ACTIONS		
m Katar (weapon) • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d6 + 5 damage, or 3d6 + 5 if the attack ended the gnome's shade form.		
MOVE ACTIONS		
Shadow Step (teleportation) • At-Will		
Requirement: The gnome must be adjacent to a creature.		
Effect: The gnome teleports up to 3 squares to a square adjacent to a different creature, and any mark on the gnome ends.		
MINOR ACTIONS		
Shade Form • Recharge when first bloodied		
Effect: The gnome assumes a shadowy form that lasts until it makes an attack roll or until the end of its next turn. While in this form, it is insubstantial and has vulnerable 5 radiant. In addition, it can make Stealth checks to become hidden if it has any cover or concealment.		
Sustain Minor: The shadowy form persists until the end of the gnome's next turn.		
Skills Stealth +9		
Str 10 (+0)	Dex 19 (+4)	Wis 13 (+1)
Con 14 (+2)	Int 14 (+2)	Cha 16 (+3)
Alignment unaligned Languages Common, Elven		
Equipment katar x2, leather armor		

15 Gray Company Recruits	Level 1 Minion Artillery	
Medium natural humanoid	XP 25	
HP 1; a missed attack never damages a minion.	Initiative +4	
AC 15, Fortitude 13, Reflex 14, Will 12	Perception +1	
Speed 6		
TRAITS		
Grim Solidarity		
If the recruit starts its turn adjacent to a creature that has grim solidarity, it can make a saving throw against one effect that a save can end.		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 4 damage		
r Shortbow (weapon) • At-Will		
Attack: Ranged 20 (one creature); +8 vs. AC		
Hit: 4 damage		
TRIGGERED ACTIONS		
M/R Inspired Fervor • At-Will 1/round		
Trigger: The recruit scores a critical hit against an enemy.		
Effect (Free Action): The recruit makes a basic attack against the enemy, with a +2 power bonus to the attack roll.		
Str 15 (+2)	Dex 18 (+4)	Wis 12 (+1)
Con 16 (+3)	Int 10 (+0)	Cha 16 (+3)
Alignment unaligned Languages Common		
Equipment studded leather armor, arrow x20, short sword, shortbow		

ENCOUNTER 4: AMBUSHING SHADOWS (ADVENTURE LEVEL 4)

Samminel	Level 4 Elite Soldier (Leader)
Medium shadow humanoid, shadar-kai	XP 350
HP 108; Bloodied 54	Initiative +5
AC 20, Fortitude 18, Reflex 17, Will 19	Perception +5
Speed 5	Low-light vision
Saving Throws +2; Actions Points 1	
TRAITS	
○ Deathshadow Fervor • Aura 5	
Whenever an ally in the aura scores a critical hit against an enemy, that enemy is also dazed (save ends).	
STANDARD ACTIONS	
m Halberd (weapon) • At-Will	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 2d10 + 4 damage, and the target falls prone.	
Effect: Samminel marks the target until the end of his next turn.	
Double Attack • At-Will	
Effect: Samminel uses halberd twice.	
Sundering Sweep (weapon) • At-Will	
Attack: Close burst 2 (enemies in the burst); +9 vs. AC	
Hit: 2d10 + 4 damage, and the target takes a -2 penalty to AC (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: Samminel teleports up to 3 squares and becomes insubstantial until the start of his next turn..	
TRIGGERED ACTIONS	
M Deathshadow Fervor • Aura 5	
Trigger: An enemy within 2 squares of Samminel that is marked by him either moves or uses an attack power that doesn't include him as a target.	
Effect (Immediate Interrupt): Samminel uses halberd against the triggering enemy. The attack can score a critical hit on a roll of 17-20.	
Skills Diplomacy +11, Intimidate +11	
Str 16 (+5)	Dex 12 (+3) Wis 17 (+5)
Con 14 (+4)	Int 15 (+4) Cha 18 (+6)
Alignment evil Languages Common	
Equipment chainmail, halberd	

2 Gnome Assassins	Level 3 Skirmisher
Small fey humanoid	XP 150
HP 46; Bloodied 23	Initiative +7
AC 17, Fortitude 14, Reflex 16, Will 15	Perception +7
Speed 5	Low-light vision
STANDARD ACTIONS	
m Katar (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage, or 4d6 + 4 if the attack ended the gnome's shade form.	
MOVE ACTIONS	
Shadow Step (teleportation) • At-Will	
Requirement: The gnome must be adjacent to a creature.	
Effect: The gnome teleports up to 3 squares to a square adjacent to a different creature, and any mark on the gnome ends.	
MINOR ACTIONS	
Shade Form • Recharge when first bloodied	
Effect: The gnome assumes a shadowy form that lasts until it makes an attack roll or until the end of its next turn. While in this form, it is insubstantial and has vulnerable 5 radiant. In addition, it can make Stealth checks to become hidden if it has any cover or concealment.	
Sustain Minor: The shadowy form persists until the end of the gnome's next turn.	
Skills Stealth +10	
Str 10 (+1)	Dex 19 (+5) Wis 13 (+2)
Con 14 (+3)	Int 14 (+3) Cha 16 (+4)
Alignment unaligned Languages Common, Elven	
Equipment katar x2, leather armor	

15 Gray Company Recruits	Level 3 Minion Artillery
Medium natural humanoid	XP 38
HP 1; a missed attack never damages a minion.	Initiative +5
AC 17, Fortitude 15, Reflex 16, Will 14	Perception +2
Speed 6	
TRAITS	
Grim Solidarity	
If the recruit starts its turn adjacent to a creature that has grim solidarity, it can make a saving throw against one effect that a save can end.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 5 damage	
r Shortbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +10 vs. AC	
Hit: 5 damage	
TRIGGERED ACTIONS	
M/R Inspired Fervor • At-Will 1/round	
Trigger: The recruit scores a critical hit against an enemy.	
Effect (Free Action): The recruit makes a basic attack against the enemy, with a +2 power bonus to the attack roll.	
Str 15 (+3)	Dex 18 (+5) Wis 12 (+2)
Con 16 (+4)	Int 10 (+1) Cha 16 (+4)
Alignment unaligned Languages Common	
Equipment studded leather armor, arrow x20, short sword, shortbow	

ENCOUNTER 4: AMBUSHING SHADOWS (ADVENTURE LEVEL 6)

Samminel	Level 6 Elite Soldier (Leader)
Medium shadow humanoid, shadar-kai	XP 500
HP 140; Bloodied 70	Initiative +6
AC 22, Fortitude 20, Reflex 19, Will 21	Perception +6
Speed 5	Low-light vision
Saving Throws +2; Actions Points 1	
TRAITS	
O Deathshadow Fervor • Aura 5 Whenever an ally in the aura scores a critical hit against an enemy, that enemy is also dazed (save ends).	
STANDARD ACTIONS	
m Halberd (weapon) • At-Will Attack: Melee 2 (one creature); +11 vs. AC Hit: 2d10 + 7 damage, and the target falls prone. Effect: Samminel marks the target until the end of his next turn.	
Double Attack • At-Will Effect: Samminel uses halberd twice.	
Sundering Sweep (weapon) • At-Will Attack: Close burst 2 (enemies in the burst); +11 vs. AC Hit: 2d10 + 7 damage, and the target takes a -2 penalty to AC (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter Effect: Samminel teleports up to 3 squares and becomes insubstantial until the start of his next turn..	
TRIGGERED ACTIONS	
M Deathshadow Fervor • Aura 5 Trigger: An enemy within 2 squares of Samminel that is marked by him either moves or uses an attack power that doesn't include him as a target. Effect (Immediate Interrupt): Samminel uses halberd against the triggering enemy. The attack can score a critical hit on a roll of 17-20.	
Skills Diplomacy +12, Intimidate +12	
Str 16 (+6)	Dex 12 (+4)
Con 14 (+5)	Wis 17 (+6)
	Cha 18 (+7)
Alignment evil	Languages Common
Equipment chainmail, halberd	

2 Gnome Assassins	Level 5 Skirmisher
Small fey humanoid	XP 200
HP 62; Bloodied 31	Initiative +8
AC 19, Fortitude 16, Reflex 18, Will 17	Perception +8
Speed 5	Low-light vision
STANDARD ACTIONS	
m Katar (weapon) • At-Will Attack: Melee 1 (one creature); +9 vs. AC Hit: 2d6 + 6 damage, or 4d6 + 6 if the attack ended the gnome's shade form.	
MOVE ACTIONS	
Shadow Step (teleportation) • At-Will Requirement: The gnome must be adjacent to a creature. Effect: The gnome teleports up to 3 squares to a square adjacent to a different creature, and any mark on the gnome ends.	
MINOR ACTIONS	
Shade Form • Recharge when first bloodied Effect: The gnome assumes a shadowy form that lasts until it makes an attack roll or until the end of its next turn. While in this form, it is insubstantial and has vulnerable 5 radiant. In addition, it can make Stealth checks to become hidden if it has any cover or concealment. Sustain Minor: The shadowy form persists until the end of the gnome's next turn.	
Skills Stealth +11	
Str 10 (+2)	Dex 19 (+6)
Con 14 (+4)	Int 14 (+4)
	Wis 13 (+3)
	Cha 16 (+5)
Alignment unaligned	Languages Common, Elven
Equipment katar x2, leather armor	

15 Gray Company Recruits	Level 5 Minion Artillery
Medium natural humanoid	XP 50
HP 1; a missed attack never damages a minion.	Initiative +6
AC 19, Fortitude 17, Reflex 18, Will 16	Perception +3
Speed 6	
TRAITS	
Grim Solidarity If the recruit starts its turn adjacent to a creature that has grim solidarity, it can make a saving throw against one effect that a save can end.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will Attack: Melee 1 (one creature); +10 vs. AC Hit: 6 damage	
r Shortbow (weapon) • At-Will Attack: Ranged 20 (one creature); +12 vs. AC Hit: 6 damage	
TRIGGERED ACTIONS	
M/R Inspired Fervor • At-Will 1/round Trigger: The recruit scores a critical hit against an enemy. Effect (Free Action): The recruit makes a basic attack against the enemy, with a +2 power bonus to the attack roll.	
Str 15 (+4)	Dex 18 (+6)
Con 16 (+5)	Int 10 (+2)
	Wis 12 (+3)
	Cha 16 (+5)
Alignment unaligned	Languages Common
Equipment studded leather armor, arrow x20, short sword, shortbow	

ENCOUNTER 4: AMBUSHING SHADOWS (ADVENTURE LEVEL 8)

Samminel	Level 8 Elite Soldier (Leader)
Medium shadow humanoid, shadar-kai	XP 700
HP 172; Bloodied 86	Initiative +7
AC 24, Fortitude 22, Reflex 21, Will 23	Perception +7
Speed 5	Low-light vision
Saving Throws +2; Actions Points 1	
TRAITS	
O Deathshadow Fervor • Aura 5 Whenever an ally in the aura scores a critical hit against an enemy, that enemy is also dazed (save ends).	
STANDARD ACTIONS	
m Halberd (weapon) • At-Will Attack: Melee 2 (one creature); +13 vs. AC Hit: 2d10 + 7 damage, and the target falls prone. Effect: Samminel marks the target until the end of his next turn.	
Double Attack • At-Will Effect: Samminel uses halberd twice.	
Sundering Sweep (weapon) • At-Will Attack: Close burst 2 (enemies in the burst); +13 vs. AC Hit: 2d10 + 7 damage, and the target takes a -2 penalty to AC (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter Effect: Samminel teleports up to 3 squares and becomes insubstantial until the start of his next turn..	
TRIGGERED ACTIONS	
M Deathshadow Fervor • Aura 5 Trigger: An enemy within 2 squares of Samminel that is marked by him either moves or uses an attack power that doesn't include him as a target. Effect (Immediate Interrupt): Samminel uses halberd against the triggering enemy. The attack can score a critical hit on a roll of 17-20.	
Skills Diplomacy +13, Intimidate +13	
Str 16 (+7)	Dex 12 (+5)
Con 14 (+6)	Wis 17 (+7)
	Cha 18 (+8)
Alignment evil	Languages Common
Equipment chainmail, halberd	

2 Gnome Assassins	Level 7 Skirmisher
Small fey humanoid	XP 300
HP 78; Bloodied 39	Initiative +9
AC 21, Fortitude 18, Reflex 20, Will 19	Perception +9
Speed 5	Low-light vision
STANDARD ACTIONS	
m Katar (weapon) • At-Will Attack: Melee 1 (one creature); +11 vs. AC Hit: 3d6 + 8 damage, or 6d6 + 8 if the attack ended the gnome's shade form	
MOVE ACTIONS	
Shadow Step (teleportation) • At-Will Requirement: The gnome must be adjacent to a creature. Effect: The gnome teleports up to 3 squares to a square adjacent to a different creature, and any mark on the gnome ends.	
MINOR ACTIONS	
Shade Form • Recharge when first bloodied Effect: The gnome assumes a shadowy form that lasts until it makes an attack roll or until the end of its next turn. While in this form, it is insubstantial and has vulnerable 5 radiant. In addition, it can make Stealth checks to become hidden if it has any cover or concealment. Sustain Minor: The shadowy form persists until the end of the gnome's next turn.	
Skills Stealth +13	
Str 10 (+4)	Dex 19 (+8)
Con 14 (+6)	Int 14 (+6)
	Wis 13 (+5)
	Cha 16 (+7)
Alignment unaligned	Languages Common, Elven
Equipment katar x2, leather armor	

15 Gray Company Recruits	Level 7 Minion Artillery
Medium natural humanoid	XP 75
HP 1; a missed attack never damages a minion.	Initiative +7
AC 21, Fortitude 19, Reflex 20, Will 18	Perception +4
Speed 6	
TRAITS	
Grim Solidarity If the recruit starts its turn adjacent to a creature that has grim solidarity, it can make a saving throw against one effect that a save can end.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will Attack: Melee 1 (one creature); +12 vs. AC Hit: 7 damage	
r Shortbow (weapon) • At-Will Attack: Ranged 20 (one creature); +14 vs. AC Hit: 7 damage	
TRIGGERED ACTIONS	
M/R Inspired Fervor • At-Will 1/round Trigger: The recruit scores a critical hit against an enemy. Effect (Free Action): The recruit makes a basic attack against the enemy, with a +2 power bonus to the attack roll.	
Str 15 (+5)	Dex 18 (+7)
Con 16 (+6)	Int 10 (+3)
	Wis 12 (+4)
	Cha 16 (+6)
Alignment unaligned	Languages Common
Equipment studded leather armor, arrow x20, short sword, shortbow	

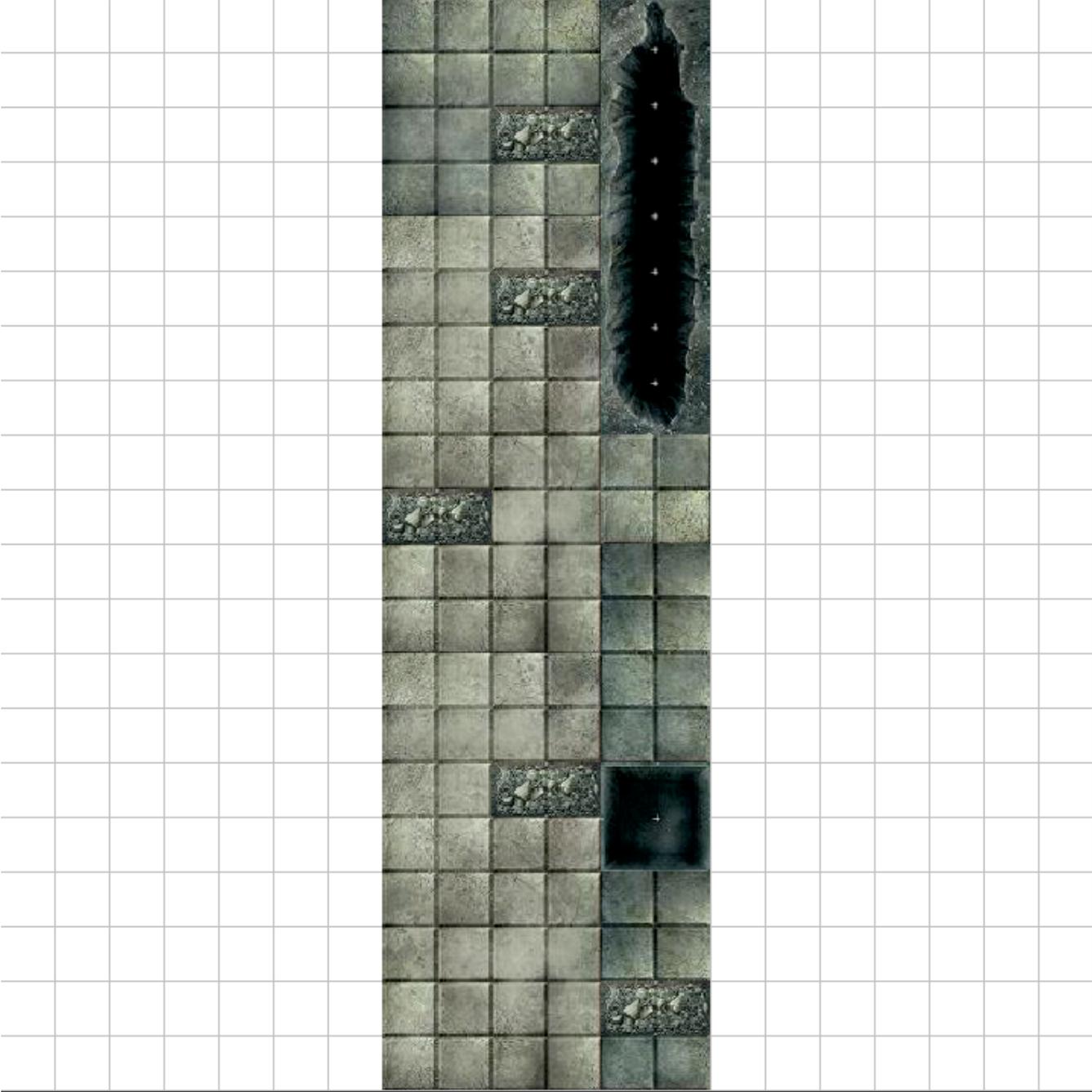
ENCOUNTER 4: AMBUSHING SHADOWS (ADVENTURE LEVEL 10)

Samminel	Level 10 Elite Soldier (Leader)
Medium shadow humanoid, shadar-kai	XP 1000
HP 204; Bloodied 102	Initiative +8
AC 26, Fortitude 24, Reflex 23, Will 25	Perception +8
Speed 5	Low-light vision
Saving Throws +2; Actions Points 1	
TRAITS	
○ Deathshadow Fervor • Aura 5	
Whenever an ally in the aura scores a critical hit against an enemy, that enemy is also dazed (save ends).	
STANDARD ACTIONS	
m Halberd (weapon) • At-Will	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 3d10 + 10 damage, and the target falls prone.	
Effect: Samminel marks the target until the end of his next turn.	
Double Attack • At-Will	
Effect: Samminel uses halberd twice.	
Sundering Sweep (weapon) • At-Will	
Attack: Close burst 2 (enemies in the burst); +15 vs. AC	
Hit: 3d10 + 10 damage, and the target takes a -2 penalty to AC (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: Samminel teleports up to 3 squares and becomes insubstantial until the start of his next turn..	
TRIGGERED ACTIONS	
M Deathshadow Fervor • Aura 5	
Trigger: An enemy within 2 squares of Samminel that is marked by him either moves or uses an attack power that doesn't include him as a target.	
Effect (Immediate Interrupt): Samminel uses halberd against the triggering enemy. The attack can score a critical hit on a roll of 17-20.	
Skills Diplomacy +14, Intimidate +14	
Str 16 (+8)	Dex 12 (+6) Wis 17 (+8)
Con 14 (+7)	Int 15 (+5) Cha 18 (+9)
Alignment evil Languages Common	
Equipment chainmail, halberd	

2 Gnome Assassins	Level 9 Skirmisher
Small fey humanoid	XP 400
HP 94; Bloodied 47	Initiative +11
AC 23, Fortitude 20, Reflex 22, Will 21	Perception +11
Speed 5	Low-light vision
STANDARD ACTIONS	
m Katar (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 8 damage, or 4d6 + 8 if the attack ended the gnome's shade form	
MOVE ACTIONS	
Shadow Step (teleportation) • At-Will	
Requirement: The gnome must be adjacent to a creature.	
Effect: The gnome teleports up to 3 squares to a square adjacent to a different creature, and any mark on the gnome ends.	
MINOR ACTIONS	
Shade Form • Recharge when first bloodied	
Effect: The gnome assumes a shadowy form that lasts until it makes an attack roll or until the end of its next turn. While in this form, it is insubstantial and has vulnerable 5 radiant. In addition, it can make Stealth checks to become hidden if it has any cover or concealment.	
Sustain Minor: The shadowy form persists until the end of the gnome's next turn.	
Skills Stealth +12	
Str 10 (+3)	Dex 19 (+7) Wis 13 (+4)
Con 14 (+5)	Int 14 (+5) Cha 16 (+6)
Alignment unaligned Languages Common, Elven	
Equipment katar x2, leather armor	

15 Gray Company Recruits	Level 9 Minion Artillery
Medium natural humanoid	XP 100
HP 1; a missed attack never damages a minion.	Initiative +8
AC 23, Fortitude 21, Reflex 22, Will 20	Perception +5
Speed 6	
TRAITS	
Grim Solidarity	
If the recruit starts its turn adjacent to a creature that has grim solidarity, it can make a saving throw against one effect that a save can end.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 8 damage	
r Shortbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +16 vs. AC	
Hit: 8 damage	
TRIGGERED ACTIONS	
M/R Inspired Fervor • At-Will 1/round	
Trigger: The recruit scores a critical hit against an enemy.	
Effect (Free Action): The recruit makes a basic attack against the enemy, with a +2 power bonus to the attack roll.	
Str 15 (+6)	Dex 18 (+8) Wis 12 (+5)
Con 16 (+7)	Int 10 (+4) Cha 16 (+7)
Alignment unaligned Languages Common	
Equipment studded leather armor, arrow x20, short sword, shortbow	

ENCOUNTER 4: AMBUSHING SHADOWS



ENCOUNTER 5: RUN AWAY!

ENCOUNTER LEVEL 3/5/7/9/11

SKILL CHALLENGE: ESCAPE FROM MANY ARROWS

Goal: Get to the extraction point and escape.

Complexity: Special

Primary Skills: Varies by scene

Victory: The PCs reach the extraction point.

Defeat: The PCs are caught by Obould's forces.

SETUP

The PCs have finally been found by Obould's elite force. A hundred of Obould's best are more than a small group of adventurers can handle. It's time to head to the rendezvous point.

SCENE 1: RUNNING AWAY

As you've snuck and skulked through Many-Arrows, you've seen signs that a large group of orcs are in pursuit of you. A passing half-orc merchant who owes no fealty to Obould mentioned to you that a group of warriors called Obould's Elite are scouring the Spine of the World, asking after your whereabouts. From the sounds of the nearby battle horns, it seems they have finally caught up to you. Time to run, and run quickly, to the closest place where you can find cover. There is a farm nearby where you might be able to find a place to hide. But you have to get there first.

Endurance Moderate DC (Individual; each PC must attempt one) The PCs need to make their way to the farm as quickly as possible. This involves a 10-mile sprint through dangerous terrain. A failed check costs a PC one healing surge, with an additional surge lost for every three points they miss the DC by, rounded down (failure by 1-3 points is 1 lost surge, 4-6 is 2, etc.). If at any point a PC runs out of hit points, they can't keep up the pace and are caught by Obould's Elite.

If the players come up with some clever ideas or use of their resources as far as magic or powers, feel free to reward them with automatic successes or bonuses on their Endurance rolls.

SCENE 2: HIDING FROM THE ELITE FORCE

You make your way into the village. The outskirts contain farms and the open haylofts of their barns offer a promising hiding places. If you can quickly get there, stay quiet, and cover up as much of your tracks as you can, you might survive.

Athletics/Nature/Stealth Moderate DC (Group; each PC must attempt one check). The PC can choose which check to attempt. If successes outnumber failures, the PCs hide successfully. If failures outnumber successes, the PCs fail. They are seen and quickly surrounded. One of the PCs can choose to sacrifice himself or herself to allow the others to escape. Any PC doing so gains the **Prisoner of Obould** Story Award. If no one volunteers, the PCs are all captured and they all get the **Valiant Effort** Story Award.

If the players come up with some clever ideas or use of their resources as far as magic or powers feel free to reward them with automatic successes or bonuses on their stealth rolls.

SCENE 3: MISDIRECTION

You managed to avoid Obould's Elite, hiding out in at the farm until the opportune moment presented itself. However, your pursuers are obviously skilled trackers. Once again the horns of Obould's Elite are pursuing you. It is time to run again. If you can reach a nearby trade route, you will be close to Blind Dwarf Pass. Hopeful your patron has made good on his promise and will be there to help you escape. You need to lay a false trail to give yourself the chance to make it.

Bluff, Nature, or Thievery (Individual) The PCs must confuse Obould's elite as to which way they are going. Each PC can choose to make a Bluff, Nature, or Thievery check to disguise their tracks or leave clues to lead the orcs down the wrong road. To succeed the party needs a number of successes equal to the number of PCs involved in the encounter.

- **Hard DC Success:** The PC gains two successes.
- **Moderate DC Success:** The PC gains one success.
- **Easy DC Success:** The PC neither helps or hurts the situation
- **Failure:** The PC hurts the situation and loses one success for the effort.

If the PCs fail as a group, then someone may volunteer to sacrifice themselves for the others to get away. Any PC doing so gains the **Prisoner of Obould** Story Award. If no one volunteers, the PCs are all captured and they all get the **Valiant Effort** Story Award.

If the players come up with some clever ideas or use of their resources as far as magic or powers, feel free to reward them with automatic successes or bonuses on their skill checks.

SCENE 4: ONE LAST SPRINT

You make it to the trade route ahead of Obould's Elite, and the last stretch to the rendezvous point is before you.

Endurance Moderate DC (Individual; each PC must attempt one) The PCs need to make their way to the rendezvous as quickly as possible. This involves a 10-mile sprint through dangerous terrain. A failed check costs a PC one healing surge, with an additional surge lost for every three points they miss the DC by, rounded down (failure by 1-3 points is 1 lost surge, 4-6 is 2, etc.). If at any point a PC runs out of hit points, they can't keep up the pace and are caught by Obould's Elite.

If the players come up with some clever ideas or use of their resources as far as magic or powers, feel free to reward them with automatic successes or bonuses on their Endurance rolls.

SCENE 5: THE ESCAPE

You round a hill and see it: the rendezvous point. Yazeth Cobb, the man who sent you on this mission waves in the distance. Several figures stand around him, chanting arcane and divine words that float to you on the wind tinged with the approach of thunder. Looking up at the clear sky realization dawns. Obould's elite thunder toward you from hills behind.

DM's NOTE: At this point in the adventure, it is up to you to decide how to end it this scene, encounter, and adventure.

- If the PCs have had a difficult time with the adventure, if play time is near an end, or if people are ready for the adventure to be over, simply skip to the boxed text of **Ending the Encounter** and wrap up play. No checks or battle is needed to reach the portal.
- If the PCs are doing OK, if play time is close to an end but a bit of time remains, and the players aren't quite ready for the game to end, run on last skill check, described in **The Race to the Portal** below.
- If there is a great deal of time left in play time, if the PCs have not had a lot of battles in the adventure so far and itching for a fight, or if the PCs have had an easy time to it, you can run a battle here instead, run the battle described in **A Fight for the Portal** below.

THE RACE TO THE PORTAL

Skills/DC vary (Group; each PC must attempt one check). Each PC can choose a skill to use in the final burst toward the soon-to-be-opened portal. Base the difficulty on how well they describe what they are trying to do, starting with Moderate difficulty as the default. Athletics and Acrobatics can be used to physically avoid enemies to reach the portal. Arcana and Religion can be used to help with the ritual that opens and maintains the portal. Perception and Insight could help determine the best path to avoid enemies. Regardless of difficulty, each success equals one success and each failure counts as one failure.

If successes equal or outnumber failures, the PCs all reach the portal successfully, although a PC failing a check loses a healing surge as they are struck by the enemy. If failures outnumber successes, the PCs fail. They are caught and quickly surrounded before they can reach the portal. One of the PCs can choose to sacrifice himself or herself to allow the others to escape. Any PC doing so gains the **Prisoner of Obould** Story Award. If no one volunteers, the PCs are all captured and they all get the **Valiant Effort** Story Award.

If the players come up with some clever ideas or use of their resources as far as magic or powers feel free to reward them with automatic successes or bonuses on their checks.

A FIGHT FOR THE PORTAL

This scene includes the following creatures at all ALs:

3 bloodspear krulls

3 bloodspear shivs

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: At all ALs remove 1 bloodspear krull.

Six PCs: At all ALs add 1 bloodspear krull.

SETUP

If you choose to run this encounter as a battle, read:

You arrive safely at the rendezvous point, orcs closing in. Yazeth Cobb looks at the chanters and shakes his head. "The portal ritual is taking longer than expected. Meet the oncoming orcs and hold them off until the ritual is completed. When the portal opens, just run through."

TACTICS

On the map, the 4 figures represent the chanters performing the ritual. The statue represents Yazeth Cobb. The PCs must keep the orcs from getting to and attacking the chanters and Yazeth. If the PCs can keep

the orcs from hitting them for 4 full rounds, the portal opens at the beginning of round 5.

The orcs will engage with the closest conscious enemy at the start of their turns. If two or more enemies are the same distance from the orcs, roll randomly to see who the orcs attack. If the orcs attack a chanter or Yazeth and hit AC 10, the target falls unconscious and 1 round is added to the time it takes to open the portal, as long as at least NPC is conscious to continue the ritual. If no NPCs are conscious, a PC with the Ritual Casting feat must devote their entire round to continuing the ritual.

When the portal opens, all of the chanters and Yazeth enter the portal and disappear. If a PC enters a portal square, he or she is whisked away to Cormyr.

ENDING THE ENCOUNTER

If the PCs succeed in escaping through the portal:

With a whoosh the portal appears, and Yazeth yells, "Hurry up," as he steps inside the portal. As you run towards it, spears and axes flying past you, each of the chanters ceases their chant one at a time and steps through. You reach the portal as last chanter steps through and it snaps shut behind the last of you.

For each PC who is taken by Obould's Elite, remove one from the Annoyance Track. Move to Concluding the Adventure.

If the PCs do not escape through the portal:

As the last of the chanters falls to the ground, the portal fades from view and no avenue of escape remains. Orcs surround you as far as you can see. For now at least, it appears that the effort to save Cormyr has ended.

For each PC who is taken by Obould's Elite, remove one from the Annoyance Track. The PCs are all captured and they all get the **Valiant Effort** Story Award.

CONCLUDING THE ADVENTURE

You step out of the portal, and the air is warmer and more humid than it was a moment ago. Around you, peasants train with spears and bows. By their dress and accent, you can tell they are Cormyrian. War readiness is in full swing.

Yazeth Cobb [if he is conscious and with the party] turns to you. "Thank you for your efforts. We will not be able to tell if your bravery was able to affect the orcs' disposition toward war until the battle is brought to us, but we could certainly use your help."

If the Annoyance Track reached 5 or higher, the PCs have caused enough of a distraction to make Obould reconsider his plans. Although some orcs still take part in the war effort, the whole of the Many-Arrows army won't participate in the war against Cormyr.

If the Annoyance Track totaled 3 or 4, Many-Arrows is hampered by the deeds of the adventures. They remain involved in the war effort, but their strength is lessened by the attacks.

If the Annoyance Track reached 2 or below, Many-Arrows recovered easily from any damage done by the party, and it comes with their full might and wrath to the war against Cormyr as Netheril's ally.

This is the Heroic tier finale of the *Desolation* series. The outcome of this adventure determines whether (and to what extent) orcish reinforcements are available to the Netherese army during their final assault on the Cormyrean capital of Suzail. These events are chronicled in the Battle Interactive ADCP6-1 *The End and the Beginning*. Even if the PCs are not participating in that battle, however, they can still take satisfaction in whatever contribution they were able to make to the war effort.

The End

ENCOUNTER 5: RUN AWAY! (ADVENTURE LEVEL 2)

3 Bloodspear Krulls	Level 2 Brute
Medium natural humanoid, orc	XP 125
HP 48; Bloodied 24	Initiative +2
AC 14, Fortitude 15, Reflex 13, Will 14	Perception +3
Speed 6	Low-light vision
STANDARD ACTIONS	
m Glaive (weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +7 vs. AC	
<i>Hit:</i> 2d10 + 2 damage.	
C Charging Sweep • Recharge 6	
<i>Effect:</i> The krull charges and makes the following attack in place of a melee basic attack.	
<i>Attack:</i> Close burst 2 (enemies in the burst); +7 vs. AC	
<i>Hit:</i> 2d10 + 2 damage, and the krull pushes the target 1 square and knocks it prone.	
<i>Miss:</i> Half damage.	
TRIGGERED ACTIONS	
M Frenzied Strike • At-Will (1/round)	
<i>Trigger:</i> The krull bloodyies an enemy.	
<i>Effect (Free Action):</i> The krull uses glaive against the triggering enemy.	
M Charging Demise • Encounter	
<i>Trigger:</i> The krull drops to 0 hit points.	
<i>Effect (Free Action):</i> Charging sweep recharges, and the krull uses it.	
Skills Endurance +9, Intimidate +5	
Str 15 (+3)	Dex 12 (+2) Wis 15 (+3)
Con 18 (+5)	Int 13 (+2) Cha 11 (+1)
Alignment chaotic evil Languages Common, Giant	
Equipment glaive, chainmail	

3 Bloodspear Shivs	Level 2 Skirmisher
Medium natural humanoid, orc	XP 125
HP 43; Bloodied 21	Initiative +4
AC 16, Fortitude 15, Reflex 13, Will 14	Perception +4
Speed 6	Low-light vision
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +7 vs. AC	
<i>Hit:</i> 1d8 + 5 damage.	
r Dagger (weapon) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +7 vs. AC	
<i>Hit:</i> 1d8 + 5 damage.	
M Shifting Shank • At-Will	
<i>Effect:</i> The shiv shifts up to its speed and uses dagger once at any point during the movement. If the attack bloodyies the target, the shiv uses dagger a second time against the same target as a free action.	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
<i>Trigger:</i> The orc drops to 0 hit points.	
<i>Effect (Free Action):</i> The orc takes a standard action.	
Skills Acrobatics +7	
Str 16 (+4)	Dex 13 (+2) Wis 16 (+4)
Con 19 (+5)	Int 14 (+3) Cha 12 (+2)
Alignment chaotic evil Languages Common, Giant	
Equipment dagger x12, leather armor	

ENCOUNTER 5: RUN AWAY! (ADVENTURE LEVEL 4)

3 Bloodspear Krulls	Level 4 Brute
Medium natural humanoid, orc	XP 175
HP 68; Bloodied 34	Initiative +3
AC 16, Fortitude 17, Reflex 15, Will 16	Perception +4
Speed 6	Low-light vision
STANDARD ACTIONS	
m Glaive (weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +9 vs. AC	
<i>Hit:</i> 2d10 + 4 damage.	
C Charging Sweep • Recharge 6	
<i>Effect:</i> The krull charges and makes the following attack in place of a melee basic attack.	
<i>Attack:</i> Close burst 2 (enemies in the burst); +9 vs. AC	
<i>Hit:</i> 2d10 + 4 damage, and the krull pushes the target 1 square and knocks it prone.	
<i>Miss:</i> Half damage.	
TRIGGERED ACTIONS	
M Frenzied Strike • At-Will (1/round)	
<i>Trigger:</i> The krull bloodyies an enemy.	
<i>Effect (Free Action):</i> The krull uses glaive against the triggering enemy.	
M Charging Demise • Encounter	
<i>Trigger:</i> The krull drops to 0 hit points.	
<i>Effect (Free Action):</i> Charging sweep recharges, and the krull uses it.	
Skills Endurance +10, Intimidate +6	
Str 15 (+4)	Dex 12 (+3) Wis 15 (+4)
Con 18 (+6)	Int 13 (+3) Cha 11 (+2)
Alignment chaotic evil Languages Common, Giant	
Equipment glaive, chainmail	

3 Bloodspear Shivs	Level 4 Skirmisher
Medium natural humanoid, orc	XP 175
HP 59; Bloodied 29	Initiative +5
AC 18, Fortitude 17, Reflex 15, Will 16	Perception +5
Speed 6	Low-light vision
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 2d6 + 5 damage.	
r Dagger (weapon) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +9 vs. AC	
<i>Hit:</i> 2d6 + 5 damage.	
M Shifting Shank • At-Will	
<i>Effect:</i> The shiv shifts up to its speed and uses dagger once at any point during the movement. If the attack bloodyies the target, the shiv uses dagger a second time against the same target as a free action.	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
<i>Trigger:</i> The orc drops to 0 hit points.	
<i>Effect (Free Action):</i> The orc takes a standard action.	
Skills Acrobatics +8	
Str 16 (+5)	Dex 13 (+3) Wis 16 (+5)
Con 19 (+6)	Int 14 (+4) Cha 12 (+3)
Alignment chaotic evil Languages Common, Giant	
Equipment dagger x12, leather armor	

ENCOUNTER 5: RUN AWAY! (ADVENTURE LEVEL 6)

3 Bloodspear Krulls	Level 6 Brute
Medium natural humanoid, orc	XP 250
HP 88; Bloodied 44	Initiative +4
AC 18, Fortitude 19, Reflex 17, Will 18	Perception +5
Speed 6	Low-light vision
STANDARD ACTIONS	
m Glaive (weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +11 vs. AC	
<i>Hit:</i> 2d10 + 6 damage.	
C Charging Sweep • Recharge 6	
<i>Effect:</i> The krull charges and makes the following attack in place of a melee basic attack.	
<i>Attack:</i> Close burst 2 (enemies in the burst); +11 vs. AC	
<i>Hit:</i> 2d10 + 6 damage, and the krull pushes the target 1 square and knocks it prone.	
<i>Miss:</i> Half damage.	
TRIGGERED ACTIONS	
M Frenzied Strike • At-Will (1/round)	
<i>Trigger:</i> The krull bloodies an enemy.	
<i>Effect (Free Action):</i> The krull uses glaive against the triggering enemy.	
M Charging Demise • Encounter	
<i>Trigger:</i> The krull drops to 0 hit points.	
<i>Effect (Free Action):</i> Charging sweep recharges, and the krull uses it.	
Skills Endurance +11, Intimidate +7	
Str 15 (+5)	Dex 12 (+4) Wis 15 (+5)
Con 18 (+7)	Int 13 (+4) Cha 11 (+3)
Alignment chaotic evil Languages Common, Giant	
Equipment glaive, chainmail	

Bloodspear Shivs	Level 6 Skirmisher
Medium natural humanoid, orc	XP 250
HP 75; Bloodied 37	Initiative +6
AC 20, Fortitude 19, Reflex 17, Will 18	Perception +6
Speed 6	Low-light vision
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 2d8 + 5 damage.	
r Dagger (weapon) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +11 vs. AC	
<i>Hit:</i> 2d8 + 5 damage.	
M Shifting Shank • At-Will	
<i>Effect:</i> The shiv shifts up to its speed and uses dagger once at any point during the movement. If the attack bloodies the target, the shiv uses dagger a second time against the same target as a free action.	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
<i>Trigger:</i> The orc drops to 0 hit points.	
<i>Effect (Free Action):</i> The orc takes a standard action.	
Skills Acrobatics +9	
Str 16 (+6)	Dex 13 (+4) Wis 16 (+6)
Con 19 (+7)	Int 14 (+5) Cha 12 (+4)
Alignment chaotic evil Languages Common, Giant	
Equipment dagger x12, leather armor	

ENCOUNTER 5: RUN AWAY! (ADVENTURE LEVEL 8)

3 Bloodspear Krulls	Level 8 Brute
Medium natural humanoid, orc	XP 350
HP 108; Bloodied 54	Initiative +5
AC 20, Fortitude 21, Reflex 19, Will 20	Perception +6
Speed 6	Low-light vision
STANDARD ACTIONS	
m Glaive (weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +13 vs. AC	
<i>Hit:</i> 3d10 + 5 damage.	
C Charging Sweep • Recharge 6	
<i>Effect:</i> The krull charges and makes the following attack in place of a melee basic attack.	
<i>Attack:</i> Close burst 2 (enemies in the burst); +13 vs. AC	
<i>Hit:</i> 3d10 + 5 damage, and the krull pushes the target 1 square and knocks it prone.	
<i>Miss:</i> Half damage.	
TRIGGERED ACTIONS	
M Frenzied Strike • At-Will (1/round)	
<i>Trigger:</i> The krull bloodies an enemy.	
<i>Effect (Free Action):</i> The krull uses glaive against the triggering enemy.	
M Charging Demise • Encounter	
<i>Trigger:</i> The krull drops to 0 hit points.	
<i>Effect (Free Action):</i> Charging sweep recharges, and the krull uses it.	
Skills Endurance +12, Intimidate +8	
Str 15 (+6)	Dex 12 (+5) Wis 15 (+6)
Con 18 (+8)	Int 13 (+5) Cha 11 (+4)
Alignment chaotic evil Languages Common, Giant	
Equipment glaive, chainmail	

Bloodspear Shivs	Level 8 Skirmisher
Medium natural humanoid, orc	XP 350
HP 91; Bloodied 45	Initiative +7
AC 22, Fortitude 21, Reflex 19, Will 20	Perception +7
Speed 6	Low-light vision
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 2d8 + 7 damage.	
r Dagger (weapon) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +13 vs. AC	
<i>Hit:</i> 2d8 + 7 damage.	
M Shifting Shank • At-Will	
<i>Effect:</i> The shiv shifts up to its speed and uses dagger once at any point during the movement. If the attack bloodies the target, the shiv uses dagger a second time against the same target as a free action.	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
<i>Trigger:</i> The orc drops to 0 hit points.	
<i>Effect (Free Action):</i> The orc takes a standard action.	
Skills Acrobatics +10	
Str 16 (+7)	Dex 13 (+5) Wis 16 (+7)
Con 19 (+8)	Int 14 (+6) Cha 12 (+5)
Alignment chaotic evil Languages Common, Giant	
Equipment dagger x12, leather armor	

ENCOUNTER 5: RUN AWAY! (ADVENTURE LEVEL 10)

3 Bloodspear Krulls	Level 10 Brute
Medium natural humanoid, orc	XP 500
HP 128; Bloodied 64	Initiative +6
AC 22, Fortitude 23, Reflex 21, Will 22	Perception +7
Speed 6	Low-light vision
STANDARD ACTIONS	
m Glaive (weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +15 vs. AC	
<i>Hit:</i> 3d10 + 7 damage.	
C Charging Sweep • Recharge 6	
<i>Effect:</i> The krull charges and makes the following attack in place of a melee basic attack.	
<i>Attack:</i> Close burst 2 (enemies in the burst); +15 vs. AC	
<i>Hit:</i> 3d10 + 7 damage, and the krull pushes the target 1 square and knocks it prone.	
<i>Miss:</i> Half damage.	
TRIGGERED ACTIONS	
M Frenzied Strike • At-Will (1/round)	
<i>Trigger:</i> The krull bloodies an enemy.	
<i>Effect (Free Action):</i> The krull uses glaive against the triggering enemy.	
M Charging Demise • Encounter	
<i>Trigger:</i> The krull drops to 0 hit points.	
<i>Effect (Free Action):</i> Charging sweep recharges, and the krull uses it.	
Skills Endurance +13, Intimidate +9	
Str 15 (+7)	Dex 12 (+6) Wis 15 (+7)
Con 18 (+9)	Int 13 (+6) Cha 11 (+5)
Alignment chaotic evil Languages Common, Giant	
Equipment glaive, chainmail	

Bloodspear Shivs	Level 10 Skirmisher
Medium natural humanoid, orc	XP 500
HP 109; Bloodied 54	Initiative +8
AC 24, Fortitude 23, Reflex 21, Will 22	Perception +8
Speed 6	Low-light vision
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 2d8 + 9 damage.	
r Dagger (weapon) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +15 vs. AC	
<i>Hit:</i> 2d8 + 9 damage.	
M Shifting Shank • At-Will	
<i>Effect:</i> The shiv shifts up to its speed and uses dagger once at any point during the movement. If the attack bloodies the target, the shiv uses dagger a second time against the same target as a free action.	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
<i>Trigger:</i> The orc drops to 0 hit points.	
<i>Effect (Free Action):</i> The orc takes a standard action.	
Skills Acrobatics +11	
Str 16 (+8)	Dex 13 (+6) Wis 16 (+8)
Con 19 (+9)	Int 14 (+7) Cha 12 (+6)
Alignment chaotic evil Languages Common, Giant	
Equipment dagger x12, leather armor	

ENCOUNTER 5: RUN AWAY!

Monsters Start Here

PCs Start Here



REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

The objectives for this adventure are cumulative and are defined as follows:

- *Minor Objective #1:* Reach 2 Annoyance Points.
- *Minor Objective #2:* Reach 4 Annoyance Points.
- *Minor Objective #3:* Reach 6 Annoyance Points.
- *Major Objective:* Escape from Many-Arrows without losing any PCs to capture or death.

Due to the nature of this adventure (it is the campaign finale for the Heroic tier), it has special rules for experience, gold, and story awards. Award the gold and experience for this adventure AFTER applying the benefits of any story awards.

ADVENTURE LEVEL 2

Minimum Possible XP: 225
Minor Objective #1 XP: 25
Minor Objective #2 XP: 25
Minor Objective #3 XP: 25
Major Objective XP: 125
Maximum Possible XP: 425
Base Gold per PC: 75 gp

ADVENTURE LEVEL 4

Minimum Possible XP: 320
Minor Objective #1 XP: 35
Minor Objective #2 XP: 35
Minor Objective #3 XP: 35
Major Objective XP: 175
Maximum Possible XP: 600
Base Gold per PC: 125

ADVENTURE LEVEL 6

Minimum Possible XP: 450
Minor Objective #1 XP: 50
Minor Objective #2 XP: 50
Minor Objective #3 XP: 50
Major Objective XP: 250
Maximum Possible XP: 850
Base Gold per PC: 225

ADVENTURE LEVEL 8

Minimum Possible XP: 640
Minor Objective #1 XP: 70
Minor Objective #2 XP: 70
Minor Objective #3 XP: 70
Major Objective XP: 350
Maximum Possible XP: 1200
Base Gold per PC: 450

ADVENTURE LEVEL 10

Minimum Possible XP: 900
Minor Objective #1 XP: 100
Minor Objective #2 XP: 100
Minor Objective #3 XP: 100
Major Objective XP: 500
Maximum Possible XP: 1700
Base Gold per PC: 675

TREASURE

Each PC receives treasure in the form of gold pieces (the “Base Gold” listed above) as well as the option to select from a list of Treasures. A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist’s weapon +1* is listed as a Treasure, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist’s dagger*, the player writes that information down on the PC’s adventure log and the item is forever after that specific weapon.

Certain Treasures have a minimum adventure level listed. That Treasure is not available if the group played below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

These magic items are chosen BEFORE applying any benefits from story awards.

EACH PC SELECTS ONE OF THE FOLLOWING:

Treasure A: +1 *battlecrazed weapon* (AL 2 and 4); Adventurer’s Vault, page 64.

Treasure B: +2 *battlecrazed weapon* (AL 6, 8 and 10); Adventurer’s Vault, page 64.

Treasure C: +2 *orc’s-eye amulet* (all ALs); Adventurer’s Vault 2, page 67.

Treasure D: *luckbender gloves* (level 6) Adventurer’s Vault, page 136.

Treasure E: +1 *ebon armor* (AL 2 and 4); Mordenkainen’s Magnificent Emporium, page 14.

Treasure F: +2 *ebon armor* (AL 6, 8 and 10); Mordenkainen’s Magnificent Emporium, page 14.

Treasure G: +1 *obsidian wand* (AL 2 and 4); Book of Vile Darkness, page 78.

Treasure H: +2 *obsidian wand* (AL 6, 8 and 10); Book of Vile Darkness, page 78.

All ALs:

Treasure X (Choose an Item): The character finds a Common or Uncommon permanent magic item of the player’s choice. This item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character’s level + 2 or less, or an Uncommon magic item of the character’s level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

Treasure Y (Consumable plus Gold): The character finds or is given coins, gems, jewelry, art objects, ritual components, or other non-magical valuables (in addition to his or her Base Gold).

AL 2: *Four-sided caltrop* (Dragon Magazine 417) plus 20 gp

AL 4: *Four-sided caltrop* plus 45 gp

AL 6: *Four-sided caltrop* plus 120 gp

AL 8: *Four-sided caltrop* plus 270 gp

AL 10: *Four-sided caltrop* plus 420 gp

Treasure Z (More Gold): The character finds or is given coins, gems, jewelry, art objects, ritual components, or other non-magical valuables (in addition to his or her Base Gold).

AL 2: 50 gp

AL 4: 75 gp

AL 6: 150 gp

AL 8: 300 gp

AL 10: 450 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. These awards are mutually exclusive. It is not possible for a character to earn more than one of the listed Story Awards in this adventure, though individual PCs may earn a different reward from other PCs. Pass out certificates to the players for their Story Awards BEFORE awards gold or experience.

CORE108 Survived Many-Arrows

While it is too soon to know how your actions will affect the war, you did your best for the side of good and light. You are rewarded by Yazeth Cobb for your efforts. If you wish, you may immediately raise this character to level 11, as per the rules set forth in the *Living Forgotten Realms Campaign Guide*, with the following changes:

- **Gold:** You gain gold pieces equal to the value of a level 11 item (9,000 gp) minus a magic item of your current level. For example, if you are currently 4th level, a level 4 item is worth 840 gp, so you would gain 8,160 gp (9,000 gp minus 840 gp). This gold is awarded BEFORE the gold for this adventure. You may use this gold as normal to purchase nonmagical equipment, Common consumables, or Common magic items from any player resource.
- **Magic Items:** You may gain a number of permanent magic items equal to the number of levels you gain. You gain these items without paying any gold but they do occupy your found-item slots. You choose these items AFTER making your Treasure selections from this adventure. For example, if you are 5th level before applying this Story Award, you can find up to six free permanent magic items via this Story Award (11th level minus 5th level = 6 levels, so 6 items).

These items can be any Common or Uncommon permanent magic items from player resources. The first item you gain must be level 11 or less. Each subsequent item that you gain from this Story Award has a maximum item level one lower than the previous item (so your second free item must be level 10 or less, your third must be level 9 or less, and so on). This is because you would have gained one found-item slot per character level under normal advancement rules.

You are not required to choose the maximum number of free items. You can leave some or all of your new found-item slots open if you wish.

- **Consumable:** You gain a *potion of vigor* (level 9, *Adventurer's Vault*, page 189). You pay no gold for this and it does not cost you a found-item slot.

CORE109 Prisoner of Obould

You sacrificed yourself so that your fellow adventurers could escape. You were taken back to Dark Arrow Keep, interrogated, and held captive. You survived long enough for a spy in the keep to free you, and you managed to make your way back to Cormyr just before the war started. You are rewarded by Yazeth Cobb for your efforts.

If you wish, you may immediately raise this character to level 11, as per the rules set forth in the *Living Forgotten Realms Campaign Guide*, with the following changes:

- **Gold:** You gain gold pieces equal to the value of a level 10 item (5,000 gp) minus a magic item of your current level. For example, if you are currently 4th level, a level 4 item is worth 840 gp, so you would gain 4,160 gp (5,000 gp minus 840 gp). This gold is awarded BEFORE the gold for this adventure. You may use this gold as normal to purchase nonmagical equipment, Common consumables, or Common magic items from any player resource.
- **Magic Items:** You may gain a number of permanent magic items equal to the number of levels you gain minus 1. You gain these items without paying any gold but they do occupy your found-item slots. You choose these items AFTER making your Treasure selections from this adventure. For example, if you are 5th level

before applying this Story Award, you can find up to five free permanent magic items via this Story Award (5th level to 11th is a difference of 6 levels, minus 1, for a total of 5 items).

These items can be any Common or Uncommon permanent magic items from player resources. To honor your sacrifice, ONE (and only one) of the items you choose may be Rare. The first item you gain must be level 11 or less. Each subsequent item that you gain from this Story Award has a maximum item level one lower than the previous item (so your second free item must be level 10 or less, your third must be level 9 or less, and so on). This is because you would have gained one found-item slot per character level under normal advancement rules. You are still limited to one Rare item per tier.

You are not required to choose the maximum number of free items, nor are you required to choose a Rare item. You can leave some or all of your new found-item slots open if you wish.

- **Consumable:** You gain a *potion of vigor* (level 9, *Adventurer's Vault*, page 189). You pay no gold for this and it does not cost you a found-item slot.

CORE110 Valiant Effort

Despite your best efforts, you and your entire party were captured by King Obould's forces. You were taken back to Dark Arrow Keep, interrogated, and held captive. You survived long enough for a spy in the keep to free you, and you managed to find your way back to Cormyr just before the war started. You are rewarded by Yazeth Cobb for your efforts.

If you wish, you may immediately raise this character to level 11, as per the rules set forth in the *Living Forgotten Realms Campaign Guide*, with the following changes:

- **Gold:** You gain gold pieces equal to the value of a level 10 item (5,000 gp) minus a magic item of your current level. For example, if you are currently 4th level, a level 4 item is worth 840 gp, so you would gain 4,160 gp (5,000 gp minus 840 gp). This gold is awarded BEFORE the gold for this adventure. You may use this gold as normal to purchase non-magical equipment, Common consumables, or Common magic items from any player resource.
- **Magic Items:** You may gain a number of permanent magic items equal to the number of levels you gain minus 3. You gain these items without paying any gold but they do occupy your found-item slots. You choose these items AFTER making your Treasure selections from this adventure. For example, if you are 5th level before applying this Story Award, you can find up to three free permanent magic items via this Story Award (5th level to 11th is a difference of 6 levels, minus 3, for a total of 3 items).

These items can be any Common or Uncommon permanent magic items from player resources. The first item you gain must be level 11 or less. Each subsequent item that you gain from this Story Award has a maximum item level one lower than the previous item (so your second free item must be level 10 or less, your third must be level 9 or less, and so on). This is because you would have gained one found-item slot per character level under the normal advancement rules.

You are not required to choose the maximum number of free items. You can leave some or all of your new found-item slots open if you wish.

- **Consumable:** You gain a *potion of vigor* (level 9, *Adventurer's Vault*, page 189). You pay no gold for this and it does not cost you a found-item slot.

NEW MAGIC ITEMS

Battlecrazed Weapon Level 4+ Uncommon

The weapon seeks blood where it can be found, whether among the enemy or from its wielder.

Lvl 4 +1 840 gp Lvl 19 +4 105,000 gp
Lvl 9 +2 4,200 gp Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp Lvl 29 +6 2,625,000 gp

Weapon: Axe or heavy blade

Enhancement Bonus: attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: While you are bloodied, you deal +1d6 damage when you hit with this weapon.

Level 14 or 19: Deal +2d6 damage
Level 24 or 29: Deal +3d6 damage

Power ♦Daily (Minor Action)

Deal damage to yourself equal to half your level, ignoring any resistances. You are considered bloodied for all purposes (including beneficial effects, such as Dragonborn Fury and this weapon's property) until the end of your next turn.

Published in *Adventurer's Vault*, page(s) 64.

Four-Sided Caltrop Level 3 Uncommon

This small pyramid is carved from smoky quartz, but upon closer inspection, it appears to be filled with viscous liquid.

Consumable 30 gp

Utility Power (Zone) ♦Consumable (Minor Action)

Effect: Area burst 1 within 5 squares. The burst creates a zone that lasts until the end of the encounter. When a creature enters the zone or starts its turn there, the creature is slowed (save ends).

Published in *Dragon Magazine* 417.

Ebon Armor Level 3+ Uncommon

This black armor's breastplate is detailed with small skulls at its joints and breastplate, as if it had been crafted for an undead warrior.

Lvl 3 +1 680 gp Lvl 18 +4 85,000 gp
Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp

Armor: Chain, scale or plate

Enhancement Bonus: AC

Properties: You gain necrotic resistance equal to 3 + twice this armor's enhancement bonus. When an enemy adjacent to you dies, you gain temporary hit points equal to 3 + this armor's enhancement bonus.

Published in *Mordenkainen's Magnificent Emporium*, page(s) 14.

Luckbender Gloves Level 6+ Uncommon

Avandra favors the wearer of these gloves, each of which has a golden shamrock stitched on the back.

Lvl 6 1,800 gp Lvl 16 45,000 gp

Hands Slot

Power ♦Encounter (Free Action)

Use this power after you make a damage roll for a melee weapon attack. Reroll one damage die, using the second result even if it's lower.

Level 16: Reroll any two damage dice.

Published in *Adventurer's Vault*, page(s) 136.

Orc's-Eye Amulet Level 8+ Uncommon

This amulet, consisting of a magic eye within a cloth pouch, has the power to fortify you.

Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp
Lvl 18 +4 85,000 gp

Neck Slot

Enhancement Bonus: Fortitude, Reflex, and Will

Power ♦Encounter (Immediate Reaction)

Trigger: An ally within 10 squares of you bloodies an enemy.

Effect: The ally gains temporary hit points equal to 3 + the amulet's enhancement bonus.

Level 18 or 23: 6 + the amulet's enhancement bonus.

Level 28: 9 + the amulet's enhancement bonus.

Published in *Adventurer's Vault 2*, page(s) 67.

Obsidian Wand Level 3+ Rare

When you channel magic through the wand, you feel it grow as cold as the grave.

Lvl 3 +1 680 gp Lvl 18 +4 85,000 gp
Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp

Implement: Wand

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d10 necrotic damage per plus

Ranged Attack Power ♦Daily (Standard Action)

Effect: As the wizard's ray of enfeeblement power. If this attack reduces the creature to 5 hit points or fewer, the creature dies.

Attack Power ♦Daily (No Action)

Trigger: You reduce a creature to 15 or fewer hit points with an attack power using this wand.

Effect: The creature dies.

Published in *The Book of Vile Darkness*, page(s) 2-78.

EVENT SUMMARY: CORE6~01

If you are playing this adventure at home, you can report your results online:

<https://surveymonkey.com/s/CORE0601LFR>

If you run this adventure at a convention that is also running the Battle Interactive ADCP6-1 *The End and the Beginning*, the results of this adventure can have a significant impact on the BI. Please fill out this Event Summary and turn it into the Senior DM for your convention.

Slot Played:

Table Number:

DM's Name:

Question 1: How many Notice Points did the PCs accumulate?

0 1 2 3 4 5 6 7 8+

Question 2: How many Annoyance Points did the PCs accumulate?

0 1 2 3 4 5 6 7 8+

Question 3: Did Yazeth Cobb survive/escape the final encounter?

- a. Yes
- b. No

Question 4: Did the PCs keep Gruumsh's Fury?

- a. Yes, they kept it.
- b. No, they used it to sway one of the orc factions.
- c. No, they lost it some other way.

Question 5: Did the PCs keep Luthic's Gaze?

- a. Yes, they kept it.
- b. No, they used it to sway one of the orc factions.
- c. No, they lost it some other way.

Question 5: How do the players rate this adventure on a scale from 1 to 5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations / average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

Question 6: How do you, the DM, rate this adventure, using the same 5-point scale?

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations / average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

HANDOUT 1: YAZETH COBB'S MISSIVE

You received this message from Yazeth Cobb:

Friends of the Light,

The orcs of Many-Arrows, through the leadership of King Obould XVII, have signed an accord with the Shadovar of Netheril against Cormyr. King Obould, though an orc, is not unreasonable. He has wisely stayed his hand in previous battles against the civilized world, so we hope that he can be made to see reason again. Direct communication with Obould has been fruitless, but perhaps if he is shown the error in his ways, he will agree to withdraw his forces from the accord with the forces of Shadow.

While the orcs represent a large and potentially devastating force, we might be able to exploit a few weak points:

- 1) The Green Moss tribe is one of the most civilized members of the nation of Many-Arrows. They frequently act as scouts for parties traveling in the northern reaches. Our spies tell us that in order for Obould's forces to move from their land to Netheril—and from there to Cormyr—the Green Moss scouts must help the forces traverse the dangerous mountain passes of the Spine of the World. If we can convince the leaders of the Green Moss tribe to defect to our side, that will greatly hamper the Netherese war effort. Their tribal home is located in a valley northeast of Dark Arrow Keep.
- 2) Orc engineers bring a convoy of siege equipment and war machines to support the effort. These machines must be destroyed. They have already made it out of the mountains and are being moved through the lowlands between the Spine of the World and Netheril. You should have no trouble reaching them with a small group traveling quickly.
- 3) The Gorehammer tribe is perhaps the fiercest group of warriors in Many-Arrows. Our spies believe that the group, who despise Obould and his rule, are still debating whether to join the attack. Their absence, either by choice or force, would be a great boon to the defense of Cormyr. Their tribal home is in a small keep due north of Dark Arrow Keep. We have already convinced the Bloodblade tribe to defect, so we are hoping the Gorehammers will join them.
- 4) A contingent of ambassadors from Netheril is traveling to Dark Arrow Keep to finalize war plans and trade gifts. If you can stop this diplomatic envoy from arriving at Dark Arrow Keep, it will hamper their accord and might even make Obould think twice about his allegiance with the forces of darkness.

While you might be tempted to go to Dark Arrow Keep directly, doing so is not advisable. We have already tried to send a diplomat to speak to Obould directly, but he was killed to a chorus of cheers. A direct assault on the keep would just be a foolish waste of life.

Do your best to carry out whatever missions you can. If your presence in Many-Arrows is detected, flee quickly back to Blind Dwarf Pass in the Spine of the World. I will await you there with a means to escape back to Cormyr. Your presence here would make a great difference in the war effort, and you can collect your rewards for your bravery.

With warmest regards and having the greatest respect for your honor and prowess, I am,

Yazeth Cobb, Humble Servant of the Light

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM

CORE6~1 BEHIND OBOULD'S LINES

CORE108 Survived Many-Arrows

While it is too soon to know how your actions will affect the war, you did your best for the side of good and light. You are rewarded by Yazeth Cobb for your efforts. If you wish, you may immediately raise this character to level 11, as per the rules set forth in the *Living Forgotten Realms Campaign Guide*, with the following changes:

- **Gold:** You gain gold pieces equal to the value of a level 11 item (9,000 gp) minus a magic item of your current level. For example, if you are currently 4th level, a level 4 item is worth 840 gp, so you would gain 8,160 gp (9,000 gp minus 840 gp). This gold is awarded BEFORE the gold for this adventure. You may use this gold as normal to purchase nonmagical equipment, Common consumables, or Common magic items from any player resource.
- **Magic Items:** You may gain a number of permanent magic items equal to the number of levels you gain. You gain these items without paying any gold but they do occupy your found-item slots. You choose these items AFTER making your Treasure selections from this adventure. For example, if you are 5th level before applying this Story Award, you can find up to six free permanent magic items via this Story Award (11th level minus 5th level = 6 levels, so 6 items).

These items can be any Common or Uncommon permanent magic items from player resources. The first item you gain must be level 11 or less. Each subsequent item that you gain from this Story Award has a maximum item level one lower than the previous item (so your second free item must be level 10 or less, your third must be level 9 or less, and so on). This is because you would have gained one found-item slot per character level under normal advancement rules.

You are not required to choose the maximum number of free items. You can leave some or all of your new found-item slots open if you wish.

- **Consumable:** You gain a *potion of vigor* (level 9, *Adventurer's Vault*, page 189). You pay no gold for this and it does not cost you a found-item slot.

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CORE6~1 BEHIND OBOULD'S LINES

CORE110 Valiant Effort

Despite your best efforts, you and your entire party were captured by King Obould's forces. You were taken back to Dark Arrow Keep, interrogated, and held captive. You survived long enough for a spy in the keep to free you, and you managed to find your way back to Cormyr just before the war started. You are rewarded by Yazeth Cobb for your efforts.

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