

## LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

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

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

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

1. Attempt to create a table of six 1<sup>st</sup> level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
3. A group of APL 1 characters that desires an extra hand can "enlist an iconic." The stats for the 1<sup>st</sup> level versions of Tordek, Miale, Lidda, and Jozan are included at the end of this adventure. The group may pick one of these characters to accompany them on the adventure. The DM controls that NPC.

## APL 8–10 - Round 1

### Encounter Summary

In the wake of the victory at Longbridge in the summer of 592 CY, Jian Destron and Rakehell Chert realised that the Free State must strike before the Scarlet Brotherhood has a chance to re-enforce its garrison around Scant. Therefore, in the early spring of 593 CY, they mustered a force of about 1,000 of the Army of Rebellion in Sornhill to clear the Volanots of Brotherhood troops, a prelude to a two-pronged assault on Scant itself.

Less than a month ago the town of Tarlesan was liberated after heavy fighting. Now the Army of Rebellion stands poised to assail its final objective - the port of Obelton, not 10 leagues north of Scant. Auxiliary forces in the form of War Companies will assist the Army of Rebellion in their task.

The PCs have been assigned to the Army of Rebellion's 4<sup>th</sup> Braetad, also known as the Cliffrunners, under the command of Verelan Halwyr, Braetern of the Storm Coast. The PCs are assigned the spearhead of the force in the Volanots. They will be part of the Army's main effort against the fortified port of Obelton, which stands on the Straits of Gearnat, not 10 north leagues from Scant.

**Encounter 1:** The PCs leave the camp and head out into the Volanots.

**Encounter 2:** In this encounter the PCs will come across Onnwallon soldiers in a captured enemy position, torturing a hochebi to death. Their consciences may dictate that they attempt to stop this.

**Encounter 3:** In this encounter the PCs come across a strongpoint still manned by hochebi forces who have pinned down the remains of an Onnwallon patrol. The PCs must take the ridgeline to complete their mission.

#### Objectives:

1: **Victory Condition:** Destroy all hochebi resistance.

2: **Victory Condition:** Gain intelligence regarding hochebi troop positions. Take prisoners if possible and send them back to be interrogated.

**NOTE TO GMS:**

1. This Round will last exactly 2 hours. Stop play and move onto the conclusion when told to do so by the Event Coordinators.
2. Please report whether the PCs have fulfilled the victory conditions or not to the event co-ordinators.

### Player's Introduction

Read aloud or paraphrase the following:

*The 1<sup>st</sup>, 3<sup>rd</sup> and 4<sup>th</sup> Altads of the Cliffrunners are encamped about the tiny village of Dorelos in the Cantred of Obelstone. Perched atop one of the many rugged ridges of the Volanots, the village has been transformed into an armed camp. A ditch and palisade has been thrown up around the perimeter guarded by green-cloaked Free State Regulars.*

*Two days ago you set out from the base camp of the Army of Rebellion in Tarlesan, taking the winding muddy trails west toward what is the farthest western limit of Free Onnwal. For now. With you marched the Regulars and a large contingent of Militiamen - farmers who in happier times would be turning the soil now for the spring planting.*

*There is a mood of confidence and optimism in the camp; a feeling that at last the tide has turned against the Scarlet Scourge and that after nine long years of war, victory might be close at hand.*

*It is about an hour before dawn. The eastern sky brightens from midnight blue, to gold to blood red.*

*"A red sky for a red day," says a sertern of the Regulars as he gazes east over the palisades. Turning to look at the men mustering in the twilight, his eyes glitter.*

*"Blood will be spilt this day" he says. Just then a soldier, so young in years that he must have been but a boy when the wars first came to Onnwal's shores, approaches.*

*"Worthy sirs, the braetern would have words with you."*

### Mission Briefing

Read aloud or paraphrase the following:

*Verelan Halwyr, Braetern of the Storm Coast, awaits you in one of the larger houses of the village. The main living quarters has been converted into a war room. Officers of the Free State Regulars pour over maps and*

*requisition, while runners come and go variously bearing dispatches and orders.*

*The Braetern is a tall, broad-shouldered man in his thirties. Close cropped blonde hair caps a square-jawed, handsome face. Halwyr wears a lovingly maintained set of banded mail, embossed with the arms of Onnwal. His long green cloak is clasped with the silver four-pointed star marking his rank. A finely crafted bastard sword is girthed at the braetern's hip.*

*Your escort announces you. Halwyr looks up from the map before him. His grey eyes regard you speculatively, as though weighing up your strengths and weaknesses.*

*"Take your ease a moment while you have yet the chance," the braetern says. "I have some deeds worthy of the like of yourselves. You are all doughty warriors or puissant in your own fields of expertise and so it had fallen to you to clear strong points in this area that my regulars cannot. Follow behind the main vanguard. When they reach strong points they cannot breach they will instead bottle the scarlet scum up until you can deal with them. Take any prisoners you can and return them here under with any groups of soldiers returning this way.*

*With Heironeous' grace we will clear these hills of Brotherhood forces and be in a position to assault Scant itself. Your contribution is critical to the success of the mission. Arm yourselves, for today we win this war!*

Allow the PCs to ask any questions they deem necessary but Halwyr knows little more than he has imparted here. Once they are ready proceed to encounter 1.

## Encounter One : Departure

Read aloud or paraphrase the following:

*You make you final preparations. About you nigh six hundred other warriors are doing the same in the shelter if the eastern slope of the ridge. Some are men of the Regulars, checking their weapons and armour straps with the assurance of professional warriors. Others are like yourselves, members of War Companies, motley collections of freeswords and dwoeomercasters. Finally the men of the militia stand shivering either with the pre-dawn chill or with fear. They are clad in leather jacks and bear spear and short bow. Green-cloaked Regulars lead these companies of erstwhile farmers and fishers, and they pass*

*through the ranks now offering words of encouragement.*

*A sertern moves among the companies, giving each in turn the order to move out. He gives you a nod, and shouldering your kit, you pass out under the gate, where the banner of the Green and Gold of Onnwal, snaps in the cool breeze. The guards upon the gate raise their spears in salute as you pass.*

*Behind you, company after company of the men of Onnwal raise their voices in song and march out under the gate, armed for war and girthed for battle. Ahead under the shadows of the dying night lies Obelton and beyond it the Straits of Geamat. That way lies your foe, your freedom and, mayhap, your fate.*

Before proceeding to encounter two allow the PCs to make any preparations they deem, necessary.

## Encounter Two: Onwards

In this encounter PCs may help some injured soldiers and gain some information about what lies ahead. There is no combat here.

Read aloud or paraphrase the following:

*It is now light and you have been heading in the direction of the fighting for several hours. Ahead of you several small groups of soldiers are clustered around a series of strong points which they have just captured. The groaning of several injured men assails your ears, as you get closer. A man detaches himself from the group and comes toward you.*

*Hail fellow warriors! We have taken this place and sent many scarlet scum to hell! It was a hard fight – this portion of the hills is held by their elite troops but by strength of arms and true hearts we prevailed! You are too late for the fighting here but hurry onwards for this day we free Onnwal!"*

If the PCs wish they may question this optimistic warrior. Grendann is a career soldier, who although sick of this war now sees an end in sight. Now middle-aged he is brave and battle scarred. If the PCs seem friendly Grendann will ask if they can offer any assistance to the wounded.

As he asks this, a pain-filled scream fills the air. One of the defenders still lives and is even now being tortured. The hochebi knows nothing beyond general information about troop positions ahead (which he will impart to anyone listening in an attempt to stop the torturing) but the soldiers are torturing him anyway – revenge is sweet. If the

PCs do not intervene the soldiers will continue torturing the hochebi until he dies. All the soldiers have lost loved ones and desire revenge. If the hochebi sees the PCs or hears an argument between them and the soldiers he will beg for mercy.

**Development:** This is primarily a role-playing encounter. No doubt some of the PCs will have a differing opinion on the morality of torturing a hochebi to death. Threats or reasoned arguments will finally win the day here and the soldiers will desist. If given good enough reasons. **Note:** there are no officers here, all were slain in the fighting.

Once the PCs have resolved or ignored the torturing of the hochebi continue onward to encounter 3.

## Encounter Three: The Wall

This encounter follows directly after encounter two.

Read aloud or paraphrase the following:

*Ahead of you, you can see a cluster of men in the green and gold of the Free State clustered about and behind the crest of a low ridge, over which several are peering cautiously.*

When the PCs approach the position they will be hailed by the troops and swiftly conveyed into the presence of an officer.

*"Thank Heironeous that you have come," gasps the man lying on the floor in front of you with an arrow through his thigh.*

*"I am Brallen and I command here"*

*Saying this he gestures at the band of men about him before continuing:*

*"Did you see the bloody ruin we inflicted on the Hochebi back there eh? Now we avenge our brethren who have suffered at the hands of those scarlet scum! No however we can go no further. Over a dozen of my men lie dead yonder and my lads will go no further. The hochebi up there are expert archers and none can close enough to dig them out. Will you try?"*

*Peering cautiously over the crest of the hill your heart sinks. Beyond is a shallow valley that then rises steeply toward a bluff about one hundred feet away. Atop that bluff you can make out signs of fortifications before you have to jerk you head back into cover as an arrow sprouts from the ground in front of*

*you. From above you can hear faint jeering in the hochebi's accursed language.*

**Set-Up:** The hochebi are dug in along a long low ridgeline roughly one hundred feet ahead of the party. The hochebi themselves are spread out with gaps of thirty feet between them. In the centre of the line lurk the trolls, hiding out of sight for the moment. The hochebi occupy a series of trenches and strongpoint consisting of shallow trenches and low earthen walls. Hochebi occupying the area have one half cover (+4 AC bonus and +2 Reflex save bonus) until PCs enter melee combat with them.

The PCs are on their own here as no troops will join them in the attack. Of the forty men who started out in the assault over half now lie dead or wounded. The rest have no wish to continue, at least for a little while.

Dependant on the APL the following Brotherhood forces are defending this area:

### APL 8 (EL 11)

**Trolls (2):** hp 63 each; see Appendix One

**Hochebi Ftr5 (7):** hp 44; see Appendix One

### APL 10 (EL 13)

**Trolls, Barl (4):** hp 76 each; see Appendix Two

**Hochebi Ftr5 (8):** hp 51; see Appendix Two

**Tactics:** As soon as the PCs break cover the bowmen on the ridge above will start firing at them, each concentrating on a single charging target. However, several archers will immediately target any character spell casting in the open. Once the PCs get to within thirty feet of the ridge the trolls will break cover and charge down into the middle of the PCs. They will immediately rage (if applicable) and attempt to flank PCs where possible. The bowmen will continue to fire when this occurs, but only at unengaged targets (until they run out of these).

**Treasure:** Depending on the APL of the table the following loot can be garnered here.

APL 8: Loot: 405 gp; Coin 2 gp

APL10: Loot: 463 gp; Coin 2 gp

**Development:** The Brotherhood forces here are elite troops and will fight to the finish. Once the PCs have taken the position the rest of the soldiers will move up to occupy the strongpoint. Several will stop and tend to some of the fallen as not all were slain by the hochebi. Soldiers entering the captured objective will also loot the hochebi fallen in the PCs have not done so.

## Conclusion

Assuming the PCs are successful in their task, read aloud or paraphrase the following:

*Brallen's men quickly take up the positions so recently vacated by their foe, rolling the bloodied, stinking corpses of the hochebi out of the trenches. Brallen himself takes a green cloak from one of the slain Free Army Regulars and, attaching it to a spear, fashions a make-shift banner. This he drives into the ground at the highest point of the ridge.*

*"For Free Onnwal!" he cries.*

*His men take up the cry.*

*Looking about, you see many similar banners now fluttering from the surrounding peaks, marking land at last liberated from the tyranny of the Scarlet Sign.*

**Here ends Round 1 of Storm on the Volanots.**

**NOTE TO GMS: If the PCs are still in combat when the round ends determine the outcome of the fight by the number of each side still alive. If there are more PCs alive and active, assume that they win and that the enemy are put to flight. If there are more of the enemy alive, assume the PCs flee.**

**Any objectives unachieved by the end of the round are assumed to be failed.**

**Have the PCs nominate a runner to return to headquarters to report the events that have befallen them.**

**Meanwhile proceed to Round 2. Do not wait for the runner to return before doing so.**

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished and assign the experience award accordingly. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters. Award the total value (objectives + roleplaying) to each character

### Encounter Three:

Defeating the hochebi and their troll minions

APL 8: 330 XP

APL 10: 390 XP

### Discretionary Role-playing Award

APL 8: 113 XP

APL 10: 135 XP

### Total possible experience

APL 8: 443 XP

APL 10: 525 XP

## Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure. The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below. Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters

must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Meta-regional scenario, characters from Meta-region 5 may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

### Treasure Key

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

### Encounter Three

APL 8: Loot: 405 gp; Coin 2 gp

APL10: 463 gp; Coin 2 gp

### Maximum Treasure Totals

The maximum amount of treasure that a player character is able to take from this module is linked to the APL at which the module is played. These totals are:

**APL 8:** 407 gp

**APL 10:** 465 gp

# Appendix One

## APL 8

**Troll (2):** CR 5; Large Giant (8 ft. tall); HD 6d8+36; hp 63; Init +2 (+2 Dex); Spd 30 ft.; AC 18 [flat-footed 16, touch 11], (-1 size, +2 Dex, +7 natural); Atks +9 melee (1d6+6, claws x2) or +4 melee (1d6+3, bite); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft.; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

*Skills and Feats:* Listen +5, Spot +5; Alertness, Iron Will.

**Rend:** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage

**Regeneration:** Fire and acid deal normal damage to a troll, all other damage regenerates at 5 points per round. Limbs chopped off can be reattached immediately or grow back in 3d6 minutes.

**Scent:** Can detect creatures within 30 ft. by sense of smell. If the odour is up wind this detection range extends to 60 ft. Similarly if the odour is downwind the detection range drops to 15 ft. Can follow tracks by sense of smell by making a Wisdom check (DC 10).

*Possessions:* None.

**Hochebi Archer, Ftr5 (7):** CR 5; Medium humanoid (6 ft. tall); HD 1d8+1 and 5d10+5; hp 44; Init +2 (+2 Dex); Spd 30 ft.; AC 19 [touch 12, flat-footed 17]; Atks +6/+1 melee (1d8 [x2/19-20], longsword), +10/+5 ranged (1d 8 [x3], longbow); AL LE; SV Fort +7, Ref +3, Will +1.

Str 11, Dex 15, Con 13, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Hide +2, Jump +3, Listen +4, Move Silently +4, Spot +4, Swim +3; Alertness, Point Blank Shot, Precise Shot, Rapid Shot.

*Possessions:* Chainmail, large steel shield, longsword, masterwork longbow, 20 masterwork arrows, 2 gp.

## Appendix Two

### APL 10

**Troll, Barl (4):** CR 6; Large Giant (8 ft. tall); HD 6d8+36; hp 76; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 18 [flat-footed 16, touch 11], (-1 size, +2 Dex, +7 natural); Atks +10 melee (1d6+6, claws x2) or +5 melee (1d6+3, bite); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rend 2d6+9, rage; SQ Regeneration 5, scent, darkvision 90 ft., fast movement; AL CE; SV Fort +13, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

*Skills and Feats:* Climb +10, Jump +10, Listen +5, Spot +5; Alertness, Improved Initiative, Iron Will.

**Rend:** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage

**Regeneration:** Fire and acid deal normal damage to a troll, all other damage regenerates at 5 points per round. Limbs chopped off can be reattached immediately or grow back in 3d6 minutes.

**Scent:** Can detect creatures within 30 ft. by sense of smell. If the odour is up wind this detection range extends to 60 ft. Similarly if the odour is downwind the detection range drops to 15 ft. Can follow tracks by sense of smell by making a Wisdom check (DC 10).

**Rage:** 1/day; temporarily gains +4 to Strength, +4 to Constitution and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC. Rage lasts 11 rounds.

*Possessions:* None.

**Hochebi Archer, Ftr6 (8):** CR 6; Medium humanoid (6 ft. tall); HD 1d8+1 and 6d10+6; hp 51; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 [touch 12, flat-footed 17]; Atks +7/+2 melee (1d8 [x2/19-20], longsword), +11/+6 ranged (1d8 [x3], longbow); AL LE; SV Fort +7, Ref +3, Will +1.

Str 11, Dex 15, Con 13, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Hide +2, Jump +3, Listen +4, Move Silently +4, Spot +5, Swim +3; Alertness, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot.

*Possessions:* Chainmail, large steel shield, longsword, masterwork longbow, 20 masterwork arrows, 2 gp.



**Appendix Three**  
**New Rules Items**

## APL 8–10 - Round 2

### Encounter Summary

The PCs have been assigned to the Army of Rebellion's 4<sup>th</sup> Braetad, also known as the Cliffrunners, under the command of Verelan Halwyr, Braetern of the Storm Coast. The PCs are scouting the right (northern) flanks of the main body of the Army of Rebellion host before Obelton.

The spearhead has assailed the first line of defences around Obelton and are now pressing hard towards the port. However, in this round they encounter the first of the misshapen spawn of the sinister fortress of Obelstone.

**Encounter 1:** In this encounter the PCs encounter some stragglers and can gain information about Brotherhood troop movements.

**Encounter 2:** In this encounter the PCs enter the village of Hardenn and do battle with monstrous trolls and their master.

### Objectives

1: **Victory Condition:** Clear Hardenn of enemy forces.

2: **Victory Condition:** Gather information about enemy troop movements and ascertain the fate of the previous patrols.

**Please report whether the PCs have fulfilled the victory conditions or not to the main Living Greyhawk desk/event co-ordinator.**

### Player's Introduction

Read aloud or paraphrase the following:

*It is close to noon. Just as Pelor gains the zenith, he is swallowed up in a vast swathe of black cloud, spreading quickly out of the north. The air grows heavy and clammy. In short order the entire sky is transformed into a glowering leaden dome. With a rumbling peal of thunder that echoes through the hills, fat raindrops start to fall, falteringly at first, but increasing in intensity until they hammer down on you in yardstaves. In moments you are soaked through to the skin. The already muddy trails become morasses of mud and dirty brown water.*

### Mission Briefing:

Read aloud or paraphrase the following:

*As you trudge through the muddy torrent that was once the trail, through the sheets of rain you make out a banner ahead atop a hilltop. A sodden gonfalon bearing the green and gold stands planted in the lee of the ridge. About it are posted a large group of Regulars, their cloaks drenched with rain and weighed down with clinging mud. Several train crossbows at you as you approach.*

*Then a man emerges from the middle of the group and tells them to lower their weapons. It is only when you spot the bastard sword girthed at his hip that you recognise Braetern Halwyr Verelan.*

*"Men, I have worrying news. Not five miles to the west from here lies the hamlet of Hardenn. I have now sent two patrols to secure the hamlet but I have not heard anything from either patrol. I fear the worst." He pauses for a moment.*

*"I charge you with exploring the hamlet and with destroying whatever is lurking there. Find out what happened to my men and rescue any who still live. The village lies atop a hill and is a key strategic position for us. It follows that the Brotherhood will have fortified it in some fashion. Destroy*

### Weather Conditions

During the second round of Storm on the Volanots a squall, heavily laden with rain, is blown in from the Gearnat adding further misery to the Free State forces attempting to extricate themselves from the Brotherhood trap in which they find themselves. This squall is just one in a series of rainstorms that have battered the hills over the last few weeks.

This has two main affects:

**Rain:** Rain reduces visibility ranges by half, resulting in a –4 penalty to Spot and Search checks. Any unprotected flames are automatically extinguished and protected flames (such as lanterns) have a 50% chance of being extinguished. Ranged attacks suffer a –4 circumstance penalty to hit.

**Flash Floods:** Runoff from heavy rain forces creatures in its path to make a Fortitude save (DC 15). Large or smaller creatures failing the save are swept away by the rushing water, taking 1d6 points of subdual damage per round (1d3 points on a successful Swim check). Huge creatures that fail are knocked down and face potential drowning. Gargantuan and Colossal creatures are checked, but they only drown if the water rises above their heads. For more information regarding Weather Hazards refer to the DUNGEON MASTER's Guide pages 87-88.

them.”

*With a gesture he dismisses you, turning to answer the inquiry of a breathless messenger. It is time to gather your gear, wipe the streaming rain from your eyes and head westward – to Hardenn and who knows what.*

## Encounter One: The Deadly Struggle

Describe in general terms the PCs progress through the bleak hills that make up the Volanots. After about an hour of travel they come across the following scene.

Read, or paraphrase the following:

*Ahead of you lies the wreck of a mighty struggle. Scattered about the ground, entwined in and around the shattered remains of a hochebi defensive position can be seen at least a score of bodies. Almost half still wear the green and gold of Onnwal. All is silent except the incessant sound of the rain that set your nerves on edge. The ground is growing muddier and muddier and is slowly turning into a quagmire. From the small network of trenches ahead of you that perch precariously to the skyline you suddenly notice a small flash of movement.*

**Set Up:** The party have discovered a small Brotherhood strongpoint. All the defenders have been slain and the remainder of the victorious Onnwalon forces have moved on to tackle the defences at Hardenn.

Two individuals yet live however in the trenches above. One hochebi survived the assault by playing dead. Although severely wounded he begun to loot the bodies of his fallen comrades. In the process of this he uncovered the unconscious body of Bramlen, an Onnwallon soldier, who is scarcely more than a boy. Rudely awakened by the hochebi's pawing, Bramlen sought to defend himself. Thus far the combat (if you can call it that), has been evenly matched. Both combatants are exhausted and severely injured.

### All APLs

**Bramlen, human male War:** hp 8 (2); see Appendix One and Two

**Hochebi male War:** hp 7 (1); see Appendix One and Two.

As soon as the hochebi is aware of the PCs approach he will surrender, realising that he is

hopelessly outmatched. He will throw himself on the PCs mercy. Bramlen however is absolutely terrified and will beg the PCs to slay his attacker. If they don't he will attempt to.

**Bramlen:** He is a 14 year old boy wearing over-sized armour, who has undergone little or no training. The songs of the bards did not prepare him for the ferocity of combat and his experience has shaken him severely.

**Treasure:** No coins or magic are to be found here but the PCs can loot some equipment if they wish.

**All APLs:** Loot 45 gp

**Development:** This encounter is in effect a moral quandary. While the hochebi doubtless deserves his death he may possess valuable information that headquarters may find vital. Bramlen is also a problem. Terrified beyond belief he desires the death of his attacker and will not listen to reason. The PCs will have to come up with a solution to this problem, or Bramlen will seek to slay the hochebi as soon as he is able, losing his innocence in the process.

## Encounter Two: Hardenn

This encounter takes place once the PCs approach the abandoned hamlet of Hardenn.

**Note:** The trolls faced by the PCs in this encounter are immune to fire. Describe this to the PCs in lurid detail when they attempt to kill the troll using fire. For more information regarding the half-elemental template refer to Appendix Three of this module or the *Manual of the Planes*, pages 188-190. Also remember that prior to the start of this encounter Palis has cast two 2<sup>nd</sup> level and one 1<sup>st</sup> level spell.

Once the PCs have proceeded to this section read or paraphrase the following:

*Ahead of you what little remains of the small hamlet of Hardenn huddles around a small square. The five*

### Spotting the Rope Tricks

Inanimate objects are practically impossible to spot, requiring a successful Spot check (DC 40) to notice it. Even a successful Spot check will only give the successful character a hunch that something invisible is in the general vicinity of the relevant *rope trick*.

Make a separate check for each *rope trick*.

Spells such *see invisibility* will automatically allow the caster to notice both *rope tricks* if they are in range of the spell. Note however such spells do not allow the caster to see into a *rope trick*.

*peasant houses that make up this settlement have obviously suffered heavily at the hands of the occupying forces. All have been damaged severely by fire and most lack roofs.*

*As you get closer however you see something even more disconcerting. Bodies clad in the green and gold litter the square. It seems that a vicious combat was fought here recently. Many of the bodies seem to have literally been torn apart so ferocious was the combat. Limbs and other unidentifiable body parts lie intermingled among the larger remains. At least fifty soldiers probably made their final stand here: most died in the village square but a few seem to have tried to flee before being brought down. Disturbingly there are no enemy corpses to be seen here. Whatever killed these men was either incredibly powerful or inhumanly fast.*

*The walls of several of the buildings overlooking the square seem to have symbols daubed on them in blood although what they might say is a matter of pure conjecture at this distance.*

**Set Up:** The sorcerer Palis is using his spells and his attendant half-fire elemental trolls to lure any inquisitive contingents of Free State troops to their doom in the village. Up to now they have only had to contend with reasonably inexperienced regular troops and militia. Thus he has simply observed the carnage and not directly participated in it. Palis has cast two *rope trick* spells at opposite ends of the village square at, in each lurks a single half-fire elemental troll. Palis is hiding in the *rope trick* at the opposite end of the square to where the PCs start. Both *rope tricks* have been set at a height of fifteen feet above the ground.

It should be noted that as the attendant rope has been pulled up into both *rope tricks* so that both spells and the creatures hiding within them are invisible. Thus unless the PCs possess some means of seeing invisible creatures and objects they will likely be flat-footed by their adversary's initial attack from such an unlikely direction.

Dependant on the APL the following Brotherhood forces are hiding in the village:

**APL 8 (EL 11)**

**Half-fire elemental troll Bar1 (2):** hp 76 each; see Appendix One.

**Palis human male Sor9:** hp 37; see Appendix One.

**APL 10 (EL 13)**

**Half-fire elemental troll Bar3 (2):** hp 102 each; see Appendix Two.

**Palis human male Sor11:** hp 45; see Appendix Two.

When the trolls attack read or paraphrase the following dependant on the exact situation:

*Suddenly, and literally out of nowhere, two large red skinned trolls launch themselves at you. They appear to spring out of what can only be described as two square gashes in the air that seem to be surrounded by a strange greyish mist. These holes in the stuff of reality are about fifteen feet off the ground. As the trolls launch themselves at you, you notice that they seem to be fading in and out of reality. One moment they are there, the next they are faded and insubstantial.*

A successful Spellcraft check (DC 22) will identify the holes in the air as those caused by a *rope trick* while an additional check (DC 23) will indicate that the trolls are under the effect of a *blink* spell.

**Tactics:** Palis and his minions will observe the PCs, hoping that they will eventually enter the square to either decipher the writing on the walls (which is actually gibberish "written" by the trolls) or to see if anyone has survived the massacre.

Palis will already have cast *mage armour* upon himself, gaining a +4 armour bonus. As the PCs enter the square he will quaff his *potions of Charisma* (gaining 1d4+1 additional points of Charisma) and *resist elements (fire)* or *protection from elements (fire)* (dependant on APL). Time permitting he will also cast *protection from good* followed by *mirror image* upon himself (gaining 1d4+3 images). Immediately before combat begins each troll will quaff its *potion of blinking* and Palis will cast *haste* upon himself followed by *haste* on the troll hiding in the same *rope trick*. Obviously the PC's actions could alter this sequence of actions.

The following tactical notes represent the planned tactics of Palis and the trolls. Obviously PC actions could force changes to these tactics.

**Round One:** Palis will allow the PCs to enter the square before unleashing his minions. He would prefer them to split up but if they don't he will swing into action anyway. The half-fire elemental trolls will leap out of the *rope tricks* and rage, attacking the nearest obvious spell caster if they have enough actions left (it is likely that the *hasted* troll will be able to do this). Palis will remain in his *rope trick* and will cast *haste* on the other troll if it is in range. He will follow this with *magic missile* cast at the nearest PC. Note that although Palis himself is not invisible the *rope trick* is. Thus PCs, unless they enter the *rope trick*, will only be able to

see at the most half of Palis (granting him a +4 cover bonus to his AC and a +2 bonus to his Reflex saves).

**Round Two:** The trolls (hopefully under the effects of *haste* by now) will throw circular *walls of fire* (with the heat side facing inwards dealing 2d4 points of heat damage per round to anyone within the wall) around themselves and the PC they are fighting. If they are able they will also attack. Palis will throw a *fireball* at any target of opportunity and will follow this up with a *phantasmal killer* targeted on an obvious fighter-type (unless someone is trying to get into his *rope trick*). Palis does not mind catching his minions in the area of affect of his *fireballs* as they are immune to their effects. At APL 10 Palis will try and use his *cone of cold* first (but will be careful not to catch his minions in its effects).

**Round Three and beyond:** The trolls will continue to melee and Palis will continue to use his spells mercilessly to hound the PCs. At APL 10 Palis will flee if the combat goes against him.

**Treasure:** The amount of treasure found here depends upon the APL of the module. As many of the magic items used by the PC's adversaries are disposable delete any items used in the course of the melee. The listed value of the wands assumes no charges are expended from the device.

**APL 8:** Loot 16 gp; Coin 2 gp; Magic +1 *cloak of resistance* (83 gp), wand of melf's acid arrows [3<sup>rd</sup> level caster; 9 chg.] (810 gp), *potion of cure moderate wounds* (25 gp), +2 *bracers of armour* (333 gp), *potion of charisma* (25 gp), *potion of resist elements* (25 gp), *potion of blinking*(2) (62 gp each).

**APL 10:** Loot 16 gp; Coin 4 gp; Magic +2 *cloak of resistance* (333 gp), wand of stinking cloud [5<sup>th</sup> level caster; 9 chg.] (2,025 gp), *potion of cure moderate wounds* (25 gp), +2 *bracers of armour* (333 gp), *potion of charisma* (25 gp), *potion of protection from elements* (62 gp) *potion of blinking*(2) (62 gp each).

**Development:** The hamlet itself consists of five ramshackle buildings suffering from considerable battle damage. All of these buildings are of typical peasant construct (thatched with wattle and daub

over a solid wooden framework) and contain nothing of interest to the PCs.

It is likely that the PCs will not possess the means to permanently destroy these trolls although impeding their regeneration should be within the power of most groups. Thus although they may be able to reduce them to zero hit points, continued occupation of the village is unadvisable.

## Conclusion

Read aloud or paraphrase the following:

*By the time the battle is won, the rain has eased somewhat. A now familiar hush falls over the battlefield - the hush of death, the quietness of spilt blood soaking into the earth. To the west, Pelor smites the earth with spears of light that shine through rents in the storm clouds. The sunlight glints on the towers and roofs of Obelton, and upon the shimmering sea beyond. A dark mist hangs low to north, shrouding the terrible spires of Obelstone.*

*As the clouds and mists lift a little further, you suddenly notice columns of black smoke rising up out of the valleys behind you, as though a great burning were consuming the land. A cold shard of dread pierces your hearts.*

Here ends Round 2 of Storm on the Volanots.

**NOTE TO GMS:** If the PCs are still in combat when the round ends determine the outcome of the fight by the number of each side still alive. If there are more PCs alive, assume that they win and that the enemy are put to flight. If there are more of the enemy alive, assume the PCs flee.

Any objectives unachieved by the end of the round are assumed to be failed.

Have the PCs nominate a runner to return to headquarters to report the events that have befallen them. Meanwhile proceed to Round 3. Do not wait for the runner to return before doing so.

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished and assign the experience award accordingly. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters. Award the total value (objectives + roleplaying) to each character.

### Encounter Two

Destroying the trolls and their master

APL 8: 330 XP

APL 10: 390 XP

### Discretionary Role-playing Award

APL 8: 113 XP

APL 10: 135 XP

### Total possible experience

APL 8: 443 XP

APL 10: 525 XP

## Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure. The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below. Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Meta-regional scenario, characters from Meta-region 5 may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

### Treasure Key

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

### Encounter Two

All APLs: Loot 45 gp

### Encounter Two

**APL 8:** Loot 16 gp; Coin 2 gp; Magic *+1 cloak of resistance* (83 gp), wand of melf's acid arrows [3<sup>rd</sup> level caster; 9 chg.] (810 gp), *potion of cure moderate wounds* (25 gp), *+2 bracers of armour* (333 gp), *potion of charisma* (25 gp), *potion of resist elements* (25 gp), *potion of blinking* (2) (62 gp each).

**APL 10:** Loot 16 gp; Coin 4 gp; Magic *+2 cloak of resistance* (333 gp), wand of stinking cloud [5<sup>th</sup> level caster; 9 chg.] (2,025 gp), *potion of cure moderate wounds* (25 gp), *+2 bracers of armour* (333 gp), *potion of charisma* (25 gp), *potion of protection from elements* (62 gp) *potion of blinking* (2) (62 gp each).

### Maximum Treasure Totals

The maximum amount of treasure that a player character is able to take from this module is linked to the APL at which the module is played. These totals are:

**APL 8:** 625 gp

**APL 10:** 1,050 gp

# Appendix One

## APL 8

### Encounter One

**Hochebi Footmen (1):** CR ½; Medium humanoid (6 ft. tall); HD 1d8 + 1; hp 8; Init +1 (+1 Dex); Spd 30 ft.; AC 18 [touch 11, flat-footed 17]; Atks +3 melee (1d8+2 [x2/19-20], longsword); AL LE; SV Fort +3, Ref +1, Will +0. Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Hide +1, Listen +3, Move Silently +3, Spot +3; Alertness.

*Possessions:* chainmail, large steel shield, longsword.

**Bramlen, human male Warl:** CR ½; Medium Humanoid (5 ft. 10 in. tall); HD 1d8+1; hp 9; Init +0; Spd 20 ft.; AC 15 [touch 10, flatfooted 14] (+4 Scale mail, +1 Dex); Atks +1 melee (1d8 [19-20/x2] longsword), or +1 melee (1d4 [19-20/x2] dagger) AL LN; SV Fort +2, Ref +1, Will +0. Str 11, Dex 12, Con 12, Int 11, Wis 10, Cha 10.

*Skills and Feats:* +0 Appraise, +1 Balance, +0 Bluff, +0 Climb, +1 Concentration, +0 Craft, +0 Diplomacy, +0 Disguise, +1 Escape Artist, +0 Forgery, +0 Gather Information, +1 Handle Animal, +0 Heal, +1 Hide, +2 Intimidate, +1 Jump, +3 Listen, +1 Move Silently, +0 Perform, +2 Ride, +0 Scry, +0 Search, +0 Sense Motive, +3 Spot, +1 Swim, +1 Use Rope, +1 Wilderness Lore; Alertness.

*Possessions:* Scale mail, longsword, dagger.

### Encounter Two

**Palis, male human Sor9:** CR 9; Medium-size humanoid; HD 9d4+9; hp 37; Init +4 (+4 Improved Init); Spd 30 ft.; AC 12 [touch 10, flat-footed 12]; Atk +4 melee (1d4, dagger); SA Spells; AL LE; Fort +5, Ref +4, Will +8; Str 10, Dex 10, Con 12, Int 15, Wis 12, Cha 17.

*Skills and Feats:* Concentration +17, Knowledge (arcane) +12, Hide +1, Listen +7, Scry +10, Spellcraft +14 Spot +7; Alertness, Combat Casting, Improved Initiative, Spell Focus (Evocation), Spell Focus (Illusion).

*Spells Known* (6/7/7/7/4; base DC = 13 + spell level): *0-dancing lights\**, *detect magic*, *flare\**, *ghost sound\**, *light\**, *mage hand*, *ray of frost*, *read magic*; 1<sup>st</sup>- *mage armour*, *magic missile\**, *protection from good*, *ray of enfeeblement*, *shield*; 2<sup>nd</sup>- *blindness*, *invisibility\**, *mirror image\**, *rope trick*; 3<sup>rd</sup>- *fireball\**, *haste*, *slow*; 4<sup>th</sup>- *minor globe of invulnerability*, *phantasmal killer\**.

*\*Spell:* DC of these spells, where applicable, are at a +2 due to Spell Focus (Evocation) and Spell Focus (Illusion).

*Possessions:* +1 *cloak of resistance*, *wand of melf's acid arrows* (9 ch.), *potion of cure moderate wounds*, +2 *bracers of armour*, 12 gp.

**Half-Fire Elemental/Troll Barl (2):** CR 8; Large Outsider (Fire) (8 ft. tall); HD 6d6+36 and 1d12+6; hp 76; Init +8 (+4 Dex, +4 Improved Initiative); Spd 40 ft.; AC 25 [flat-footed 21, touch 13], (-1 size, +4 Dex, +8 natural, +4 chain shirt); Atks +10 melee (1d6+6, claws x2) or +5 melee (1d6+3, bite); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rend 2d6+9, spell-like abilities, rage; SQ Regeneration 5, scent, darkvision 90 ft., immunities, fast movement; AL CE; SV Fort +13, Ref +4, Will +3; Str 23, Dex 18, Con 23, Int 8, Wis 9, Cha 8.

*Skills and Feats:* Climb +10, Jump +10, Hide +7, Listen +8, Move +7, Spot +8, Swim +9; Alertness, Improved Initiative, Iron Will.

**Rend:** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

**Spell-like Abilities:** The troll can cast *burning hands*, *produce flame*, *flaming sphere*, *wall of fire*. DC = 9 + spell level. Each ability is usable once per day and are cast as a 7<sup>th</sup> level wizard.

**Regeneration:** Acid deals normal damage to a troll, all other damage regenerates at 5 points per round. Limbs chopped off can be reattached immediately or grow back in 3d6 minutes.

**Scent:** Can detect creatures within 30 ft. by sense of smell. If the odour is up wind this detection range extends to 60 ft. Similarly if the odour is downwind the detection range drops to 15 ft. Can track by sense of smell by making a Wisdom check (DC 10).

**Immunities:** The troll is immune to poison and fire. It also gains a +4 racial bonus on Fortitude saves against poison.

**Rage:** 1/day; temporarily gains +4 to Strength, +4 to Constitution and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC. Rage lasts 11 rounds.

*Possessions:* Chain shirt, *potion of blinking*

## Appendix Two

### APL 10

#### Encounter One

**Hochebi Footmen (1):** CR ½; Medium humanoid (6 ft. tall); HD 1d8 + 1; hp 8; Init +1 (+1 Dex); Spd 30 ft.; AC 18 [touch 11, flat-footed 17]; Atks +3 melee (1d8+2 [x2/19-20], longsword); AL LE; SV Fort +3, Ref +1, Will +0. Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Hide +1, Listen +3, Move Silently +3, Spot +3; Alertness.

*Possessions:* chainmail, large steel shield, longsword.

**Bramlen, human male Warl:** CR ½; Medium Humanoid (5 ft. 10 in. tall); HD 1d8+1; hp 9; Init +0; Spd 20 ft.; AC 15 [touch 10, flatfooted 14] (+4 Scale mail, +1 Dex); Atks +1 melee (1d8 [19-20/x2] longsword), or +1 melee (1d4 [19-20/x2] dagger) AL LN; SV Fort +2, Ref +1, Will +0. Str 11, Dex 12, Con 12, Int 11, Wis 10, Cha 10.

*Skills and Feats:* +0 Appraise, +1 Balance, +0 Bluff, +0 Climb, +1 Concentration, +0 Craft, +0 Diplomacy, +0 Disguise, +1 Escape Artist, +0 Forgery, +0 Gather Information, +1 Handle Animal, +0 Heal, +1 Hide, +2 Intimidate, +1 Jump, +3 Listen, +1 Move Silently, +0 Perform, +2 Ride, +0 Scry, +0 Search, +0 Sense Motive, +3 Spot, +1 Swim, +1 Use Rope, +1 Wilderness Lore; Alertness.

*Possessions:* Scale mail, longsword, dagger.

#### Encounter Two

**Palis, male human Sor11:** CR 11; Medium-size humanoid; HD 11d4+11; hp 45; Init +4 (+4 Improved Init); Spd 30 ft.; AC 12 [touch 10, flat-footed 12]; Atk +5 mele (1d4, dagger); SA Spells; AL LE; Fort +6, Ref +5, Will +10; Str 10, Dex 10, Con 12, Int 15, Wis 12, Cha 17.

*Skills and Feats:* Concentration +19, Knowledge (arcane) +14, Hide +1, Listen +8, Scry +10, Spellcraft +16 Spot +8; Alertness, Combat Casting, Improved Initiative, Spell Focus (Evocation), Spell Focus (Illusion).

*Spells Known* (6/7/7/7/6/4; base DC = 13 + spell level): *0-dancing lights\**, *daze*, *detect magic*, *flare\**, *ghost sound\**, *light\**, *mage hand*, *ray of frost*, *read magic*; 1<sup>st</sup>- *mage armour*, *magic missile\**, *protection from good*, *ray of enfeeblement*, *shield*; 2<sup>nd</sup>- *blindness*, *blur\**, *invisibility\**, *mirror image\**, *rope trick*; 3<sup>rd</sup>- *fireball\**, *haste*, *lightning bolt\**, *slow*; 4<sup>th</sup>- *confusion*, *minor globe of*

*invulnerability*, *phantasmal killer\**; 5<sup>th</sup>- *cone of cold\**, *teleport*.

*\*Spell:* DC of these spells, where applicable, are at a +2 due to Spell Focus (Evocation) and Spell Focus (Illusion).

*Possessions:* +2 *cloak of resistance*, *wand of stinking cloud* (9 ch.), *potion of cure moderate wounds*, *potion of charisma*, +2 *bracers of armour*, 48 gp.

**Half-Fire Elemental/Troll Bar3 (2):** CR 10; Large Outsider (Fire) (8 ft. tall); HD 6d6+36 and 3d12+18; hp 102; Init +8 (+4 Dex, +4 Improved Initiative); Spd 40 ft.; AC 25 [flat-footed 25, touch 13], (-1 size, +4 Dex, +8 natural, +4 chain shirt); Atks +12 melee (1d6+6, claws x2) or +10 melee (1d6+3, bite); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rend 2d6+9, spell-like abilities, rage; SQ Regeneration 5, scent, darkvision 90 ft., immunities, fast movement, uncanny dodge; AL CE; SV Fort +14, Ref +5, Will +4; Str 23, Dex 18, Con 23, Int 8, Wis 9, Cha 8.

*Skills and Feats:* Climb +12, Jump +12, Hide +7, Listen +9, Move +7, Spot +8, Swim +10; Alertness, Improved Initiative, Iron Will, Multiattack.

**Rend:** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

**Spell-like Abilities:** The troll can cast *burning hands*, *produce flame*, *flaming sphere*, *wall of fire*, *fire shield*. DC = 9 + spell level. Each ability is usable once per day and are cast as a 9<sup>th</sup> level wizard.

**Regeneration:** Acid deals normal damage to a troll, all other damage regenerates at 5 points per round. Limbs chopped off can be reattached immediately or grow back in 3d6 minutes.

**Scent:** Can detect creatures within 30 ft. by sense of smell. If the odour is up wind this detection range extends to 60 ft. Similarly if the odour is downwind the detection range drops to 15 ft. Can track by sense of smell by making a Wisdom check (DC 10).

**Immunities:** The troll is immune to poison and fire. It also gains a +4 racial bonus on Fortitude saves against poison.

**Rage:** 1/day; temporarily gains +4 to Strength, +4 to Constitution and a +2 morale



bonus on Will saves, but suffers a -2 penalty to AC. Rage lasts 11 rounds.

**Uncanny Dodge:** Retains Dex bonus to AC when flat-footed.

*Possessions:* Chain shirt, *potion of blinking*

# Appendix Three

## New Rules Items

### Half-Fire Elemental Template

From Manual of the Planes page 189.

Much rarer than half-celestials or fiends, half-elementals are the result of unions between elementals and mortal creatures or are created by some magical infusion of elemental power into a mortal at birth (usually through strange and often distasteful rites). Such creatures are normally left among their normal kin, never again thought of by their otherworldly sires.

Half-elemental always have some aspect of their elemental nature displayed in both their appearance and their temperament. Half-fire elementals have a reddish tint to their hair, eyes, or skin. They are temperamental and quick to jump to conclusions.

### Creating a Half-Elemental

“Half-Elemental” is a template that can be added to any corporeal creature with an Intelligence score of 4 or more (referred to hereafter as the “base creature”). Because the half-elemental is still mostly flesh, it cannot be of the elemental type. Instead, the creature’s type changes to “outsider.” It uses all the base creature’s statistics and special abilities except as noted here.

**AC:** Natural armour improves by +1.

**Special Attacks:** A half-elemental retains all the special attacks of the base creature. Half-elementals with an Intelligence or Wisdom score of 8 or higher possess the following spell-like abilities, using their character level as the caster level, as specified in the table. Each ability is useable once per day.

Level	Ability
1-2	<i>Burning hands</i>
3-4	<i>Produce flame</i>
5-6	<i>Flaming sphere</i>
7-8	<i>Wall of fire</i>
9-10	<i>Fire shield</i>
11-12	<i>Fire seeds</i>
13-14	<i>Firestorm</i>
15-16	<i>Incendiary cloud</i>
17-18	<i>Elemental swarm*</i>
19+	<i>Plane shift</i>

\*Cast as a fire spell only

**Special Qualities:** A half-elemental has all the special qualities of the base creature. Half-elemental are immune to disease and effects from their own elements and gain a +4 racial bonus on Fortitude saves against poison.

**Saves:** Same as the base creature

**Abilities:** Str +0, Dex +4, Con +0, Int +2, Wis +0, Cha +2.

**Skills:** A half-elemental has 8 skill points, plus its Intelligence bonus, per Hit Die. Treat skills from the base creature’s list as class skills and other skills as cross-class. If the creature has a class, it gains skills for class levels normally. Any racial bonuses that apply to the base creature apply to the half-elemental as well.

**Feats:** Half-elementals have one feat for every four levels or the base creature’s total of feats, whichever is greater.

**Climate/Terrain:** Same as either the base creature or the elemental.

**Organisation:** Same as the base creature.

**Challenge Rating:** Same as the base creature +2.

**Alignment:** Same as the base creature.

**Treasure:** Same as the base creature.

**Advancement:** Same as the base creature.

## APL 8–10 - Round 3

### Encounter Summary

The PCs have been assigned to the Army of Rebellion's 4<sup>th</sup> Braetad, also known as the Cliffrunners, under the command of Verelan Halwyr, Braetern of the Storm Coast.

In this round, the PCs discover that they are encircled and are forced to fight their way out of the trap that the Scarlet Brotherhood and the Pomarji orcs of Turrosh Mak.

**Encounter 1:** In this encounter the PCs make a final sweep of the area looking for stragglers and possibly have a number of random encounters.

**Encounter 2:** In this encounter the PCs fight monstrous half-golem spiders and their master

#### Objectives:

**1: Victory Condition:**

Slay any Brotherhood forces encountered.

**2: Victory Condition:**

Direct any stragglers back to the Free State lines and discover anything possible about Brotherhood troop movements.

#### NOTE TO GMS:

**1: This Round will last exactly 2 hours. Stop play and move onto the conclusion when told to do so by the Event Coordinators.**

**2: Please report whether the PCs have fulfilled the victory conditions or not to the event coordinators.**

### Player's Introduction

Read aloud or paraphrase the following:

*Late in the afternoon, the rain finally peters out. The black wrack of storm clouds passes on south and Pelor breaks through, a red ball of fire low in the west.*

*Suddenly you hear a horn blast upon the wind. From your vantage point, you see the bloody light glittering on the mail of a group of riders in the valley below you. One bears a tattered banner of the green and gold. Another raises a horn and blows another long deep blast - the signal to regroup. The riders*

*steer their horses as far as they can up the slope opposite and then dismounting, lead their steeds to the summit, where they plant the banner. Again and again the long mournful horn-blasts echo through the hills.*

*By the time you reach the summit, several other war bands have also arrived. About the banner stand a group of Regulars, their mail bloodied and rent, their blades notched and their shields scored. In their midst stands Halwyr, leaning wearily upon his blade, his mail gashed across the shoulder.*

*The red rays of the westering sun, bathe him in light the colour of blood as he stands grim-faced, but resolute, speaking with his officers.*

*As you look on, Halwyr appears to reach a decision. He nods to his officers and then raises his blade, glittering and red in the evening light. The gathered soldiers fall silent and look to their commander expectantly.*

*"Patriots of Onnwal," Halwyr says in a clear strident voice. "You have fought hard this day. You have striven against the very spawn of the Hells vomited forth by the Scarlet Sign to plague our land. Long has been your toil and worthy the labour. Though you are deserving of rest, I must ask another great deed of you this day. In their desperation, the red-robcs have summoned new allies to their banner. They have brought Orcs of the Pomarj to Onnwal to fight us, because they were too weak to face the wrath of righteous men themselves. And rather than face us like men, they have struck a coward's blow against our baggage trains, preferring plunder to open battle.*

*"And so, ere we rest this night, we must teach these orcish scum to fear Onnwalon steel and send them fleeing like beaten whelps across the sea from whence they have come! Remember the Farmers!"*

*There is a ragged cheer from the gathered soldiers.*

*"Sertens, muster the men, we go east to settle this day's scores," Halwyr says grimly.*

### Mission Briefing:

Read aloud or paraphrase the following:

*About you soldiers and militiamen are readying themselves for the march east. A sertern approaches you.*

***"The braetern would have words with you," he says grimly. Halwyr leans against a rock under the colours of Onnwal, a pensive look upon his face.***

***"My thanks to you for your efforts this day," he says, his voice low and urgent. "However, I have still more weighty work for you. You are among the strongest of those here gathered and so I set for you the heaviest burden, that the burden of others might be lightened.***

***"What I am about to say must not leave this circle, lest it cause panic and dismay. Is that understood?"***

***Halwyr pauses for a moment before continuing.***

***"Our position here is not as strong as I have said. We are encircled. The orcs have staved in our right flank and advance on Tarlesan as we speak. On the left, the flank is buckling under the waves of hochebi and savages that assail it.***

***"I will lead this command east to break the leaguer and from there withdraw as far as we must. This will require nigh all of the strength we have here gathered. Perhaps more than that.***

***"The Scarlet Ones have laid a careful snare for us and even now are closing the noose around our necks. If we turn east, someone must watch against the west and the dying of the day. Otherwise those abominations we have faced this day will fall upon our backs and destroy us. You must hold the line. Whether orc or hochebi or all the fiends of Hell come against you, you must hold. Every moment that you can buy for us with your blood will the salvation of ten of these men about you. Can they and I rely upon you?" As if with one voice you are all assuring Halwyr of your intention to hold the lines.***

***"Good. You are brave men and noble. We will have need of many men like yourselves before this dark day is done. Your orders are to make a final sweep of this area and then to slowly fall back toward Tarlesan"***

***With that he stalks off shouting orders as he goes.***

Once the PCs indicate that they are ready proceed to Encounter One.

## Encounter One: The Fog of War

Read aloud or paraphrase the following:

***With a rallying horn-blast, Halwyr leads his command down the hill and east. As they march, the men lift their voices in song once more. The banner of green and gold passes out of the dying light and into shadow. For a long time you gaze after them until they vanish into the shadows of the coming night and the breeze no longer carries the echoes of their song.***

**Set-Up:** The PCs will undergo a number of random encounters in this encounter. Indeed if you time permits you can use any unused mini-encounter below after the PCs have encountered the Spiders in Encounter Two. If no names are given for soldiers, improvise.

Roll randomly on the list below to determine in which order the PCs encounter the groups or individuals below.

1. The PCs encounter two soldiers bear the body of a fallen comrade on a makeshift stretcher. The injured soldier is dying, but any curative magic will stop the sluggish flow of blood from a gaping abdominal injury. The other soldiers, Illikr and Derand can relate how their unit was attacked by a large group of hochebi supported by fire-resistant trolls several miles west of here.
2. The PCs encounter a single Onnwallon soldier staggering back through the hills. Unarmed and almost catatonic he is completely oblivious to his surroundings. If somehow coaxed out of this state he will mumble something about "grey death with dripping fangs of death" before falling silent.
3. The PCs encounter two fleeing Onnwallon soldiers obviously in an advanced state of panic. Their unit was wiped out several hours ago by a pair of gigantic spiders.
4. The PCs encounter four soldiers confused but still capable of fighting who are retreating in good order. They had been ordered by the officer to discover what is going on as they have received no orders for several hours. Once briefed by the PCs they will return to their unit (which will then try to retreat in good order).

**Treasure:** The PCs will not discover any treasure in this encounter.

**Development:** Once the PCs have encountered enough of these mini-encounters proceed to Encounter Two. Alternatively the Dungeon Master can swap the order of Encounters One and Two and run this encounter after the PCs have fought the spiders.

## Encounter Two:

### The Brood of Obelstone

This encounter follows directly on from Encounter One. In it the PCs are hounded by the warped half-golem creations of the priesthood of Bralm. Controlled by Telek they are scouring the Volanots for any Free State stragglers. They have already come across and destroyed a few groups of militia by the time they catch up with the PCs.

**Note:** DUNGEON MASTERS should be fully conversant with the rules relating to half-golems as described in the *Monster Manual II*, pages 209-210 and in Appendix Three of this module. In particular DUNGEON MASTERS should be aware of the various immunities possessed by the various different types of half-golems.

Read aloud or paraphrase the following:

*You are moving cautiously down a steep sided hill when above you on the ridge line you turn to see a sight that chills the very blood in your veins. Above you, perhaps eighty feet away squats the largest lifeless grey spider you have ever seen! Easily twenty feet in diameter and standing five feet high this is truly a monstrous creature. You think for a moment that it hasn't spotted you but it suddenly starts moving nimbly in your direction.*

*You ready spells and weapons and as it gets slightly closer you notice that something is very wrong here. The beast's musculature is grossly misshapen – its chest is massively thick and several of its legs appear to have been partially melted although they are stocky and undoubtedly possessed of great strength. Slime coats its body but you notice that its pincers seem to have been augmented in some way. In a moment of sickening clarity you realise that death lurks in those fangs.*

The creature that has just clambered over the ridge is a clay half-golem monstrous gargantuan spider

At APL 10 it is followed by its companion, a flesh half-golem monstrous gargantuan spider.

Read or paraphrase the following:

*Cresting the hill you see another abomination begin to move toward you. As huge as the other it nevertheless seems to be markedly different to the first. Several of this beast's misshapen limbs seem to have been ripped from the bodies of other nameless beasts. Its flesh hangs limply from its dusky body and it too possesses formidable pincers that it waves menacingly at you as it begins its advance.*

**Set Up:** The PCs are three quarters of the way down a steep hill. At the foot of this hill about 120 feet away stands a large copse of trees clustered around a swiftly running stream. A great mass of brambles, gorse and other creeping growths make much of this wood impenetrable to anything larger than a man. The trees grow very densely together. In here the PCs could find refuge from the depredations of the giant spiders and their master.

In contrast the hillside is quite bare, clad only in gorse and long grasses. There is precious little cover here.

Dependent on the APL of the table the following creatures and NPCs are encountered here:

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

**Clay half-golem monstrous gargantuan spider (1):** hp 108; see Appendix One.

**Telek, human male Ch9 of Bralm:** hp 66; See Appendix One.

#### **APL 10 (EL 13)**

**Flesh half-golem monstrous gargantuan spider (1):** hp 108; see Appendix Two.

**Clay half-golem monstrous gargantuan spider (1):** hp 108; see Appendix Two.

**Telek, human male Clr11 of Bralm:** hp 80; see Appendix Two.

**Tactics:** Although they are constructs half-golems possess rudimentary intelligence and retain knowledge and memory of its former life. These spiders have been warped in the bowls of Obelstone by the followers of Bralm into murderous and destructive creatures, thus they will seek to slay the PCs as quickly as possible leaving actually tactics to Telek.

As the spiders close with the party they will seek to entrap as many enemies as possible in their webs. Once a PC is bound they will attempt to poison him and move on to another target. If wounded the spiders will fly into a berserk rage, flinging themselves with reckless abandon at the PCs.

Telek will lag behind his minions assisting with spells where needed. He is cautious though

and when he first spots the PCs he will take several rounds to cast defensive spells while the spiders melee. Telek prefers to stay out of melee and if he can he will drink his *potion of flying* at the earliest opportunity. Telek does not want the PCs to flee and so will employ his *blade barrier* to stop this if possible.

**Treasure:** The amount of treasure found here depends upon the APL of the module. As some of the magic items used by Telek are disposable delete any items used in the course of the melee. The listed value of the wands assumes no charges are expended from the device.

**APL 8:** Loot 126 gp; Coin 2 gp; Magic *+1 quarterstaff* (216 gp), *+1 cloak of resistance* (83 gp), *potion of fly* (62 gp), *potion of heroism* (75 gp), *wand of silence* [3<sup>rd</sup> level caster; 6 chg.] (540 gp).

**APL 10:** Loot 126 gp; Coin 2 gp; Magic *+1 quarterstaff* (216 gp), *+1 cloak of resistance* (83 gp), *potion of fly* (62 gp), *potion of heroism* (75 gp), *wand of silence* [3<sup>rd</sup> level caster; 6 chg.] (540 gp), *wand of dispel magic* [5<sup>th</sup> level caster; 3 chg.] (675 gp).

**Development:** In this combat the PCs have two options: fight or flee. The spiders will pursue them as best they can. If Telek dies the spiders will continue on their rampage but will not be directed in any fashion until another powerful priest of Bralm arrives to re-exert his goddess' will upon them. Although the spiders will still be a danger to Onnwallon units fleeing through the hills the PCs should be able to shake off their pursuit quickly. At the least they will be able to gain refuge in the stand of trees at the foot of the hill.

If the PCs are trapped in the woods at the end of play assume that they manage to slip away under cover of night.

## Conclusion

Read aloud or paraphrase the following:

*Bloodied and weary, you drag yourself east towards Tarlesan and safety. As you march, dusk deepens into the dark of night. Heavy clouds blanket the sky and cover the stars. Along the way you pass scores of dead - hochebi, human, orc and ogre. They are scattered across the landscape in bloodied knots, mute evidence of the running battles that have convulsed the Volanots this day. Of Halwyr and the Army of Rebellion, there are no tidings in the hills, for the dead tell no tales, other than that the pain and terror of their passing written in their pale cold faces. There is only eerie silence, broken*

*occasionally by the braying of horns in the distance, echoing through the hills.*

*Only one thing is certain, the victory that all hoped for and many expected as the sun rose this morning has perished in the mud with so many sons of Onnwal. As you march on through the night towards Tarlesan you can only pray that the hope of the Free State has not died with them.*

Here ends Storm upon the Volanots.

**NOTE TO GMS:** If the PCs are still in combat when the round ends determine the outcome of the fight by the number of each side still alive. If there are more PCs alive, assume that they win and that the enemy are put to flight. If there are more of the enemy alive, assume the PCs flee.

Any objectives unachieved by the end of the round are assumed to be failed.

Have the PCs nominate a runner to return to headquarters to report the events that have befallen them.

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished and assign the experience award accordingly. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters. Award the total value (objectives + roleplaying) to each character

### Encounter Two:

Destroying the spiders and their master  
APL 8: 330 XP  
APL 10: 390 XP

### Discretionary Role-playing Award

APL 8: 113 XP  
APL 10: 135 XP

### Total possible experience

APL 8: 443 XP  
APL 10: 525 XP

## Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure. The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Meta-regional scenario, characters from Meta-region 5 may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

### Treasure Key

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

### Encounter Two

**APL 8:** Loot 126 gp; Coin 2 gp; Magic *+1 quarterstaff* (216 gp), *+1 cloak of resistance* (83 gp), *potion of fly* (62 gp), *potion of heroism* (75 gp), *wand of silence* [3<sup>rd</sup> level caster; 6 chg.] (540 gp).

**APL 10:** Loot 126 gp; Coin 2 gp; Magic *+1 quarterstaff* (216 gp), *+1 cloak of resistance* (83 gp), *potion of fly* (62 gp), *potion of heroism* (75 gp), *wand of silence* [3<sup>rd</sup> level caster; 6 chg.] (540 gp), *wand of dispel magic* [5<sup>th</sup> level caster; 3 chg.] (675 gp).

### Maximum Treasure Totals

The maximum amount of treasure that a player character is able to take from this module is linked to the APL at which the module is played. These totals are:

**APL 8:** 625 gp

**APL 10:** 1,050 gp

# Appendix One

## APL 8

**Telek, male human Ch9 of Brahm:** CR 9; Medium-size humanoid; HD 9d8+18; hp 66; Init +5 (+1 Dex, +4 Improved Init); Spd 20 ft.; AC 21 [touch 11, flat-footed 20]; Atk +12/+7 melee (1d6+4, +1 *quarterstaff*); SA Rebuke undead; AL LE; Fort +9, Ref +7, Will +11; Str 15, Dex 12, Con 14, Int 11, Wis 18, Cha 12.

*Skills and Feats:* Concentration +16, Handle Animal +9, Knowledge (nature) +8, Listen +6, Spellcraft +7 Spot +6; Alertness, Combat Casting, Improved Initiative, Lighting Reflexes, Skill Focus (handle animal), Weapon Focus (*quarterstaff*).

*Spells Prepared* (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level): 0- *cure minor wounds, detect magic, guidance (2), light*; 1<sup>st</sup>- *bles, calm animals\**, *cure light wounds, doom, protection from good, shield of faith*; 2<sup>nd</sup>- *aid, bull's strength\* (2), hold person (2), silence*; 3<sup>rd</sup>- *blindness, dispel magic, magic vestment\**, *protection from elements, searing light*; 4<sup>th</sup>- *cure critical wounds, divine power, freedom of movement, spell immunity\**; 5<sup>th</sup>- *flame strike, righteous might\**.

\*Domain Spell. *Domains:* Animal (cast *animal friendship* once per day; Knowledge (nature) is a class skill), Strength (gain a +9 enhancement Strength for once per day The power lasts 1 round and activation is a free action).

*Possessions:* full plate, large steel shield, +1 *quarterstaff*, 24 gp, +1 *cloak of resistance, potion of fly, potion of heroism, wand of silence* [3<sup>rd</sup> level caster; 6 chg.].

**Clay Half-Golem Gargantuan Monstrous Spider (1):** CR 10; Gargantuan Vermin (20 ft. diameter, 5 ft. tall); HD 24d8; hp 108; Init +2 (+2 Dex); Spd 30 ft., climb 20 ft. (40 ft., climb 20 ft.) (can't run); AC 15 [flat-footed 13, touch 8], (-4 size, +2 Dex, +7 natural); Atks +23 melee (2d8+14 and poison, bite); Face/Reach 20 ft. x 20 ft./10 ft.; SA Poison, web, berserk, *haste*, wounds; SQ Construct, darkvision 60 ft., DR 10/silver, immune to piercing and slashing weapons, magic immunity; AL NE; SV Fort +16, Ref +11, Will +8; Str 29, Dex 15, Con -, Int -, Wis 10, Cha 1.

*Skills and Feats:* Climb 18, Hide -2, Jump +6\*, Spot +7.

**Poison:** Fortitude save (DC 31); 2d6 Str/2d6 Str.

**Web:** Web spinning spiders can cast *web* eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size smaller than the spider (see page 102 in the *Player's Handbook* for details on net attacks).

The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 30) or burst it with a Strength check (DC 36). Both are standard actions. Each 5-foot section of a spider's web has 16 hp and damage reduction 5/fire.

**Berserk (Ex):** A clay half-golem that takes damage in combat flies into a berserk rage the following round, attacking wildly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution and -2 AC. A clay half-golem cannot end its berserk state voluntarily.

**Haste (Su):** After it has engaged in at least 1 round of combat on a given day, a clay half-golem can use *haste* upon itself once during that day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

**Wounds (Ex):** The damage a clay half-golem deals doesn't heal naturally. Only a spell of 6<sup>th</sup> level or higher with the healing descriptor (such as *heal*) can repair it.

**Construct:** Immune to all mind-influencing effects (charms, compulsions, phantasms, patterns and morale effects) and to *sleep*, paralysis, stunning, disease, death effects and necromantic effects. Cannot heal damage on their own although they can be repaired in the same way as an object can. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain or death by massive damage. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). When reduced to 0 hit points it is immediately destroyed.

**Immunity to Slashing and Piercing (Ex):** Slashing and piercing weapons, even enchanted ones, deal no damage to a clay half-golem.

**Magic Immunity (Ex):** A clay half-golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. A *move earth* spell drives it back 120 feet and deals 3d12 points of damage. A *disintegrate* spell slows the creature (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage. An *earthquake* cast directly at the clay half-golem stops it from moving that round and deals 5d10 points of damage. The creature gets no saving throw against any of these effects.

**Skills:** A monstrous spider gains a +8 competence bonus to Hide and Move Silently checks when using its webs.



## Appendix Two

### APL 10

**Telek, male human Cr11 of Brahm:** CR 11; Medium-size humanoid; HD 11d8+22; hp 80; Init +5 (+1 Dex, +4 Improved Init); Spd 20 ft.; AC 21 [touch 11, flat-footed 20]; Atk +14/+9 melee (1d6+4, +1 *quarterstaff*); SA Rebuke undead; AL LE; Fort +10, Ref +7, Will +12; Str 15, Dex 12, Con 14, Int 11, Wis 18, Cha 12.

*Skills and Feats:* Concentration +16, Handle Animal +11, Knowledge (nature) +10, Listen +6, Spellcraft +7 Spot +6; Alertness, Combat Casting, Improved Initiative, Lighting Reflexes, Skill Focus (handle animal), Weapon Focus (*quarterstaff*).

*Spells* *Prepared*  
(6/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 14 + spell level): 0- *cure minor wounds, detect magic, guidance (2), light, read magic*; 1<sup>st</sup>- *bless, calm animals, cure light wounds, doom, obscuring mist, protection from good, shield of faith*; 2<sup>nd</sup>- *aid, bull's strength (2)\*, hold person (2), silence*; 3<sup>rd</sup>- *blindness, dispel magic, magic vestment\*, prayer, protection from elements, searing light*; 4<sup>th</sup>- *cure critical wounds, divine power, freedom of movement, greater magic weapon, spell immunity\**; 5<sup>th</sup>- *flame strike (2), righteous might\**; 6<sup>th</sup>- *blade barrier, stonewall\**.

\*Domain Spell. *Domains:* Animal (cast *animal friendship* once per day; Knowledge (nature) is a class skill), Strength (gain a +11 enhancement Strength for once per day The power lasts 1 round and activation is a free action).

*Possessions:* full plate, large steel shield, +1 *quarterstaff*, 24 gp, +1 *cloak of resistance, potion of fly, potion of heroism, wand of silence* [3<sup>rd</sup> level caster; 6 chg.], *wand of dispel magic* [5<sup>th</sup> level caster; 3 chg.].

**Clay Half-Golem Gargantuan Monstrous Spider (1):** CR 10; Gargantuan Vermin (20 ft. diameter, 5 ft. tall); HD 24d8; hp 108; Init +2 (+2 Dex); Spd 30 ft., climb 20 ft. (40 ft., climb 20 ft.) (can't run); AC 15 [flat-footed 13, touch 8], (-4 size, +2 Dex, +7 natural); Atks +23 melee (2d8+14 and poison, bite); Face/Reach 20 ft. x 20 ft./10 ft.; SA Poison, web, berserk, *haste*, wounds; SQ Construct, darkvision 60 ft., DR 10/silver, immune to piercing and slashing weapons, magic immunity; AL NE; SV Fort +16, Ref +11, Will +8; Str 29, Dex 15, Con -, Int -, Wis 10, Cha 1.

*Skills and Feats:* Climb 18, Hide -2, Jump +6\*, Spot +7.

**Poison:** Fortitude save (DC 31); 2d6 Str/2d6 Str.

**Web:** Web spinning spiders can cast *web* eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets

up to one size smaller than the spider (see page 102 in the *Player's Handbook* for details on net attacks). The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 30) or burst it with a Strength check (DC 36). Both are standard actions. Each 5-foot section of a spider's web has 16 hp and damage reduction 5/fire.

**Berserk (Ex):** A clay half-golem that takes damage in combat flies into a berserk rage the following round, attacking wildly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution and -2 AC. A clay half-golem cannot end its berserk state voluntarily.

**Haste (Su):** After it has engaged in at least 1 round of combat on a given day, a clay half-golem can use *haste* upon itself once during that day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

**Wounds (Ex):** The damage a clay half-golem deals doesn't heal naturally. Only a spell of 6<sup>th</sup> level or higher with the healing descriptor (such as *heal*) can repair it.

**Construct:** Immune to all mind-influencing effects (charms, compulsions, phantasms, patterns and morale effects) and to *sleep*, paralysis, stunning, disease, death effects and necromantic effects. Cannot heal damage on their own although they can be repaired in the same way as an object can. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain or death by massive damage. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). When reduced to 0 hit points it is immediately destroyed.

**Immunity to Slashing and Piercing (Ex):** Slashing and piercing weapons, even enchanted ones, deal no damage to a clay half-golem.

**Magic Immunity (Ex):** A clay half-golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. A *move earth* spell drives it back 120 feet and deals 3d12 points of damage. A *disintegrate* spell slows the creature (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage. An *earthquake* cast directly at the clay half-golem stops it from moving that round and deals 5d10 points of damage. The creature gets no saving throw against any of these effects.

**Skills:** A monstrous spider gains a +8 competence bonus to Hide and Move Silently checks when using its webs.

**Flesh Half-Golem Gargantuan Monstrous Spider**

**(1):** CR 10; Gargantuan Vermin (20 ft. diameter, 5 ft. tall); HD 24d8; hp 108; Init +2 (+2 Dex); Spd 30 ft., climb 20 ft. (40 ft., climb 20 ft.) (can't run); AC 13 [flat-footed 11, touch 8], (-4 size, +2 Dex, +5 natural); Atks +22 melee (2d8+12 and poison, bite); Face/Reach 20 ft. x 20 ft./10 ft.; SA Poison, web, berserk, SQ Construct, darkvision 60 ft., DR 5/silver, magic immunity; AL NE; SV Fort +16, Ref +11, Will +8; Str 27, Dex 15, Con -, Int -, Wis 10, Cha 1.

*Skills and Feats:* Climb 18, Hide -2, Jump +6\*, Spot +7.

**Poison:** Fortitude save (DC 31); 2d6 Str/2d6 Str.

**Web:** Web spinning spiders can cast *web* eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size smaller than the spider (see page 102 in the *Player's Handbook* for details on net attacks). The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 30) or burst it with a Strength check (DC 36). Both are standard actions. Each 5-foot section of a spider's web has 16 hp and damage reduction 5/fire.

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

**Construct:** Immune to all mind-influencing effects (charms, compulsions, phantasms, patterns and morale effects) and to *sleep*, paralysis, stunning, disease, death effects and necromantic effects. Cannot heal damage on their own although they can be repaired in the same way as an object can. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain or death by massive damage. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). When reduced to 0 hit points it is immediately destroyed.

**Magic Immunity (Ex):** A flesh half-golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. Fire- and cold-based effects *slow* them (as the spell) for 2d6 rounds, with no saving throw. An electricity effect breaks any *slow* effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal.

**Skills:** A monstrous spider gains a +8 competence bonus to Hide and Move Silently checks when using its webs.

# Appendix Three

## New Rules Items

### Half-Golem

*Monster Manual II*, page 208.

Half-golems are the results of good-intentioned actions taken too far. While the application of a poultice infused with curative herbs or the casting of a spell can save the life of an injured or diseased person, only powerful magic can replace a missing limb. Such magic is often beyond the reach of the ordinary person working in a quarry or a mill, or scything a field of grain, who suffers the loss of one or more limbs.

Arcane artisans applied their knowledge of golem, construction to come up with a way to restore such a person to wholeness. While the initial results were promising, there was a limit to the effectiveness of the technique – many people who received one or more new limbs through this process proved unable to withstand the trauma of the transformation and became permanently evil as a result. Individuals of evil intent now exploit this limitation, purposely creating ravaging, unholy crosses between living beings and golems.

### Construction

There are two steps to making a half-golem. The first is constructing the limbs, and the second is attaching the limbs.

Moulding a limb from clay, preparing one made of flesh, carving it from stone, or forging it from iron requires an appropriate skill (see the specific half-golem descriptions for details) and can be done by anyone. Infusing a formed limb with magic requires the Craft Wondrous Item and Craft magic Arms and Armour feats. It takes one month to complete the magical rituals. The creator must labour for at least eight hours each day in a specially prepared laboratory or workroom. The chamber is similar to an alchemist's laboratory and costs 500 gp to establish.

When not working on the rituals, the creator must rest and can perform no other activities, just as if he or she were creating a golem. As with a golem, if the creator is personally constructing the limbs, he or she can perform the building and the rituals together.

Once created, the limbs are treated as spell completion items. Any character capable of casting the appropriate level of spell (see specific description) can attach a limb. All that's left to do is perform the final gestures and speak the words needed to imbue the limb with magic. All the

limbs to be attached to a particular body must be of the same type – it's not possible, for instance, to attach a limb made of iron to a half-golem that already has a new limb made of stone. Any such attempt automatically fails, leaving the second type of limb unattached.

### The Danger

Each time a limb is attached to his or her body the recipient makes a Will save. The DC of the save varies according to the number of new limbs the character has received.

	DC
First new limb	15
Second new limb	19
Third new limb	25
Fourth new limb	33
Fifth new limb	43
Sixth new limb	55

A character who succeeds at all the saves he or she is required to make takes on the attributes of a half-golem as described below – except that the character retains his or her alignment, gains a +4 bonus to Constitution, and does not change type or gain construct traits. As soon as the character fails one of these required saves, he or she becomes a half-golem of neutral evil alignment. The character then has no Constitution score and character's type changes to construct, granting him or her construct traits. A neutral evil half-golem retains the memories and knowledge of its former life, but its personality becomes murderous and cruel. It demonstrates the hatred of flesh creatures common to elementals, and it seeks methods appropriate to its class to slaughter as many flesh creatures as possible.

### Creating a Half-Golem

"Half-Golem" is a template that can be added to any animal, beast, giant, humanoid creature, magical beast, or monstrous humanoid (referred to hereafter as the character). There is no minimum level or Hit Dice requirement to become a half-golem. The character's type changes to construct once a Will save is failed. Each half-golem takes on the characteristics of a particular type of golem (flesh, clay, stone or iron) as described later in this section.

A half-golem's abilities are primarily those of the character, with the following exceptions.

**Hit Dice:** Same as character.

**Initiative:** Same as character -1, to account for the half-golem's reduced Dexterity (see Abilities below).

**Speed:** Same as character, but a half-golem cannot run.

**AC:** A half-golem replaces any natural armour bonus it may have had with a new natural armour bonus that varies according to its type (see the table below). The change to Dexterity (see Abilities, below) also affects the half-golem's Armour Class.

**Attacks:** Same as character.

**Damage:** Same as character.

**Face/Reach:** Same as character.

**Special Attacks:** Same as character (and see the table below).

**Special Qualities:** Same as character, plus construct traits (upon a failed Will save), damage reduction (see table below), and others by type (see table below).

**Saves:** A half-golem gains a +2 racial bonus to Fortitude saves; otherwise same as character.

**Abilities:** Half-golems have -2 Dex, +4 Con (or no Con upon a failed Will save), -6 Int, +0 Wis and -6 Cha. Strength varies by type (see the table below). The number of limbs attached does not alter a half-golem's Strength score.

**Skills:** Same as character, modified by new ability modifiers. The drop in Intelligence does not retroactively remove skill points spent.

**Feats:** Same as character.

**Climate/Terrain:** Same as character.

**Organisation:** Solitary, pair, or squad (5-20).

**Challenge Rating:** Same as character +3.

**Treasure:** Standard.

**Alignment:** Same as character (if all Will saves succeed) or always neutral evil (if any Will save fails).

## Common Half-Golems

	Flesh	Clay	Stone	Iron
Natural armour	+5	+7	+9	+11
Special attacks			<b>Slow</b>	Breath Weapon
Damage reduction	5/silver	10/silver	15/+1	25/+2
Special qualities	Berserk	Berserk, haste, immune to piercing and slashing		Rust vulnerability
Strength	+6	+8	+10	+12
Magic immunity	As flesh golem	As clay golem	As stone golem	As iron golem

## Combat

A half-golem fights as the character from which it is created. Half-golems are usually straightforward, unsubtle combatants that rely on their great strength to win the day. They rarely use teamwork or cooperation even when banded together.

**Construct Traits:** A half-golem is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A half-golem has darkvision (60-foot range).

**Magic Immunity (Ex):** Half-golems completely resist all magical and supernatural effects, except as noted in the appropriate golem descriptions (see Monster Manual).

## Half-Golem Characters

Half-golem characters are shunned by society, so they either seek revenge against the world around them or retreat from it. Those who seek revenge generally become fighters or rogues. Those who retreat from it become barbarians, rangers, or druids. A rare few become, or remain, evil clerics.

## Sample Half-Golems

A half-golem looks like a bizarre and horrifying melding of a golem and the character it once was. The materials of its golem limbs twine and crawl across its flesh, like ivy growing across a building or tree. In many cases, a half-golem's flesh is horribly scarred and has the pale grey colour of death. Half-golems speak whatever languages they

spoke before their transformations, but their voices are harsh and strangled.

### **Flesh Half-Golem**

A flesh half-golem is a tortured soul whose replacement limbs were stolen from the dead. Flesh golem's replacement limbs are rudely stitched to their bodies and may have different skin colour or texture from the rest of the character's skin.

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

### **Construction**

The pieces of a flesh golem must come from corpses of the same size and type as the recipient (for instance a Medium-size humanoid character can not use Small animal limbs). The limbs must not have decayed significantly. "Construction" of the limb requires a successful Craft (leatherworking) or Heal check (DC 20). The rituals costs 10,000 gp and 200 XP and requires *bull's strength* and *geas/quest*. Attaching the limb requires the ability to cast 6<sup>th</sup>-level arcane spells.

### **Clay Half-Golem**

A clay half-golem has a grotesquely distorted musculature, such as an overlarge chest, arms attached by thick knots of muscle at the shoulder, stubby fingers, or arms that hang almost to the ground. Its features often appear partially melted. Typically it drips bits of clay, and its limy replacement "flesh" coats its weapons.

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

**Wounds (Ex):** The damage a clay half-golem deals doesn't heal naturally. Only a spell of 6<sup>th</sup> level or higher with the healing descriptor (such as *heal*) can repair it.

**Haste (Su):** After it has engaged in at least 1 round of combat on a given day, a clay half-golem can use *haste* upon itself once during that

day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

**Immunity to Slashing and Piercing (Ex):** Slashing and piercing weapons, even enchanted ones, deal no damage to a clay half-golem.

### **Construction**

A clay limb must be sculpted from a single block of clay weighing at least 100 pounds. The sculpting requires a successful Craft (sculpting) or Profession (mason) check (DC 20). The rituals cost 12,000 gp and 240 XP and require *animate objects* and *geas/quest*. Attaching the limb requires the ability to cast 6<sup>th</sup>-level divine spells.

### **Note**

Additional information regarding Stone and Iron half-golems is not included here.