

LURU1-5

BEYOND THE WILD FRONTIER

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

BY IAN HAMBLBY

REVIEWED BY JONATHON M. JOHNSON AND PIETER SLEIJPEN
PLAYTESTED BY AARON BROSMAN, JILLIAN BROSMAN, DENISE ELLIOTT,
BOB MIDKIFF, JOHN ROGERS, JOHN STANFORD, MICKEY TAN, JACOB
SPRUNCK, NICHOLAS LOUIE, GILBERT LIN, AND DAVE MONSON

The North is populated with many peoples, amongst them the savage and noble Uthgardt Barbarians. The balance of power is fragile in the wilderness; is it about to change? A *Living Forgotten Realms* adventure set in Luruar for characters levels 7-10.

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

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Game System License (GSL), please visit www.wizards.com/d20.

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.wizards.com/rpga.

DUNGEONS & DRAGONS, D&D, DM REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast LLC in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2009

Wizards of the Coast LLC.

For rules questions specific to this document, visit www.wizards.com/customerservice.

Permission is granted to photocopy this document for personal use.

RPGA[®] SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event, or you received it from your organizer. To play this adventure and receive rewards for it, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be enrolled in the Wizards Play Network (or WPN for short). Information on enrolling in the program can be found at www.wizards.com/wpn. The person who sanctions the event, called the organizer, is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and gets reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to run this adventure if you are not the organizer.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for sanctioned RPGA play if they are members of the DM REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2012.

To learn more about RPGA event sanctioning and DM REWARDS, visit the RPGA website at www.wizards.com/rpga.

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide* and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

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

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be

played within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 7 - 10. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter will have a level and other values (such as XP or sometimes skill checks) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later on and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return back to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly amongst the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there's still more of the adventure remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return back to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. Encounters that do not give out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC will have a lasting effect that won't be easily resolved within the span of the adventure's scope. The two most common instances of lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

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

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for days (or after a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark (such as milestones) should be recorded and tracked across adventures.

ADVENTURE BACKGROUND

Luruar is a region resting on a knife's edge. The Kingdom of Many-Arrows is an orcish kingdom, located just northwest of Luruar. This orcish nation state has a fragile peace with the Silverymoon league of cities. The Glimmerwood forest is recognized as neutral ground in this agreement; as such, any large force would throw the uneasy peace into jeopardy.

The western section of the Glimmerwood forest holds many creatures and the traditional Sky Pony Tribe, an Uthgardt Tribe of wandering human barbarians.

Ssemar, an adult female green dragon, has a brood of eggs, with her mate, in a large cave in the Glimmerwood forest near Selûne's Tor, a well-known local landmark. She and her mate have been raiding frequently to provide for their unhatched young.

There are two separate groups of orcs in the area. The first is a renegade band that left the Kingdom of Many-Arrows to seek loot near Glimmerwood forest. Coming from many different tribes, these orcs are intent on raiding Jalisfar, a hamlet near the edge of the Glimmerwood forest. They are planning to secure humans as slaves to Sadbatu. Sadbatu, who the orcs think of as a slave merchant, is really a female drow priestess; one who requires slaves secretly for her special arcane experiment.

The other group of orcs is the Burning Spears war tribe, who are led by the Great Malgarath; these orcs are responding to the depredations of Ssemar.

DM'S INTRODUCTION

LURU1-5 Beyond the Wild Frontier is a one-day adventure. The PCs arrive in Jalisfar in the morning and finish up the last encounter an hour before sunset.

The PCs are ensconced in the tavern, "Lucky Ploughman", in the hamlet named Jalisfar, several days north of Silverymoon. A renegade band of orcs is raiding the hamlet to acquire slaves to sell to Sadbatu, a drow priestess. The PCs fight and should defeat one group of orcs; unfortunately, there are several raiding groups and they manage to capture approximately two-dozen people, including Fetchen, the son of a local merchant named Soren Two-Carts. The orcs make their escape using a ritual supplied by Sadbatu and are transported to Selûne's Tor.

After several minutes, Soren Two-Carts hires the PCs to rescue the captives; he does this without revealing his son as one of the captives. The PCs track the orcs to the Glimmerwood forest, where they meet Thalgrim of the Sky Pony Uthgardt Barbarians.

Thalgrim, the chieftain's son, invites the PCs to his tribe's camp where they may partake in the tribal initiation ceremonies in order to cross Sky Pony land.

After the ceremony, having Thalgrim as a guide, the PCs follow the tracks of the orcs. The PCs find the remains of Ssemar's mate, orc raiders, and human captives from Jalisfar, at Selûne's Tor. Following the tracks of the captives, the PCs follow them to the new cave lair of Ssemar, an adult green dragon, where she confronts the party to defend her egg brood.

After defeating the dragon, Great Malgarath's orc war tribe appears. He challenges the PCs to fight his champion. Defeat spells certain imprisonment for the PCs as trespassers; however, Thalgrim recovers any dead bodies and transports them back to Jalsifar, and then to Silverymoon, where Tymoran priests perform the Raise Dead ritual.

Victorious PCs recover some of the dragon's hoard, as well as earn respect from Great Malgarath.

PLAYER'S INTRODUCTION

The PCs find them selves in the hamlet of Jalisfar, halfway between Citadel Felbarr and Silverymoon. Their reason for being here is up to you or the individual players. Most likely they were on their way to or from Citadel Felbarr for whatever reason seems logical.

Read or paraphrase the following to the players:

You are halfway between Silverymoon and Citadel Felbarr and you have reached its halfway point, the hamlet of Jalisfar.

Though the Nether Mountain's northern trade route was a beautiful site to see, you are glad to be out of the days' heat. With the morning of a new day upon you, your overnight layover will definitely be a well-desired rest.

Resting in the rural charms of Jalisfar's "Lucky Ploughman", your party relaxes while hamlet folk sip on warm throatslake and the smell of breakfast moves through the air.

Suddenly, the tavern door crashes open violently. A young lad, around 14 years, rushes in, obviously in a blind panic. Pausing to catch his breath, he shouts out. "ORCS! They're everywh... ugh". Time slows as you watch a handaxe spin through the open doorway and sink into the lad's back. With a look of shock upon the lad's face, he collapses onto the straw strewn floor.

Once the PCs look outside the tavern, proceed to Encounter 1.

ENCOUNTER 1: ORC SLAVERS

ENCOUNTER LEVEL 6 / 8 (1250 / 1750 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 2 orc bolt throwers (Level 5) (B)
- 1 orc eye of Gruumsh (Level 6) (E)
- 2 orc sergeants (Level 5) (S)
- 1 orc witch doctor (Level 5) (W)

This encounter includes the following creatures at the high tier:

- 2 orc bolt throwers (Level 6) (B)
- 1 orc eye of Gruumsh (Level 8) (E)
- 2 orc sergeants (Level 7) (S)
- 1 orc witch doctor (Level 7) (W)

The hamlet's high street, with market, is the scene for this encounter. The street is 'cluttered' with overturned merchant stalls/carts, panicking horses and fleeing villagers.

If the PCs look out the tavern's window, or exit the tavern, read:

Behind the orc that ended the young lad's life, the hamlet's market square is in complete chaos. Overturned merchant stalls and carts, panicking horses, and fleeing villagers are interspersed with multi-tribal savage orcs, from the Kingdom of Many-Arrows, cutting down anyone who puts up resistance. Standing near the fountain, a particularly enormous orc seems to be directing orcs to move any captives towards the outskirts of the hamlet. The orc looks in your direction and directs in passable common orders. "Ah, special brittlebones to crush. Orcs! Get that meat in the tavern!" The orc with the covered right eye begins yelling out commands as flaming brands are thrown into nearby buildings. As the fire begins to erupt, orcs draw weapons and advance.

The PCs are allowed a half-move before the combat starts.

FEATURES OF THE AREA

The streets of Jalisfar has the following features:

Buildings: All of the buildings on the map, except for the tavern, are on fire. The buildings count as blocking terrain. The inhabitants have fled from the buildings. These are simple one-story buildings with thatched roofs.

Stalls/Carts: All stalls/carts are overturned and their squares count as cover/difficult terrain. Small creatures gain superior cover and cannot attack from behind the stalls/carts; medium and large creatures gain cover and can attack from behind the stalls/carts. A DC 13/15 Acrobatics or Athletics check allows a PC to move through those squares normally, otherwise costing 3 squares of movement.

Fountain: The town square fountain squares count as difficult terrain, costing 2 squares of movement.

Horses: All horses are panicked and their squares and adjacent squares count as cover/difficult terrain, costing 2 squares of movement. Attacking from any of these squares results in a -2 penalty to attack rolls. A DC 18/19 Nature check as a move action, allows a PC to calm the horse; this stops the penalty. Cutting the horse's reins or untying them, standard action, lets the horse run from the area in a random direction.

Mobs: The mobs are panicked and their squares count as blocking terrain. The mobs move 1d3 + 3 squares at the beginning of each round and disregard the horse's adjacent difficult terrain squares. Any creature engulfed by a panicked mob gains superior cover, is considered grabbed and moves with the mob. Anyone can escape per the "Escape" rules with a DC 18/19 Acrobatics or Athletics check.

TACTICS

As soon as the PCs exit the tavern, the orcs attack.

Orcs: All orcs knock PCs unconscious; they're taking slaves.

If all of the PCs do not come out of the tavern by the end of the first round, the orc bolt throwers and the orc sergeants, as a move action, flush them out by throwing flaming flasks of oil into the tavern. This causes the tavern to begin burning, out of control, and must be evacuated, during round 5, and can be saved later.

Orc Bolt Thrower: The orc bolt thrower concentrates their bellybow attacks on non-dwarf PCs, if possible, which poses a threat. The orc bolt thrower draws its battleaxe if a PC closes in to melee combat.

Orc Eye of Gruumsh: The orc eye of gruumsh concentrates its *swift arm of destruction*, if possible, then *eye of wrath*, against PCs that are attacking the orc sergeants. If the orc eye of gruumsh sees multiple PCs together, it replaces its *swift arm of destruction* attack with *chaos hammer*.

Orc Sergeant: The orc sergeant attacks anything and everything.

Orc Witch Doctor: The orc witch doctor holds back and attacks with *curse of gruumsh* until the mobs move in closer. After the mobs move past the orc witch doctor, the orc witch doctor follows behind them and concentrates its *curse of gruumsh*, if possible, then *unspeakable filth*, against any PC that poses a threat. The orc witch doctor uses its *disgusting claws* if the PCs corner him.

If the orc witch doctor is the last orc, it tries to escape.

The witch doctor has *strikebacks*, which gives it a +1 bonus on opportunity attacks as well as the following attack power:

Strikebacks (immediate reaction, usable when an adjacent enemy hits it; encounter) ♦ **Poison**
The orc witch doctor makes a melee basic attack against that enemy.

Horses: The horses, if still panicked, pull on the reins that keep them put. At the end of each round, the horses try to break the reins with a +6 vs. DC 18 Strength check. If the horses break free, they run from the area in a random direction; trampling everything in their path (+7 / +9 vs. Reflex; 1d6 + 7 damage, and the target is knocked prone).

Mobs: The mobs move towards the tavern, top mob first, wanting to gain entrance and safety. Mobs that run into an obstacle move around it. The entrance to the tavern is in the middle of the building. If the tavern is caught on fire, the mobs turn around, at the beginning of round 5, and try to make it out the other end of town; there are ten people inside the tavern that make up a third mob if the people in the tavern have to run from the tavern.

SCALING THE ENCOUNTER

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

Four PCs: Decrease the level of all enemies by 1.

Six PCs: Increase the level of all enemies by 1.

ENDING THE ENCOUNTER

If the PCs are defeated by the orcs, Soren Two-Carts leads a band of villagers to defeat the remaining orcs; saving the PCs from being dragged off as slaves.

When the orcs have been dealt with, the villagers begin fighting the fires; proceed to Encounter 2.

EXPERIENCE POINTS

The characters receive 250 / 350 experience points each for defeating the orc slavers.

TREASURE

The orcs are carrying small amounts of gold equal to 10/15 gp per PC.

The orc witch doctor wears *strikebacks* (gloves). If the orc witch doctor escapes, the PCs do not get this item until Encounter 4.

The orc eye of Gruumsh has a rough map showing, Selûne's Tor, the location where the orcs are bringing the slaves to in the Glimmerwood forest. If the PCs were all knocked unconscious by the orcs, the villagers will give it to the PCs once they have been revived.

ENCOUNTER 1: ORC SLAVERS STATISTICS (LOW LEVEL)

Orc Bolt Thrower (Level 5)	Level 5 Artillery
Medium natural humanoid	XP 200
Initiative +4 Senses Perception +6; low-light vision	
HP 50; Bloodied 25; see also <i>warrior's surge</i> .	
AC 17; Fortitude 18, Reflex 18, Will 15	
Speed 6 (8 while charging)	
m Battleaxe (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d10 + 5 damage.	
r Bellybow (standard; at-will; recharges when the creature uses a move action to reload it.) ♦ Weapon	
Ranged 20/40; +12 vs. AC; 1d12 + 4 damage, and the target is pushed 1 square.	
M Warrior's Surge (standard, useable only while bloodied; encounter) ♦ Healing	
The orc bolt thrower makes a melee basic attack and regains 12 hit points.	
Alignment Chaotic evil	Languages Common, Giant
Skills Stealth +9	
Str 14 (+4)	Dex 15 (+4) Wis 9 (+1)
Con 14 (+4)	Int 9 (+1) Cha 8 (+1)
Equipment leather armor, battleaxe, bellybow with 10 bolts	

Orc Eye of Gruumsh (Level 6)	Level 6 Controller (Leader)
Medium natural humanoid	XP 250
Initiative +7 Senses Perception +4; low-light vision	
Wrath of Gruumsh aura 10; orcs in the aura can use <i>death strike</i> (see below).	
HP 72; Bloodied 36; see also <i>warrior's surge</i> and <i>death strike</i> .	
AC 20; Fortitude 18, Reflex 15, Will 16	
Speed 6 (8 while charging)	
m Spear (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d8 + 4 damage.	
M Warrior's Surge (standard, useable only while bloodied; encounter) ♦ Healing	
The eye of Gruumsh makes a melee basic attack and regains 18 hit points.	
M Death Strike (when reduced to 0 hit points)	
The orc makes a melee basic attack.	
R Eye of Wrath (minor; at-will) ♦ Fear	
Ranged 5; +9 vs. Will; the target takes a -4 penalty to AC (save ends).	
R Swift Arm of Destruction (standard; recharge 5-6) ♦ Healing	
Ranged 5; one orc within range makes a melee basic attack (as a free action) and regains 15 hit points on a hit or 5 hit points on a miss.	
A Chaos Hammer (standard; encounter) ♦ Force	
Area burst 1 within 10; +9 vs. Reflex; 2d6 + 4 force damage, and the target is knocked prone. <i>Miss</i> : Half damage, and the target is not knocked prone.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +11, Intimidate +11, Religion +8	
Str 17 (+6)	Dex 14 (+5) Wis 12 (+4)
Con 16 (+6)	Int 11 (+3) Cha 17 (+6)
Equipment leather armor, fur cloak, spear	

Orc Sergeant (Level 5)	Level 5 Soldier (Leader)
Medium natural humanoid	XP 200
Initiative +3 Senses Perception +6; low-light vision	
Lead by Fear aura 1; orcs inside the aura gain a +1 power bonus to attack rolls.	
HP 62; Bloodied 31; see also <i>warrior's surge</i>	
AC 21; Fortitude 19, Reflex 15, Will 16	
Speed 6 (8 while charging)	
m Glaive (standard; at-will) ♦ Weapon	
Reach 2; +12 vs. AC; 2d4 + 5 damage.	
M Warrior's Surge (standard, usable only while bloodied; encounter) ♦ Healing	
The orc sergeant makes a melee basic attack and regains 16 hit points.	
Back to the Front! (immediate reaction, when orc ally within 5 squares is forcibly moved; at-will)	
Slide triggering ally 1 square.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +6, Intimidate +6	
Str 19 (+6)	Dex 9 (+1) Wis 13 (+3)
Con 14 (+4)	Int 11 (+2) Cha 11 (+2)
Equipment chainmail, glaive, tattered cloak	

Orc Witch Doctor (Level 5)	Level 5 Controller
Medium natural humanoid	XP 200
Initiative +3 Senses Perception +4; low-light vision	
HP 57; Bloodied 28	
AC 18; Fortitude 16, Reflex 17, Will 20	
Speed 6 (8 while charging)	
m Disgusting Claws (standard; at-will) ♦ Poison	
+10 vs. AC; 1d6 + 2 damage, and 5 ongoing poison damage (save ends).	
R Curse of Gruumsh (standard, recharge 5-6) ♦ Acid	
Range 10; +9 vs. Fortitude; target is blinded (save ends), and the orc witch doctor makes a secondary attack. <i>Secondary Attack</i> : Close burst 1 centered on primary target; +9 vs. Reflex; 1d6 + 5 acid damage, and ongoing 3 acid damage (save ends).	
R Unspeakable Filth (standard; at-will)	
Ranged 5/10; +8 vs. Reflex; 1d4 + 5 damage, and the target takes -2 penalty to attack rolls until the end of the orc witch doctor's next turn.	
Alignment Chaotic evil	Languages Common, Giant
Skills Arcana +7, Intimidate +11	
Str 11 (+2)	Dex 12 (+3) Wis 14 (+4)
Con 9 (+1)	Int 11 (+2) Cha 18 (+6)
Equipment befouled rags, bone rod	

ENCOUNTER 1: ORC SLAVERS STATISTICS (HIGH LEVEL)

Orc Bolt Thrower (Level 6)	Level 6 Artillery
Medium natural humanoid	XP 250
Initiative +5 Senses Perception +7; low-light vision	
HP 56; Bloodied 28; see also <i>warrior's surge</i> .	
AC 18; Fortitude 19, Reflex 19, Will 16	
Speed 6 (8 while charging)	
m Battleaxe (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d10 + 5 damage.	
r Bellybow (standard; at-will; recharges when the creature uses a move action to reload it.) ♦ Weapon	
Ranged 20/40; +13 vs. AC; 1d12 + 5 damage, and the target is pushed 1 square.	
M Warrior's Surge (standard, useable only while bloodied; encounter) ♦ Healing	
The orc bolt thrower makes a melee basic attack and regains 14 hit points.	
Alignment Chaotic evil	Languages Common, Giant
Skills Stealth +10	
Str 14 (+5)	Dex 15 (+5) Wis 9 (+2)
Con 14 (+5)	Int 9 (+2) Cha 8 (+2)
Equipment leather armor, battleaxe, bellybow with 10 bolts	

Orc Eye of Gruumsh (Level 8)	Level 8 Controller (Leader)
Medium natural humanoid	XP 350
Initiative +8 Senses Perception +5; low-light vision	
Wrath of Gruumsh aura 10; orcs in the aura can use <i>death strike</i> (see below).	
HP 88; Bloodied 44; see also <i>warrior's surge</i> and <i>death strike</i> .	
AC 22; Fortitude 20, Reflex 17, Will 18	
Speed 6 (8 while charging)	
m Spear (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d8 + 5 damage.	
M Warrior's Surge (standard, useable only while bloodied; encounter) ♦ Healing	
The eye of Gruumsh makes a melee basic attack and regains 22 hit points.	
M Death Strike (when reduced to 0 hit points)	
The orc makes a melee basic attack.	
R Eye of Wrath (minor; at-will) ♦ Fear	
Ranged 5; +11 vs. Will; the target takes a –4 penalty to AC (save ends).	
R Swift Arm of Destruction (standard; recharge 5-6) ♦ Healing	
Ranged 5; one orc within range makes a melee basic attack (as a free action) and regains 15 hit points on a hit or 5 hit points on a miss.	
A Chaos Hammer (standard; encounter) ♦ Force	
Area burst 1 within 10; +11 vs. Reflex; 2d6 + 5 force damage, and the target is knocked prone. <i>Miss</i> : Half damage, and the target is not knocked prone.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +12, Intimidate +12, Religion +9	
Str 17 (+7)	Dex 14 (+6) Wis 12 (+5)
Con 16 (+7)	Int 11 (+4) Cha 17 (+7)
Equipment leather armor, fur cloak, spear	

Orc Sergeant (Level 7)	Level 7 Soldier (Leader)
Medium natural humanoid	XP 300
Initiative +4 Senses Perception +7; low-light vision	
Lead by Fear aura 1; orcs inside the aura gain a +1 power bonus to attack rolls.	
HP 78; Bloodied 39; see also <i>warrior's surge</i>	
AC 23; Fortitude 21, Reflex 17, Will 18	
Speed 6 (8 while charging)	
m Glaive (standard; at-will) ♦ Weapon	
Reach 2; +14 vs. AC; 2d4 + 6 damage.	
M Warrior's Surge (standard, usable only while bloodied; encounter) ♦ Healing	
The orc sergeant makes a melee basic attack and regains 19 hit points.	
Back to the Front! (immediate reaction, when orc ally within 5 squares is forcibly moved; at-will)	
Slide triggering ally 1 square.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +7, Intimidate +7	
Str 19 (+7)	Dex 9 (+2) Wis 13 (+4)
Con 14 (+5)	Int 11 (+3) Cha 11 (+3)
Equipment chainmail, glaive, tattered cloak	

Orc Witch Doctor (Level 7)	Level 7 Controller
Medium natural humanoid	XP 300
Initiative +4 Senses Perception +5; low-light vision	
HP 72; Bloodied 36	
AC 20; Fortitude 18, Reflex 19, Will 22	
Speed 6 (8 while charging)	
m Disgusting Claws (standard; at-will) ♦ Poison	
+12 vs. AC; 1d6 + 3 damage, and 5 ongoing poison damage (save ends).	
R Curse of Gruumsh (standard, recharge 5-6) ♦ Acid	
Range 10; +11 vs. Fortitude; target is blinded (save ends), and the orc witch doctor makes a secondary attack. <i>Secondary Attack</i> : Close burst 1 centered on primary target; +11 vs. Reflex; 1d6 + 6 acid damage, and ongoing 5 acid damage (save ends).	
R Unspeakable Filth (standard; at-will)	
Ranged 5/10; +11 vs. Reflex; 1d4 + 6 damage, and the target takes –2 penalty to attack rolls until the end of the orc witch doctor's next turn.	
Alignment Chaotic evil	Languages Common, Giant
Skills Arcana +8, Intimidate +12	
Str 11 (+3)	Dex 12 (+4) Wis 14 (+5)
Con 9 (+2)	Int 11 (+3) Cha 18 (+7)
Equipment befouled rags, bone rod	

ENCOUNTER 1: ORC SLAVERS MAP

TILE SETS NEEDED

Ruins of the Wild x2

Streets of Shadow x2



ENCOUNTER 2: INTO GLIMMERWOOD!

SETUP

Important NPCs:

Soren Two-Carts, human merchant
Thalgrim, human barbarian chieftain

As the orcs are defeated, read:

The last orc falls to the dusty ground of the market. Looking around, you see in the distance, several scores of orcs have shepherded a large mob of captives to the edge of the Glimmerwood forest. Around you buildings still burn, and you hear the cries of help of wounded villagers all around you.

Before you can make a choice about whether to help those around you or hunt down the orcs at the forest edge there shines blue arcane light at Glimmerwood forest's edge for a few seconds. As it disappears, so do the orcs and their slaves.

Villagers continue to rush around hastily, throwing pails of water to stem the destruction inferno. A red haired middle-aged man rushes up; with grass green eyes, he yells. "Grab pails and save the village!"

Once the orcs have been defeated, the hamlet must fight the fire.

- A DC 26 Arcana check Identifies the blue light as a reverse portal ritual.
- If the PCs stay to fight the fire, Soren Two-Carts, the red haired man with green eyes, is informed that two-dozen villagers, including his son, Fetchen, have been taken captive by the renegade orcs. Soren then approaches the PCs with the request to track the orcs and free the captives.
- If the PCs push for payment, Soren Two-Carts offers a reward of 50 / 50 gp per PC.
- Soren's son, Fetchen, is amongst the captives. Soren does not want the PCs to know this; he thinks this encourages the PCs to charge more money from him. If pressed, he does not give more money; but reveals that his son is amongst the captives.
- If any surviving orcs are interrogated, they know that they are to meet a slave merchant in the Glimmerwood forest near Selûne's Tor.

With the sun high in the overcast sky, you set off from Jalisfar and head north to the Glimmerwood forest as a

light rainfall begins. No sooner do you enter the Glimmerwood forest and pass between two tree-covered hills, your attention is drawn to movement on the left-hand hill. Humanoid figures armed with spears and handaxes burst through the forest towards you. You note that they are human; albeit dressed in intricate hide clothing and decorated with predators' teeth. They are likely Uthgardt Barbarians who frequently transverse the western Glimmerwood forest.

These Uthgardt barbarians are of the Sky Pony tribe, which PCs from Luruar know to be relatively peaceful and more or less allies of Luruar. It appears to be a band of scouts or hunters. Characters from other regions need to succeed at a DC 20 History check to know this. Thalgrim, son of the chieftain of the tribe, leads the band. They were following the tracks of the orcs, respected enemies, hoping to get some action against the intruders into their land.

The barbarians remain at a respectful distance, while the tallest of them approaches the PCs with his arms outstretched. He introduces himself as Thalgrim, son of the Sky Lord, chief of the Sky Pony tribe. He first wants to know whom the PCs are, what they are doing here and what happened to the orcs they were tracking.

As soon as he learns the PCs are trying to catch up with the orcs to free their captives, he expresses his concern and offers his help. At that point, his fellow hunters intervene. They should not help weak city dwellers, and they should definitely not allow strangers into their ancestral lands. Allow the PCs to interrupt to defend their own cause, but the barbarians remain headstrong, and Thalgrim becomes angry, but he is forced to agree by tribal laws. At some point, preferably by suggestion of the PCs, he brightens. There is a solution, the PCs must proof their mettle and join the tribe. Usually this is a long ordeal, but considering the circumstances they can hold a quick ritual now and a more formal ceremony later once the PCs have finished their task.

ENDING THE ENCOUNTER

If the PCs decide to partake in the initiation rites, go with Thalgrim to his tribe; proceed to Encounter 3. If the PCs decline Thalgrim's offer, Thalgrim escorts them around Sky Pony lands; proceed to Encounter 4.

TREASURE

No treasure.

ENCOUNTER 3: INITIATION RITES

SKILL CHALLENGE LEVEL 8 / 10,
COMPLEXITY 1 (350 / 500 XP)

SETUP

Important NPCs:

Sky Lord Canute Brightspear, male human barbarian

The trip from the meeting place to a nearby camp, takes about 1 hour of walking.

Reaching the top of a small ridge, you see laid out before you a large encampment of cloth huts. The camp is filled with hundreds of people, no doubt the Uthgardt Sky Pony Tribe. In the center of the encampment sits an enormous stone, inscribed upon are numerous carvings that are indistinguishable at this distance. The chieftain's son leads you down to meet his people. There are many signs of preparation for a feast.

Appearing through the throng, a large warrior greets Thalgrim with a bone-crunching hug. Standing back, he drags his eyes to survey you all. "With Uthgar's and Tempus's name, I, Sky Lord Canute Brightspear, welcome you to the Sky Pony's lands; may your spear prove as strong as your arm and fly as true as the winged horses of the Nether Mountains."

Once Thalgrim introduced the PCs and explained the situation to his father, the chieftain gives the PCs a calculating look. It is clear that he approves his son's actions, but that he is unsure the PCs are up to the task. If there is any character amongst the group that look like a weak city dwellers or arcane casters, he shows his contempt, mentioning that not all have to join the tribe to gain the tribes help. Obvious wilderness dwellers and followers of Tempus on the other hand gain his obvious approval, and he tries to actively push them into accepting the invitation.

SKILL CHALLENGE: INITIATION RITES

Goal: The PCs attempt to individually pass the initiation rites.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Varies.

Other Skills/Abilities: Any skill or ability that is not listed here, and the judge thinks it is applicable; a DC 19 / 20 check is needed.

Victory: The PC obtains an initiation title depending upon which initiation they performed. A bonus item is earned if at least one PC passes.

Defeat: The PC does not obtain an initiation title. They do not gain the chance to receive the benefit of an extended rest.

- The PCs engage in an individual skill challenge to try to become accepted into the Uthgardt Sky Pony Tribe by partaking in the initiation rites that allows them to cross Sky Pony lands.
- A PC does not have to participate in any of the initiation rites; if they do not participate, they do not earn the story award **LURU08 Sky Pony Initiation**.
- In the skill challenge, the PC makes a series of skill checks, choosing between three different initiations, trying to achieve four successes before three failures.
- The Uthgar barbarians worship Tempus, god of battle, and they respect strength, endurance and skill in arms. They realize arcane powers are useful, but distrust wielders of such forces, fearing that these powers control their wielders. They dislike orcs, but at the same time greatly respect their strength and ability to fight. They feel strong contempt for drow and gnolls, but since they believe in the individual they are willing to be proven wrong, although these suffer a -2 penalty on any checks during the skill challenge. They do not care much about race or class otherwise.
- The PCs are stripped of everything and placed into Sky Pony ceremonial leathers; no magic items are allowed, only racial traits.
- Due to the initiation rites process, no healing surges may be replenished until after the skill challenge.
- The Sky Pony Tribe is very honorable about their initiation rites and disrespectful PCs are asked to remove themselves from the initiation rites.
- The initiation rites can either be Sky Rider, Fire Walker or Horse Mother/Father of the Sky Pony Tribe. See below for what each test entails. The barbarians gladly explain the nature of each test to the PCs.

PART 1: SKY LORD CHALLENGE

Scene 1 deals with the initial encounter the PCs have with the Sky Lord of the Sky Pony Tribe. The PCs must convince the Sky Lord to let them partake of the initiation rites.

The Sky Lord takes a seat on a nearby stump and glares at you while rubbing his beard in a thinking manner. "So Thalgrim tells me that you think you have what it takes to partake in the initiation rites? Why should I let outsiders partake and cross our land?"

Unlike the other parts, the group as a whole can participate in this part. Even PCs who do not want to participate can speak for their friends. 1 success is enough to get all PCs to participate. Failed checks lead to irritation with Canute, but until 3 failures are scored, he tries to hide it. Once 3 failures are scored, he angrily dismisses the PCs. Otherwise he whispers something to the man in charge of each individual rite, making it harder for the PCs to succeed by being less forgiving for mistakes (as per the mechanics they can score fewer failures in the initiation test since they already got 1 or more failures in this part).

Sky Lord Canute Brightspear is a wise and cautious leader of his people. He remains calm throughout the questioning, trying to ascertain the motives of the individual characters and their use to the tribe. At first he allows the PCs to take the initiative. Once the PCs convinced him to allow them to take the initiation tests, he keeps interviewing the remaining PCs. At this point those PCs can attempt to convince the chieftain of their individual worth without the risk of failure. Each PC that rolls a success in this phase of this scene gains a +2 bonus on all checks during the challenge as Canute asks those performing the rites to take it somewhat easier to the PCs.

Arcana DC -/- (0 success)

The Uthgar barbarians disdain and fear arcane powers. They certainly do not understand it well enough for PCs to impress Canute through the application of this skill. Any PC broaching this topic is cut off quickly, but does not earn 1 failure unless the PC keeps insisting on its use.

Athletics, basic melee or ranged attack, Endurance, Heal or Stealth DC 19/20 (0 success)

The Sky Pony tribe is much more accepting of people that are going to add valuable skills to the tribe. Once accepted, these skills can be used to garner Canute's favor and the +2 bonus that comes with it. It also gives a +2 bonus on any check made to get approval. Failure has no impact on the challenge, except perhaps the laughter of on-lookers.

Bluff or Diplomacy DC 13/14 (1 success)

Smooth words and good arguments always work.

History, Insight or Streetwise DC 19/20 (0 success; 1 check each)

While these checks do not help garner success or failure, it does give insight in tribal culture, Canute's personality and showing proper respect to those in power. A success gives a +2 bonus on a check made to convince Canute to allow a PC to enter (PCs can choose when to apply the bonus) or remove 1 failure. Failure results in misremembering something important, resulting in a -2 penalty on the next check that does count towards the skill challenge.

Intimidate DC 13/14 (1 success)

Direct threats do not help persuade Canute to allow the PCs to participate. He has little to fear from the PCs in the middle of his tribe. If the skill is used instead to impress the barbarians with their prowess or for a more generic intimidate (the PCs are needed to dispose of the common enemy the orcs) then it works.

Nature or Religion DC 19/20 (1 success)

PCs who show their skill in survival and religious matters during the conversation garner his approval. They also use that knowledge to convince Canute they have a right to join the initiation rites. If they fail the check, they show lack of skill, which in itself is not bad, but they were the ones trying to use it to impress the chieftain.

PART 2: INITIATION RITES

Scene 2, 3, and 4, deals with the initiation rites that each PC can partake in.

You are led to the center of the encampment where dozens of small fires are being prepared. Three cleared areas attract your attention; the first area holds a felled tree, standing on its end, adorned with many small plants and sprigs; the second area is occupied by a long low pit being filled with a smoldering dark earth; the last area contains a corral, near a large stone, with several decidedly feeble looking horses.

Each PC performs an initiation rite, individually, of their choice. The skill checks must be performed in the sequence given. Due to the initiation rites being performed individually, no PC may aid another PC (unless done secretly, but failure results in both PCs failing the challenge and the group as a whole losing a lot of respect unless the other PCs can convince the tribe of their innocence). If the PCs fail at a test, they cannot pick another until they earn the right for a new attempt (which is not part of this adventure).

RITE 1: SKY RIDER INITIATION

You join a gaggle of young teen Uthgardt warriors. Around 40 feet away stands a felled tree log, standing on its end, adorned with many small plants and sprigs. Two warriors flank the tree at a distance of 20 feet, spread equally around the log, casually spinning a brace of handaxes. At the edge of the circle sits an old man whose naked upper body is adorned with tribal markings and paintings.

The goal of the challenge is to climb up the 20 feet tall tree as fast as possible, and remain standing on the top while the two warriors throw their handaxes in an attempt to knock the initiate from the lofty perch. For the test to succeed each warrior must throw at least 1 handaxe.

The old man is the judge of the challenge. He uses a handful of loose sand trickling through his fist to measure time. The man grabs an amount of sand based on the impression they made in the Scene 1 so that they have more or less chance to succeed as per the normal rules of a skill challenge.

Note that the PC is expected to remove their armor and shield.

Athletics DC 13/14 (1 success)

Climbing the tree trunk requires an Athletics check. If the PC fails the check the character takes falling damage as normal (2d10 minus the effects of Acrobatics if applicable). The PC can try to climb up again, but each failure costs time, reducing the chance of succeeding at the test. If 3 failures are scored while climbing the tree the test is over. Otherwise, being allowed to fail less in the remainder of the challenge simulates the loss of time.

Athletics DC 13/14 (1 success; 2 maximum)

The PC makes himself an easy target for the handaxes. Regardless of success or failure, the PC loses 1 healing surge when being hit by a handaxe. If the check fails the first time while on top, the PC loses his balance but remains standing. If the other warrior still has a handaxe, it is immediately thrown to take advantage of off-balance character. A PC only falls when the PC has scored enough failures to fail the challenge (taking falling damage as normal).

Acrobatics DC 13/14 (1 success; 2 maximum)

The PC dodges the thrown handaxes. A healing surge is lost for each check failed. In addition, if the check fails the first time while on top the PC loses his balance, but remains standing. If the other warrior still has an axe, it is immediately thrown to take advantage of

off-balance character. A PC only falls when the PC has scored enough failures to fail the challenge (taking falling damage as normal).

Bluff DC 13/14 (1 success; 2 maximum)

The PC pantomimes his actions to throw off the warriors. A healing surge is lost for each check failed. In addition, if the check fails the first time while on top the PC loses his balance, but remains standing. If the other warrior still has a handaxe, it is immediately thrown to take advantage of off-balance character. A PC only falls when the PC has scored enough failures to fail the challenge (taking falling damage as normal).

RITE 2: FIRE WALKER INITIATION

Before you is a twenty-foot long, three-foot wide trench filled with smoldering dark soil. The intent of the test is clear: to walk over the smoldering dark soil.

While marching over the soil, the barbarians chant the Fire Mantra of the Sky Pony Tribe (give Player Handout 1 to interested players).

Any PC with any racial fire resistance trait automatically succeeds at this initiation.

Heal DC 13/14 (0 successes)

The PC is aware of a technique to offset burning the soles of their feet. A successful check grants a +2 bonus; whereas, a failed check grants a -2 penalty to the Endurance check.

Arcana or Religion DC 13/14 (0 successes; 1 maximum)

The PC tries to remember the Fire Mantra of the Sky Pony Tribe. A successful check grants a +2 bonus; whereas, a failed check grants a -2 penalty to the Endurance checks.

Endurance DC 13/14 (1 success)

The PC needs to withstand the heat from the smoldering dark soil. The PC makes Endurance checks until the challenge is a success or a failure. A healing surge is lost for each check failed.

RITE 3: HORSE MOTHER/FATHER INITIATION

You are escorted to a corral next to the One Stone. In the corral stand several foals covered in sweat, edgy and on the verge of panic. One of the tribeswomen, Maera Nightsong-on-River, instructs you of what is expected. "The main priority of a Horse Mother/Father is to look after the numerous horses the tribe holds in trust from

Uthgar. *Take charge of your foals and discover any ailments.*

The nature of the check is to find out what is wrong with the foal and heal its ailment. The PC first needs to calm the foal, and then to examine it.

Nature DC 13/14 (1 success)

The PC tries to calm the sick horse so they can examine it properly. The PC can try it several times, but the foal becomes increasingly more edgy until Maera finally calls an end to it when 3 failures are scored.

Heal DC 13/14 (1 success)

The PC uses their knowledge of diseases and injuries to diagnose and recommend a cure for the horse's ailments.

Heal DC 18/19 (2 success)

The PCs shows an impressive knowledge on healing, scoring 2 successes instead of 1.

PART 3: ONE STONE INITIATION

Any PC who succeeds at their initiation rites returns to the Sky Lord and the tribe to acknowledge the passing of the initiation rites and to request permission to obtain the title they have fought for. After the public ritual, the PCs have to take part in a short solemn private ritual with the tribal shamans in which they gain their first tribal tattoo and are told important tribal lore (Player Handout 2).

After the private rite, the PCs can choose to take part in the celebrations, more extended rituals, wait quietly for the morning or leave immediately (see Ending the Encounter).

PART 4: CELEBRATIONS

With the easiest task behind them, the PCs are on to their greatest challenge; pleasing the tribe. Now that they have impressed the Sky Lord and passed the initiation rites, they have an opportunity to impress the rest of the tribe during the initiation celebrations.

This scene is mainly for roleplaying purposes, but you can allow the PCs to remove failures and earn new successes of the previous checks through particularly impressive actions. If this turns the challenge into a success, the PCs do not earn the Story Award, but all other benefits of a victory are gained. The most impressive PC is given the Sky Pony Tribe title: "Yizahkol - The Feasting Entertainer". Have the player write this down for future reference.

ENDING THE ENCOUNTER

If any one PC succeeds at their individual initiation, the PCs are presented with a +2 *watchful spirit totem* (low-level version only) or a +3 *watchful spirit totem* (high-level version only) at the end of the initiation rites. All those succeeding in their initiation rites receive the story award **LURU08 Sky Pony Initiation**.

The PCs now have the following four choices.

- **Commune with the Sky Pony Spirits:** If the PC passed their individual initiation rite, they are invited to a quiet area away from the feasting where the PC communes with the Sky Pony spirits. The PC gains the benefits of an extended rest and is imbued with the Uthgardt Spirits. (+4 initiative bonus till the end of the adventure.)
- **Party:** At the main fire pit, any PC is invited to party with the other tribe members. The PC does not gain the benefits of an extended rest and a healing surge is lost from drinking too much Uthgardt gulletfire.
- **Waiting:** You have decided to wait for the rest of your party members as they commune or party. The PC does not gain or lose anything.
- **Continue:** After the initiation rites, the PCs believe that it is time to continue on and not to commune or party. The PCs do not gain or lose anything.

When the PCs decide to continue, Thalgrim escorts the PCs; proceed to Encounter 4.

EXPERIENCE POINTS

The characters receive 70 / 100 experience points each for successfully completing the skill challenge.

TREASURE

If any one PC succeeds at their initiation rite, the PCs are presented with a +2 *watchful spirit totem* (low-level version only) or +3 *watchful spirit totem* (high-level version only).

ENCOUNTER 4: SSEMAR'S OLD HAUNT

SETUP

In this encounter, the PCs find the remains of the orc raiding party at Selûne's Tor. If the PCs arrive in time, Sadbatu, the drow priestess is here. She has removed a finger from the leader in order to retrieve the *sending stone* ring. Previously, while returning to collect the remainder of their hoard, Ssemar's mate battled the orcs here and died. Taking ten of the fifteen captives as food, Ssemar walked the captives to her new lair.

As Thalgrim leads the PCs to Selûne's Tor, read:

The early afternoon is heavy with expectation when you set off with Thalgrim as your guide and tracker. Tromping through the woods, you notice the abundant wildlife all around you.

After a couple hours of traveling, Thalgrim motions you to stop; putting his finger to his lips, he points towards a crescent shaped hill up ahead and identifies it. "This is Selûne's Tor".

Approaching quietly to the edge of the Glimmerwood forest, you see on the top of the low hill, a hundred feet away, a motionless scene of death and destruction.

EARLY ARRIVAL

If the PCs came from Encounter 2, or Encounter 3 without resting, read:

A flash of arcane blue light emanates from the other side of Selûne's Tor as movement is seen amongst the scene of death and destruction. A slender tall-garbed figure, in a black cloak, merchant doublet and pants, is retrieving an item from the body of an enormous orc by the use of a bloody dagger.

Suddenly, a flock of ravens leap from the trees above your head. The figure snaps around; its eyes above its half covered midnight black face burns into your memory as its cloak swirls, exposing a symbol of a burning skull over a dark sun. Frantically the figure grabs a large book, quickly turns, and hurries to the other side of Selûne's Tor towards the blue light as several scrolls fall to the ground.

The following can be gleaned from the cloaked figure:

- **Religion DC 10:** Identifies the burning skull over a dark sun symbol on the cloaked figure as that of Cyric.

- **Nature DC 15:** Reveals that the humanoid is a drow.

The party is too far away to prevent the cloaked figure from escaping. A DC 26 Arcana identifies the blue light as a *reverse portal* ritual. When the PCs reach the area where the drow was, the scrolls that fell to the ground are found to be letters. (Player Handout 4)

When the PCs reach the area where the blue light was, humanoid tracks are found. A DC 20 Perception check reveals the disappearing tracks to be that of five tied-up humanoids and two free moving humanoids.

SELÛNE'S TOR

When the PCs approach Selûne's Tor, read:

You make your way up the low hill the scene becomes clearer. Around the large body of a green dragon, there are orc and human bodies strewn everywhere. The majority of them look terrified, yet some bare large gouges across their throats and bodies. One of the bodies, an enormous orc, has a slit throat and a missing finger. Various poles are arrayed around the hilltop, holding decayed skulls etched with a symbol of a burning spear.

The following can be gleaned from the bodies and the area:

- These are the same orcs that raided Jalisfar; they bear the same motley collection of tribal symbols.
- If the orc witch doctor escaped from Encounter 1, the PCs find the *strikebacks*.
- 50 orcs battled the large green dragon and killed it.
- Nine human bodies are the ones that the orcs took from Jalisfar. **The son of Soren is not among the corpses.**
- **Nature DC 15:** The green dragon corpse is that of a true green dragon, a male adult.
- **Heal DC 15:** Reveals that all of the humans and orcs died by poison. The only one that did not die from green dragon poison was the enormous orc who had his throat slit and finger removed by a dagger.
- **History DC 20:** Reveals that the poles hold the territory symbol of the Burning Spears orc tribe.
- **Perception DC 15:** Reveals recent disappearing tracks of humanoids. A DC 20 Perception check reveals the disappearing tracks to be that of five tied-up humanoids and two free moving humanoids.

The characters also note a cave nearby. The following can be gleaned from the cave:

- Outside the cave, a DC 20 Perception check reveals four kobold tracks guarding the cave entrance and ten humanoid booted tracks leading off to the west. A large creature had landed to ‘encourage’ the captives to move faster. A DC 20 Nature check reveals that the creature is a large adult dragon. The characters also find a small boot with ‘Two-Carts’ stamped on it. The tracks appear to belong to the surviving captured villagers being herded away by the dragon.
- At the entrance they find a non-magical diamond studded silver choker emblazoned with the insignia of Tempus.
- Inside the cave a DC 15 Perception check reveals kobold and humanoid tracks and gnawed bones from medium and large creatures. A DC 20 Nature check reveals that a dragon, slightly larger than the dead green one, gnawed on the bones. The back of the cave once contained eggs. A DC 15 Nature check reveals the broken shells are from 2 green dragon eggs.

Note that if the PCs take the time to search the area they are assumed to roll a 20 on their Perception checks and hence should learn all of the above.

ENDING THE ENCOUNTER

The PCs should follow the tracks to the west. If the PCs do not find the tracks, Thalgrim discovers the tracks and a small boot with “Two-Carts” stamped on it. If the PCs follow the tracks, proceed to Encounter 5.

TREASURE

A diamond studded silver choker emblazoned with the insignia of Tempus, which was accidentally dropped by Ssemar when she left with her captives, is worth 40 / 60 gp per PC.

The orc witch doctor, if escaped from Encounter 1, has the *strikebacks* (gloves).

ENCOUNTER 5: DRAGON'S LAIR

ENCOUNTER LEVEL 9 / 11 (2000 / 3000 XP)

SETUP

This encounter includes the following creature at the low and high tier:

1 Ssemar, adult green dragon (D)

The dragon, Ssemar, has made her new lair here. The cave is currently filled with the ten captives from Jalisfar. Ssemar is sleeping at the moment after eating half an ettin for lunch.

The captives are terrified of Ssemar after seeing her eat the ettin in front of them. They are desperate to escape and are hatching a plan to escape when her snores grow loud enough.

Thalgrim fades into the background during this fight, as he is securing the captives.

As the PCs enter the area, read:

Following the trail from Selûne's Tor, the late afternoon sun guides you into a large clearing. A large, decomposing, half-eaten body of an ettin creature lies at the center of the clearing. A deep rumble fills the air, obviously the snoring from a large creature. Across the clearing you see several humans being shuffled into a small cave entrance, by a kobold, while three other kobolds construct a series of cages.

Unless the PCs take precautions, the kobolds immediately spot the characters, fleeing while loudly alerting their mistress. It is impossible to enter the cave without alerting the kobolds, but if quick enough, the PCs can gain a surprise round on Ssemar. The kobolds do not fight, always fleeing.

FEATURES OF THE AREA

The dragon's area has the following features:

Boulders: All boulder squares count as challenging terrain. A DC 18/21 Acrobatics or Athletics check allows a PC to move through those squares normally, otherwise costing 2 squares of movement. **Briar Bushes:** All briar bushes squares count as challenging terrain. A DC 18/21 Acrobatics or Athletics check allows a PC to move through those squares normally, otherwise costing 3 squares of movement. **Bushes/Log:** All bushes and

log squares count as difficult terrain, costing 2 squares of movement.

Pond: The pond is shallow, yet muddy, and counts as difficult terrain, costing 3 squares of movement.

Trees: All tree foliage squares count as obscured terrain against higher creatures. The tree trunk counts as blocking terrain.

TACTICS

As soon as the dragon awakes, it attacks. The dragon leaps into the air and begins combat at 20' high. She uses her *breath weapon* at every opportunity; otherwise she uses *flyby attack* on ranged PCs. She uses *luring glare* to reposition PCs so that she gets maximum effect for her attacks. The dragon fights to the death to protect her brood of eggs in her new lair.

If the PCs move towards the cave, the dragon lands and positions herself between the PCs and the cave entrance the best that she can to protect her eggs. Otherwise the PCs can also flee back into the tree-line where Ssemar is also forced to land to battle the PCs.

SCALING THE ENCOUNTER

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

Four PCs: Remove 80 hit points (low-level); remove 116 hit points (high-level).

Six PCs: Add 80 hit points (low-level); add 116 hit points (high-level).

ENDING THE ENCOUNTER

If the PCs defeat Ssemar, the PCs get only one short rest before the orcs, from Encounter 6, arrive.

EXPERIENCE POINTS

The characters receive 400 / 600 experience points each for defeating Ssemar.

TREASURE

Ssemar's hoard in the cave contains quite some coin, but the arrival of the orcs makes it impossible for the PCs to carry most of these off. Fast acting PCs should be able to collect 50 / 75 gp each in various types of coin and jewelry. In addition they find a scroll with the Raise Dead ritual, a *laurel circlet*, a *solitaire (cinnabar)* (low-level version only) or a *solitaire (citrine)* (high-level version only).

ENCOUNTER 5: DRAGON'S LAIR STATISTICS (LOW LEVEL)

Adult Green Dragon (Level 9)		Level 9 Solo Controller
Large natural magical beast (dragon)		XP 2,000
Initiative +10		Senses Perception +12; darkvision
Lashing Tail aura 1; all creatures other than the dragon treat the area within the aura as difficult terrain. The dragon loses this aura while airborne.		
HP 400; Bloodied 200; see also <i>bloodied breath</i>		
AC 25; Fortitude 22, Reflex 23, Will 22		
Resist 20 poison		
Saving Throws +5		
Speed 8, fly 12 (hover), overland flight 15; see also <i>flyby attack</i>		
Action Points 2		
m Bite (standard; at-will) ♦ Poison		
Reach 2; +14 vs. AC; 1d10 + 4 damage, and ongoing 5 poison damage (save ends).		
m Claw (standard; at-will)		
Reach 2; +14 vs. AC; 1d8 + 4 damage.		
M Double Attack (standard; at-will)		
The dragon makes two claw attacks.		
M Flyby Attack (standard; recharge 5-6)		
The dragon flies up to 12 squares and makes a bite attack at any point during the move without provoking an opportunity attack from the target.		
M Tail Sweep (immediate reaction, if an adjacent enemy does not move on its turn; at-will)		
+12 vs. Reflex; 1d8 + 4 damage, and the target is knocked prone.		
R Luring Glare (minor 1/round; at-will) ♦ Charm, Gaze		
Ranged 10; +12 vs. Will; the target slides 2 squares.		
C Breath Weapon (standard; recharge 5-6) ♦ Poison		
Close blast 5; +12 vs. Fortitude; 1d10 + 3 poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). <i>Aftereffect:</i> The target is slowed (save ends).		
C Bloodied Breath (free, when first bloodied; encounter) ♦ Poison		
The dragon's breath weapon recharges, and the dragon uses it immediately.		
C Frightful Presence (standard; encounter) ♦ Fear		
Close burst 5; targets enemies; +12 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).		
Alignment Evil		Languages Common, Draconic
Skills Bluff +19, Diplomacy +14, Insight +17, Intimidate +14		
Str 16 (+7)	Dex 22 (+10)	Wis 17 (+7)
Con 20 (+9)	Int 16 (+7)	Cha 20 (+9)

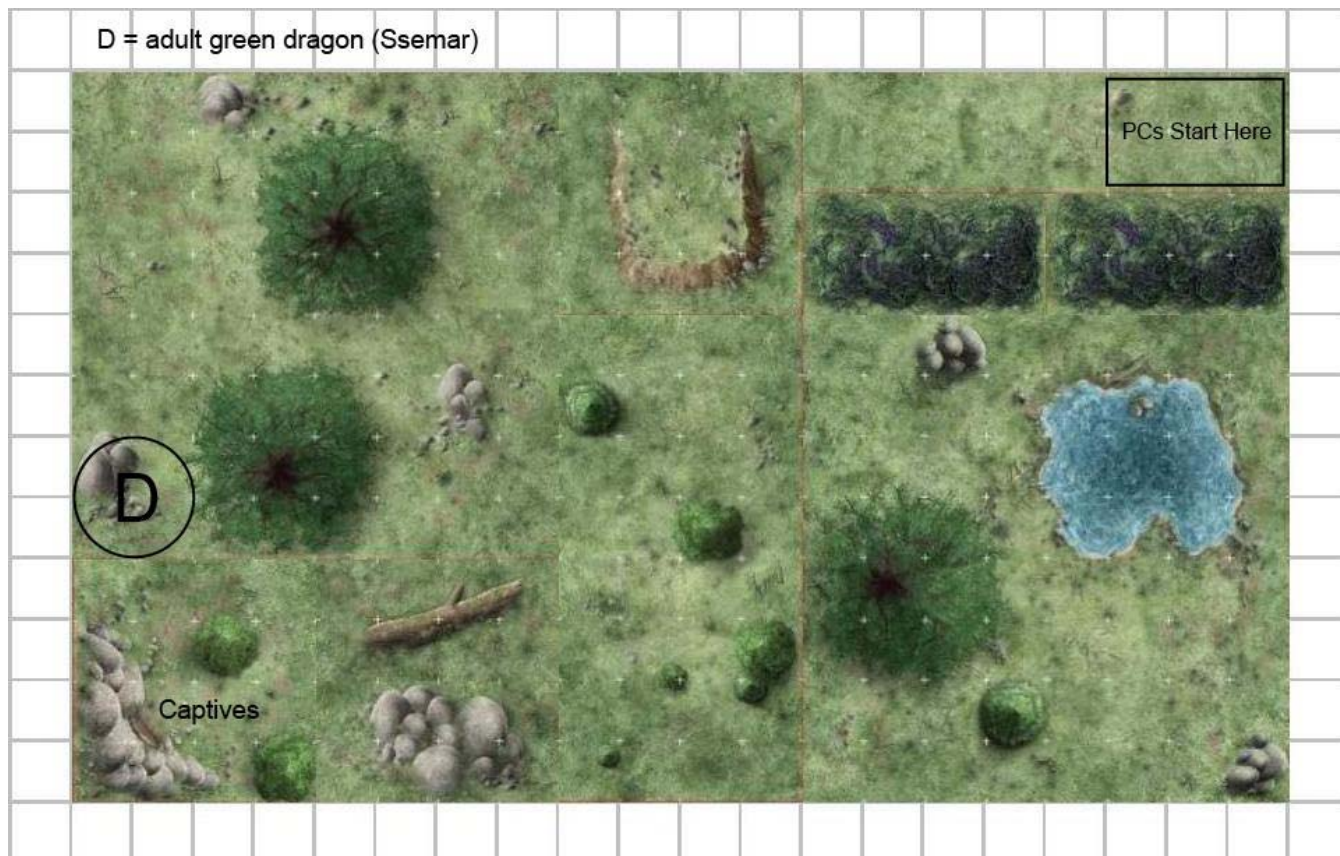
ENCOUNTER 5: DRAGON'S LAIR STATISTICS (HIGH LEVEL)

Adult Green Dragon (Level 11) Level 11 Solo Controller		
Large natural magical beast (dragon)		XP 3,000
Initiative +11 Senses Perception +13; darkvision		
Lashing Tail aura 1; all creatures other than the dragon treat the area within the aura as difficult terrain. The dragon loses this aura while airborne.		
HP 580; Bloodied 290; see also <i>bloodied breath</i>		
AC 27; Fortitude 24, Reflex 25, Will 24		
Resist 20 Poison		
Saving Throws +5		
Speed 8; fly 12 (hover), overland flight 15; see also <i>flyby attack</i>		
Action Points 2		
m Bite (standard; at-will) ♦ Poison		
Reach 2; +16 vs. AC; 1d10 + 5 damage, and on going 5 poison damage (save ends).		
m Claw (standard; at-will)		
Reach 2; +16 vs. AC; 1d8 + 5 damage.		
M Double Attack (standard; at-will)		
The dragon makes two claw attacks.		
M Flyby Attack (standard; recharge 5-6)		
The dragon flies up to 12 squares and makes a bite attack at any point during the move without provoking an opportunity attack from the target.		
M Tail Sweep (immediate reaction, if an adjacent enemy does not move on its turn; at-will)		
+14 vs. Reflex; 1d8 + 5 damage, and the target is knocked prone.		
R Luring Glare (minor 1/round; at-will) ♦ Charm, Gaze		
Ranged 10; +14 vs. Will; the target slides 2 squares.		
C Breath Weapon (standard; recharge 5-6) ♦ Poison		
Close blast 5; +14 vs. Fortitude; 1d10 + 5 poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). <i>Aftereffect:</i> The target is slowed (save ends).		
C Bloodied Breath (free, when first bloodied; encounter) ♦ Poison		
The dragon's breath weapon recharges, and the dragon uses it immediately.		
C Frightful Presence (standard; encounter) ♦ Fear		
Close burst 5; targets enemies; +14 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).		
Alignment Evil Languages Common, Draconic		
Skills Bluff +20, Diplomacy +15, Insight +18, Intimidate +15		
Str 16 (+8)	Dex 22 (+11)	Wis 17 (+8)
Con 20 (+10)	Int 16 (+8)	Cha 20 (+10)

ENCOUNTER 5: DRAGON'S LAIR MAP

TILE SETS NEEDED

Ruins of the Wild x2



Encounter 6: Champions

ENCOUNTER LEVEL 8 / 10 (1750 / 2500 XP)

SETUP

This encounter includes the following creature at the low and high tier:

1 feyborn ogre warhulk (O)

Once the PCs have defeated the green dragon they can take a short rest to take care of their own wounds, search the cave and check upon the prisoners. After a few minutes a huge group of orcs arrive at the scene. They have come here to deal with the dragon, but look equally unfriendly on the adventurers, uninvited strangers.

From the scores of orc warriors, two figures emerge; an enormous orc and a head-lowered weaker looking orc. As they approach, the symbol of a spear wreathed in flame on the orc's shield becomes visible. From behind them, an ogre of hulking size makes its way to the front of the ranks and awaits orders. These two orcs are sent forward to talk with the PCs, and are wearing a green branch, the universal symbol for negotiations.

The big orc is the chieftain Malgarath, of the Burning Spears tribe. The smaller orc is his mouthpiece. Malgarath acts as if he does not speak Common, but he does. He is a proud overbearing warrior, but the PCs impressed him greatly by defeating the dragon. As such he is not entirely sure how to behave towards the PCs switching between respect, and brutish rude behavior.

Malgarath wants to know why the PCs are trespassing on his tribe's territory. Normally this is death or eternal imprisonment, but due to the PCs bravery in defeating the dragon he is willing to allow them to win their freedom through a duel with the tribe's champion. While Malgarath offers this solution regardless of the PCs' behavior, allow giving them the feeling it is their negotiation skills that achieve this compromise.

The tribe champion is a large ogre warhulk with a strange otherworldly look. It is incredibly ugly, but at the same time strangely fascinating. The rules are simple. The PCs face the champion as a group. A contestant who falls unconscious is out. If the warhulk drops below 0 hit points the PCs win and they and the humans can go. If the ogre wins, the PCs are enslaved, but the rest of the humans can go.

FEATURES OF THE AREA

The ogre's area has the following features. Note that the hill and the two briar bushes at the bottom of the Champions Map are the same ones located at the top right on the Dragon's Lair Map.

Crevasse: The crevasse is 20 feet deep. A DC 15 Athletics check allows a PC to climb out of the crevasse, otherwise movement stops. Normal movement occurs while inside the crevasse. Since it is only 2 squares wide getting across requires a DC 20 (10 with a running jump) Athletics check.

Briar bushes: All briar bushes squares count as challenging terrain. A DC 20 Acrobatics or Athletics check allows a PC to move through those squares normally, otherwise costing 3 squares of movement.

Rocks/log/hill: All rocks, log, and hill squares, count as difficult terrain, costing 2 squares of movement.

TACTICS

The feyborn ogre warhulk are relatively simple. First it tries to get a crevasse between itself and the PCs. Because of its strength, it can easily jump across with a running jump. Once across, it uses *lure of the wild* to pull a PC into the crevasse. Otherwise it simply charges the most dangerous looking opponent, and it starts hitting it until it stops moving. At first heavily armed melee fighters are considered the biggest threat, but after one or two hits it instead focuses on ranged attackers. It uses *undeniable beauty* at the first melee attack during that round. Once *lure of the wild* recharges it uses the trick once again, risking opportunity attacks if necessary (using *step through the mist* only once when bloodied).

The ogre warhulk knocks PCs unconscious.

SCALING THE ENCOUNTER

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

Four PCs: Remove 76 hit points (low-level); remove 111 hit points (high-level).

Six PCs: Add 76 hit points (low-level); add 111 hit points (high-level).

ENDING THE ENCOUNTER

If the PCs defeat the feyborn ogre warhulk, they receive the story award **LURU09 Stilled Spears** and they can leave the area unchallenged.

If the ogre warhulk defeats the PCs, Great Malgarath has them enslaved. The PCs can escape immediately (assuming they can carry any unconscious characters with them), but in that case they have to

leave the rescued humans behind and they do not earn the gold and experience point reward for their rescue. If the PCs accept imprisonment (even if one of the group does so) those PCs eventually escape, but not without losing some of their equipment. Effectively it costs them 500 gp each, equal to the component costs for getting raised. Like with death the PCs can invoke the **Death Charity clause** with the same consequences (no story awards and gold).

EXPERIENCE POINTS

The characters receive 350/500 experience points each for defeating the ogre warhulk.

TREASURE

The PCs receive 50 / 50 gp each if they rescue the prisoners kidnapped by the orcs in Encounter 1.

CONCLUDING THE ADVENTURE

The adventure basically ends one of two ways. The PCs defeated the ogre warhulk:

- Great Malgarath allows the PCs to leave with the magic items, most of the gold from the dragon's hoard and those captured by the orcs in Encounter 1.
- The PCs receive the story award **LURU09 Stilled Spears**.
- Read Conclusion 1: PCs defeat ogre warhulk.
- Fetchen is among the prisoners, and on their return to the civilized world the PCs earn the agreed upon 50 / 50 gp each as well as the xp for the minor quest.

The ogre warhulk defeated the PCs:

- The PCs are enslaved
- The orcs take all magic items, the dragon eggs, but leave the scroll and some of the gold from the dragon's hoard; the gold can be used to pay for any raise dead rituals needed. In addition those imprisoned in Encounter 1 are allowed to leave.
- Read Conclusion 2: Ogre warhulk defeats PCs.
- Fetchen is among the prisoners, and the PCs earn the xp for the minor quest. The agreed upon 50 / 50 gp each for the rescue of the prisoners is paid as well, assuming the PCs do not lose it all while escaping the orc horde (using the Death Charity clause)

Conclusion 1: PCs defeat feyborn ogre warhulk. Read: *With sunset falling within the hour, Great Malgarath looks suitably impressed as the feyborn ogre warhulk's*

fall signals your group's success. "Brittlebones, you are indeed strong foes. You have Great Malgarath's solemn word that you will be unharmed and no harm will come to the Uthgardt Barbarians or Jalisfar for your trespass; this is provided you leave before the setting of the sun from our land."

Conclusion 2: Feyborn ogre warhulk defeats PCs. Read: *The feyborn ogre warhulk screams his triumph at his victory as you fade to unconsciousness. You awake bound and gagged, kneeling in a line in front of Great Malgarath. You feel naked without your freedom and the binds holding you are painful. Malgarath's weaker looking orc looks towards each of your eyes as he translates. "This will send a message to the stupid Uthgardt scum and those weak ones behind their tiny walls. THIS IS ORC LAND! THIS IS ORC TERRITORY NOW! Any who trespass will be KILLED! Their heads on a pole will serve as a warning to those who defy our right to these lands."*

ENCOUNTER 6: CHAMPIONS STATISTICS (LOW LEVEL)

Feyborn Ogre Warhulk (Level 8)		Level 8 Solo Brute
Large natural humanoid (fey)		XP 1,750
Initiative +5	Senses Perception +5	
HP 380; Bloodied 190		
AC 23; Fortitude 23, Reflex 20, Will 20		
Saving Throw +5		
Speed 8		
Action Points 2		
m Heavy Flail (standard; at-will) ♦ Weapon		
Reach 2; +11 vs. AC; 2d8 + 5 damage, and the target is knocked prone.		
M Undeniable Beauty (immediate interrupt, when feyborn creature is targeted by a melee attack; at-will)		
+10 vs. Will against the attacker; the attacker must target a different creature or end its attack.		
C Flail Hurricane (standard; encounter) ♦ Weapon		
Requires heavy flail; close burst 2; +9 vs. AC; 2d8 + 5 damage, and a Medium or smaller target is knocked prone.		
R Lure of the Wild (standard; recharge 6)		
Ranged 10; +10 vs. Will. The target is pulled 5 squares and is dazed (save ends).		
Step through the Mists (move; encounter)		
The feyborn ogre warhulk teleports up to 3 squares.		
Alignment Chaotic evil		Languages Common, Giant
Str 22 (+10)	Dex 12 (+5)	Wis 12 (+5)
Con 23 (+10)	Int 4 (+1)	Cha 6 (+2)
Equipment hide armor, heavy flail		

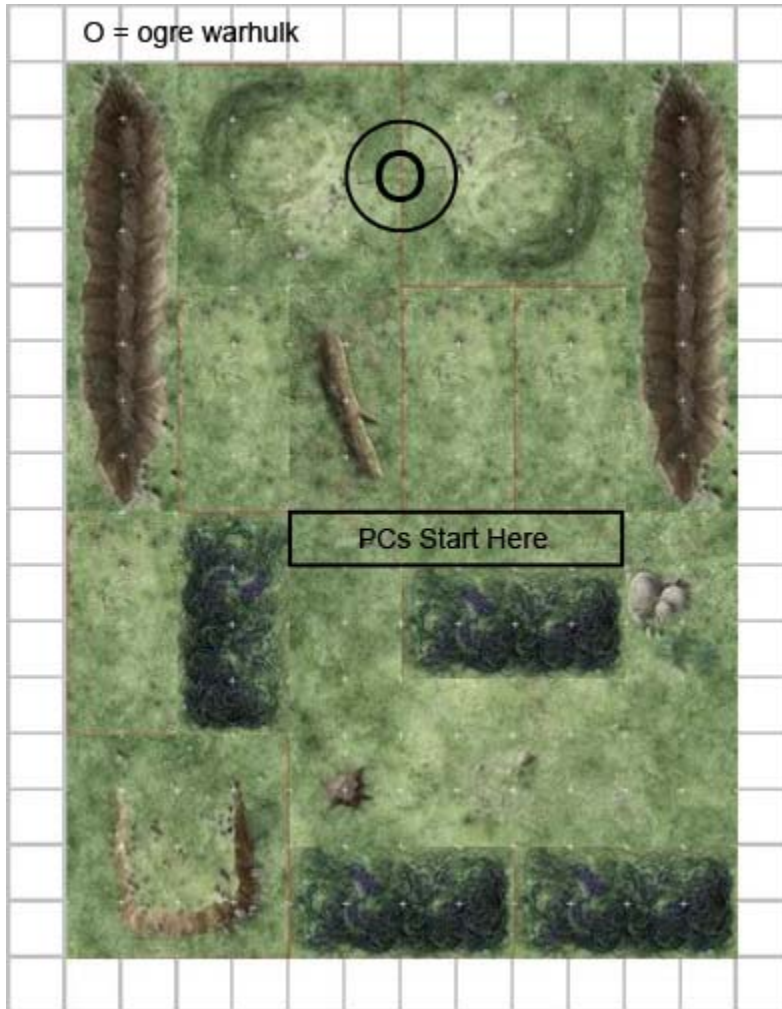
ENCOUNTER 6: CHAMPIONS STATISTICS (HIGH LEVEL)

Feyborn Ogre Warhulk (Level 10) Level 10 Solo Brute		
Large natural humanoid (fey)		XP 2,500
Initiative +6	Senses Perception +6	
HP 444; Bloodied 222		
AC 25; Fortitude 25, Reflex 22, Will 22		
Saving Throw +5		
Speed 8		
Action Points 2		
m Heavy Flail (standard; at-will) ♦ Weapon		
Reach 2; +13 vs. AC; 2d8 + 6 damage, and the target is knocked prone.		
M Undeniable Beauty (immediate interrupt, when feyborn creature is targeted by a melee attack; at-will)		
+12 vs. Will against the attacker; the attacker must target a different creature or end its attack.		
C Flail Hurricane (standard; encounter) ♦ Weapon		
Requires heavy flail; close burst 2; +11 vs. AC; 2d8 + 6 damage, and a Medium or smaller target is knocked prone.		
R Lure of the Wild (standard; recharge 6)		
Ranged 10; +12 vs. Will. The target is pulled 5 squares and is dazed (save ends).		
Step through the Mists (move; encounter)		
The feyborn ogre warhulk teleports up to 3 squares.		
Alignment Chaotic evil		Languages Common, Giant
Str 22 (+11)	Dex 12 (+6)	Wis 12 (+6)
Con 23 (+11)	Int 4 (+2)	Cha 6 (+3)
Equipment hide armor, heavy flail		

ENCOUNTER 6: CHAMPIONS MAP

TILE SETS NEEDED

Ruins of the Wild x4



REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 1: Orc Slavers

250/350 XP

Encounter 3: Initiation Rites

70/100 XP

Encounter 5: Dragon's Lair

400/600 XP

Encounter 6: Champions

350/500 XP

Minor Quest: Fetchen's Rescue

50/50 XP

Total Possible Experience

1,120/1,600 XP

Gold Per PC

150/200 gp

(Encounter 1: 10/15 gp, Encounter 4: 40/60 gp, Encounter 5: 50/75 gp, Conclusion: 50/50 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's

market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *+2 watchful spirit totem** (low-level version only) (level 8; *Player's Handbook 2*)

Found in Encounter 3

Bundle B: *solitaire (cinnabar)** (low-level version only) (level 6; *Adventurers Vault*)

Found in Encounter 5

Bundle C: *strikebacks** (level 10; *Adventurers Vault*)

Found in Encounter 1 or Encounter 4

Bundle D: *laurel circlet** (level 10; *Adventurers Vault*)

Found in Encounter 5

Bundle E: *+3 watchful spirit totem** (high-level version only) (level 13; *Player's Handbook 2*)

Found in Encounter 3

Bundle F: *solitaire (citrine)** (high-level version only) (level 11; *Adventurers Vault*)

Found in Encounter 5

Bundle G: ritual scroll with Raise Dead (level 8)

Found in Encounter 5

Consumable Plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a Potion of Healing plus 300/450 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 350/500 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text).

LURU08 Sky Pony Initiation

You are now a full-fledged Sky Rider/Fire Walker/Horse Mothe/Father of the Sky Pony Tribe (delete unnecessary initiations). This entitles you to participate in the hunt or attend blessings as appropriate. Also, you carry the responsibility to act in the defense of the tribe at all times and ensure no harm comes knowingly to any tribe member or horse. You are also bound to attend the Shieldmeet festivals to renew your bonds with the tribe.

LURU09 Stilled Spears

For defeating the Burning Spears Champion, you have saved your freedom and likely the lives of the Sky Pony Tribe. You also earned great respect from the Burning Spear orcs. Neither group is likely to forget soon.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Did the PCs help fight the fire?

- a. Yes
- b. Yes & the tavern caught on fire.
- c. No
- d. No & the tavern caught on fire.

2. Did the PCs undertake to retrieve the captives without payment?

- a. Yes
- b. No

3. How many PCs passed the initiation rites of the Sky Pony Tribe?

- a. None

- b. One to Three
- c. Four, Five
- d. Six

4. Did the PCs see Sadbatu?

- a. Yes
- b. No

5. Did the PCs defeat Ssemar?

- a. Yes
- b. No

6. Did the PCs defeat the Ogre Champion?

- a. Yes
- b. No

NEW RULES

Laurel Circlet

Level 10+

Your social graces and force of personality are amplified while you wear this thin coronet.

Lvl 10 5,000 gp

Lvl 30 3,125,000 gp

Lvl 20 125,000 gp

Item Slot: Head

Property: Gain a +2 item bonus to Diplomacy and Insight checks, and a +1 item bonus to attack rolls on powers that have the charm or illusion keyword.

Level 20: +4 item bonus to Diplomacy and Insight checks.

Level 30: +6 item bonus to Diplomacy and Insight checks.

Power (Daily): Minor Action. Gain a +2 power bonus to the next Charisma attack that you make this turn.

Level 20: +3 power bonus.

Level 30: +4 power bonus.

Reference: *Adventurers Vault*, page 144.

Solitaire (Cinnabar)

Level 6

This jagged red crystal boosts your resilience when you hit your foes hard.

Wondrous Item 1,800gp

Power (Encounter): Free Action. Use this power when you score a critical hit on your turn. Roll a saving throw against an effect that save can end.

Special: You cannot use more than one *solitaire* in an encounter.

Reference: *Adventurers Vault*, page 177.

Solitaire (Citrine)

Level 11

This irregular yellow crystal channels healing power to you in battle.

Wondrous Item 9,000gp

Power (Encounter ♦ Healing): Free Action. Use this power when you score a critical hit on your turn. You spend a healing surge.

Special: You cannot use more than one *solitaire* in an encounter.

Reference: *Adventurers Vault*, page 177.

Strikebacks

Level 10

Backed with spikes, these vicious gauntlets hurt those who hurt you.

Price: 5000 gp

Item Slot: Hands

Property: Gain a +1 item bonus to opportunity attacks.

Power (Encounter): Immediate Reaction. Use this power when an adjacent enemy hits you. Make a melee basic attack against that enemy.

Reference: *Adventurers Vault*, page 136.

Watchful Spirit Totem

Level 3+

Several animal faces seem to look out from this totem with wide eyes. Its magic, channeled through your spirit companion, lashes out at those who harm your allies.

Lvl 3 +1 680 gp

Lvl 18 +4 85,000 gp

Lvl 8 +2 3,400 gp

Lvl 23 +5 425,000 gp

Lvl 13 +3 17,000 gp

Lvl 28 +6 2,125,000 gp

Implement (Totem)

Enhancement: Attack rolls and damage rolls

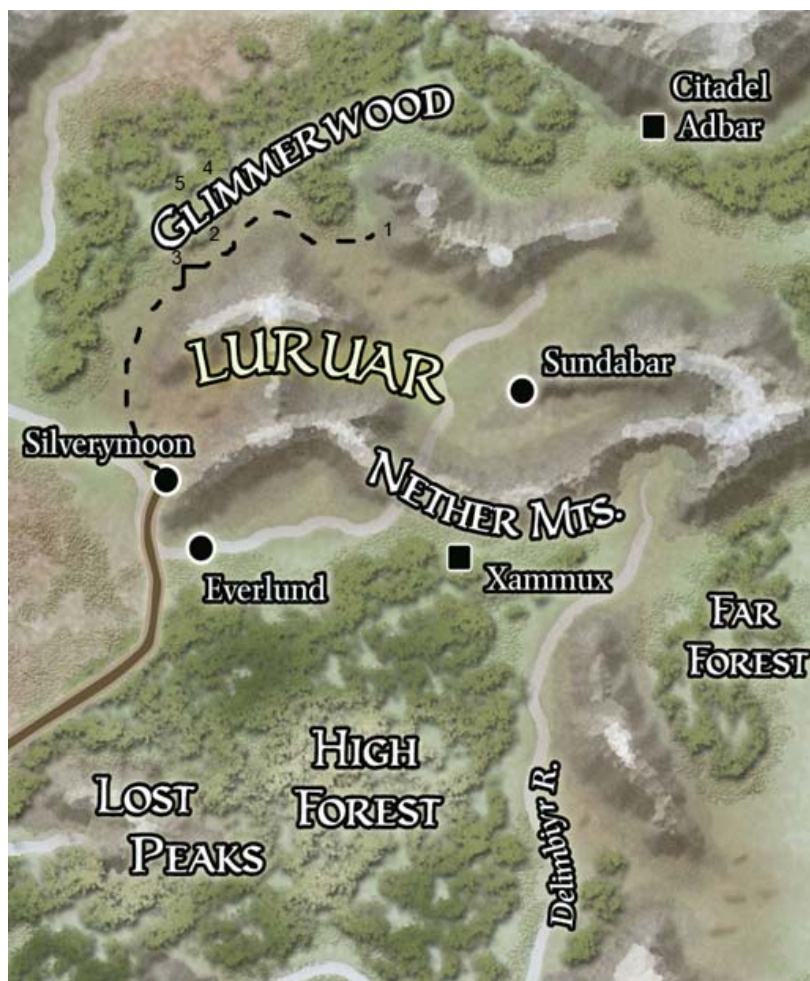
Critical: +1d6 damage per plus, or +1d12 damage per plus against a bloodied creature.

Property: You gain an item bonus to Perception checks equal to the totem's enhancement bonus.

Power (Daily): Minor Action. Until the end of your next turn, any enemy that damages an ally adjacent to your spirit companion takes damage equal to twice this totem's enhancement bonus.

Reference: *Player's Handbook 2*, page 208.

OVERLAND MAP 1



Legend

- - - - Nether Mountain's northern trade route

1- Citadel Felbarr

2- One Stone

3- Jalisfar

4- Selûne's Tor

5- Ssemarr's new lair

PLAYER HANDOUT 1

FIRE MANTRA OF THE SKY PONY TRIBE

“Strength is everything. Civilization is weakness. Men should fight, hunt, and raid from the weak to provide for their wives and families. Family is sacred, and its bonds neither are inviolate to the gods nor cast aside lightly. Magic that does not come from the gods is effete, self-indulgent, and ultimately leads to weakness, since one depends on magic to accomplish things rather than one’s own hands. Shun reliance on secular magic as evil and a false path, for that way leads only to death and ruin. Revere Uthgar, Tempus, Beorunna, the Uthgardt Ancestors, and the Sky Pony Spirit Beast that guides our tribe. The beast spirits hold wisdom and raw power; take them for your own. Study the Sky Pony so that you know its virtues and its weaknesses; claim its virtues as your own and weed its weaknesses from your spirit. Make the others of the tribe fear and respect your power and your knowledge, so that they will heed the wise words your ancestor does speak to you in days of trouble and turmoil.”

PLAYER HANDOUT 2

ONE STONE

Shadowed by deep forest, this ancestor mound serves the now dead or disappeared Golden Eagle and Red Pony tribes. Now, only the Sky Ponies make their visit to the One Stone. Instead of an altar mound at the center of the cairn rings, there is a single, massive, rounded boulder, easily 20 feet across, 12 feet high, and covered with precisely engraved tracery. Carved steps ascend one face to the altar on top. The legend of One Stone tells of a god who sealed a passageway from Baator with one stone thrust into the ground. One can only wonder if the evil, supposedly sealed beneath the stone, was able to reach out to whisk the missing tribes away. Some say the Golden Eagle and Red Pony tribes were destroyed by inter-tribal rivalry; darker tales suggest that they disappeared beneath the ground where they yet dwell today.

PLAYER HANDOUT 3

These are the four letters that fell when Sadbatu made her hurrying escape.

During the reading of the letters, the following information sticks out.

Sadbatu~

...the weak minded are easily controlled and corrupted. The merchant has been found to direct the information that will help us find the item that you so desire for your ritual.

...the Netherese won't be a problem in the mountains.

Sadbatu~

Our two alliances are complete...

During the coming of Uktar...

Sadbatu~

...the power in the High Forest is unstable to contain.

The negotiations with the coast are underway...

...the negotiations with the creature in the Evermoors is at a loss.

Sadbatu~

...the innkeeper is finished, but the tiefling is gone.

...we are sad for your loss. The time will come with your own; Lolth will not prevail.