

## The Destroyer's Cave

An Unofficial EverQuest RPG Game Adventure

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This is a side-trek adventure for six level 2 characters. It can be placed in any area that has some rolling hills or mountains. I chose to have it in the Commonlands, in the foothills area of the Serpent's Spine Mountains. It's a great follow up adventure for the Highway Robbery adventure/demo (level 1) provided on the EQ RPG web page for download. This adventure is a bit heavy on the magic items and cash, since there was pretty much nothing from the Highway Robbery adventure.

If you are using fewer characters, the adventure can be easily modified by reducing the NPC's monk's level by one and reducing or even eliminating the orc bodyguards.

My campaign has a house rule that has been incorporated in this adventure: the number of feats is not restricted. So, second level PC's and NPC's can purchase their second feat (first one they got free at first level) with training points at second level, and a third feat at third level. Plus, I've added a magic item that's typical in d20 games and appears in the SRD (d20 System Reference Document): *Ring of Protection +1* (stats are provided in the adventure).

Material for the players is presented in *italics*. Please read the entire adventure before running your players through it, to get familiar with the story line and the NPCs.

### Adventure Overview

The adventurers are added muscle to hired to guard a caravan from Seven Farthings to Freeport. As they leave the Serpent's Spine Mountains and approach the Commonlands, they see a cave in the foothills area.

The cave is the new headquarters of "The Destroyer's" which are comprised of a third level human monk, second level dark elf shadow knight, second level ogre shaman, and second level dark elf necromancer. They have hired on some orc flunkies (one 3HD captain and 8 Deathfist Pawns).

They have newly formed and are setting up a base of operations. Here they will make plans and set up attacks on farmers, caravans, etc. as well as set up bribery and extortion rackets to get money, tribute, power, etc.

None of them is as smart as they think they are and all of them have been ridiculed, slighted, etc. in their home town guilds. So, each has stolen an item of value (see each character's description) from their guildhouse and they have banded together to do the "great things they were destined to do" that their instructors just couldn't manage to see.

In time, they hope to become known as a "power" in the region, and then take control of the Freeport underground.

Neriak has been secretly funding or otherwise supporting terrorist cells in the Commonlands, Northern Ro area. They hope to cause problems for Freeport... softening it up for a future dark elf take over. The human city is too close, and has tremendous wealth and influence due to it's strategic port city location. The dark elves want it, and they want it badly. But they are patient, and they are setting up the chess pieces in a very calculated fashion.

It's ironic that "The Destroyers" are more highly thought of now that they have deserted their home towns, than when they were loyal apprentices in the normal ranks. Now, they are an active tool for the dark elves to use to further their goals.

### **Starting the Adventure**

*While guarding a caravan on it's way to Freeport, the caravan had been ambushed by a well organized group of orcs in the canyons of the Serpent's Spine Mountains. You managed to survive that encounter and continue your journey.*

*When you came out of the mountains, the view of the Commonlands was breathtaking. It's a gorgeous early fall day, sunny, blue skies, bird's circling above and singing. The air is crisp but not too cool. Some leaves are starting to change, and the reflected sunlight off the gold, orange, and red leaves makes the colors almost too bright and real to be true.*

*Now the mountains are behind you and you are in the foothills of the Commonlands.*

*About 30' feet to your left you see a cave with a 10' wide x 20' high entrance. From what you can tell, it appears to be a natural stone-walled cave. It grabs your attention because of the darkness, and creepy feeling the cave has.*

### **Methods to Get the PC's to Investigate the Cave:**

<Roll tracking check. DC 12. If successful:>

*You notice fresh new tracks going in and out of the cave, many medium sized humanoids, and one set of large humanoid footprints.*

<Regardless of the tracking check results, have the characters roll a listen check. DC 10. If successful:>

*You hear two male voices coming from the cave mouth. You can tell that they are angry and shouting at each other, but you can't quite make out the words.*

<The monk and shadow knight are arguing fiercely... they are disagreeing on their tactics for their next raid.>

<If the characters move closer to the cave entrance, they can start to make out the words (spoken in Common):>

*Rough Male Voice: I'm the boss here and what I say goes! So shut your trap and do what I say!*  
*Smooth Male Voice with Sinister Overtones: You may be the boss for now, but if you keep making stupid decisions like that one, you won't be the boss for long!*

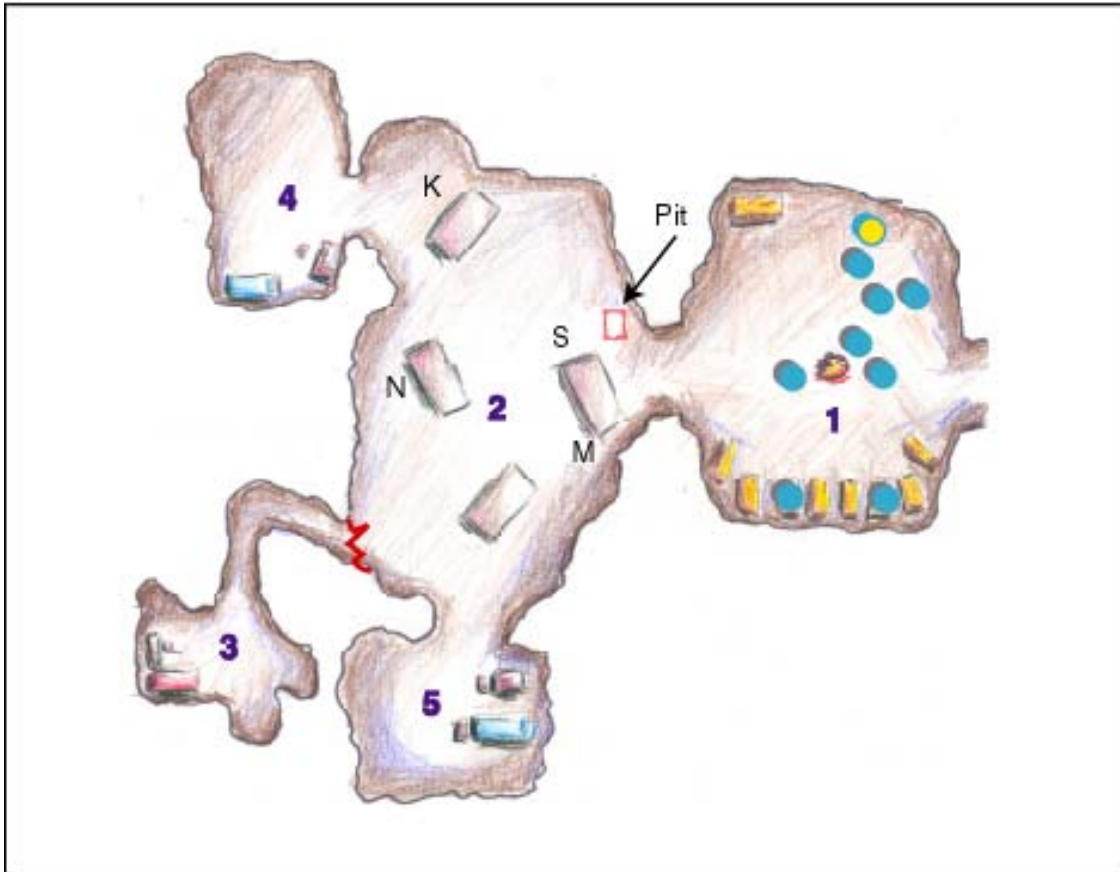
<If the listen checks also all fail, then have the orc captain and the ogre shaman, and DE necromancer happen to exit the cave just as the caravan and PC's are passing by.>

*Just as you are passing by the cave, a well armored orc, an ogre in leather armor with a hammer, and a dark elf woman in robes exits the cave. They appear to be surprised to see you and immediately duck back into the cave, and you hear a woman's voice start to shout in a commanding voice in a language you don't recognize.*

<She's having the orc's mobilize and she's letting the monk and shadow knight know that there may be intruders. She is shouting in Dark Elven so if someone in your party knows that language, tell them what she's saying. Obviously, this option is the least desirable for the PC's as they lose some element of surprise.>

The Cave Encounters:

*The Destroyer's Cave*



1. Entry Room w/Orc Guards
2. Common room w/Tables & Chairs
3. Necromancer's Quarters
4. Monk's Quarters & Office
5. Shadow Knight & Shaman's Quarters  
Storage Room

- Deathfist Pawn
- Orc Captain
- M Monk
- N Necro
- S Shaman
- K Shadow Knight

## 1 – Entry Room

*The cave entrance is 10' wide by 20' high, with a little bit of an overhang. The room is 30' wide and 40' deep, and the ceiling is 25' high. The walls are natural stone. There is a small fire in the center of the room. There are 8 untidy sleeping spots on the floor (dirty straw and blankets) to your left, and one cleaner cot off the ground along the right wall. The room appears to be filled with orcs, one quite a bit bigger than the others. You can see an opening (10' wide) in the center of the back wall.*

This room is the sleeping and social area for the guard orcs (8 deathfist orcs and 1 captain orc). They are all here. See the NPC's section for their game stats.

If all the characters manage to sneak by the orcs (DC 12, the orcs are not paying that much attention... some are asleep, some are gaming in the empty corner, some are sitting around the fire looking into the flames... see the map for exact locations), they can move to the corridor in the opposite wall without being detected.

If however, one or more of the characters fail their sneak check, or they don't attempt to sneak by, the orcs will attack the characters on sight. And the noise of the battle will alert the 4 other NPCs further in the cave. They will not come out to help the orcs, but they will use the time the characters are battling the orcs to buff themselves and set up an ambush.

## 2 – Common Room

*The archway from the orc room opens up into a large roughly circular room (a little wider than deep, approximately 50' x 30') with a slightly lower ceiling (20'). Even with the four large tables and lots of chairs, there is a lot of open space in the room. You see a 5' wide, 10' tall curtain hung on the left side of the back wall (to Room 3), a 10' wide opening on the right side of the back wall (to Room 4), and a 10' wide opening on the left wall (to Room 5). There are a number of wall torch holders on the walls and there are lit torches in them. The lighting isn't good, but it's sufficient.*

The room is set up such that if someone uses the obvious clear path into the room, they will fall into a Pit Trap. The entrance archway is mostly blocked by a table. The only safe ways into the room are over (or under) the table or by hugging tightly the right wall.

Initially the 5'x5'x10' deep pit is well hidden (spot DC 20, due to the combat immediately erupting around the observer of the room, or tracking check to see that there are no tracks in that location, DC 20; Reflex save DC 20 avoids). But if anyone or anything should fall into it, it's covering camouflage falls into the pit as well. Any who fall into the pit take 1d6 points of damage (no damage if make a successful Safe Fall check, DC 10, remember: this is a trained skill only). Climb DC to get out is 15 and takes a full round. Trap CR: 1/2

Note: if you have a rogue in the party, make sure they get their automatic search check (at with DC 22, which includes the +10 penalty) if they move within 5' of the pit trap.

Remember that if anyone is on higher ground than their target, their attack roll gets a +1.

***Scenario: Characters snuck past orcs***

The skeleton pet will notice the characters as it's actively looking for any intruders and can *See Invisible*. It will immediately warn it's master, Aalianial, and then await her instructions.

If someone is standing next to the pit, Grompsh bull rushes them to try to shove them in the pit.

Aalianial has her skeleton attack the character that appears to be the INT caster and then she ducks behind/under a table. She will use the table(s) as cover during the battle, moving as necessary to avoid those that move towards her. First, she will cast *Minor Shielding* on her pet. Then during the battle, she will cast *Disease Cloud* on all opponents, choosing first those that appear to have a weaker constitution. If she should get damaged during the fight, she casts *Lifetap* on an opponent.

***Scenario: Characters fought orcs***

If the characters fight the orcs, keep careful track of the number of rounds taken. The Destroyers in this room will take that time to buff up:

Gwompsh:

Round 1: Casts *Dextrous Aura* on himself (DEX now 17, AC now 17, Initiative now +7, Ref save now +3) [new mana total 12]

Round 2: Casts *Strengthen* on himself (STR now 17, all ATK's are +1 those listed, all damage is +1 that listed) [new mana total 10]

Round 3: Casts *Inner Fire* on himself (AC now 18, hps now 19) [new mana total 8]

Round 4: Casts *Strengthen* on Kaliel (STR now 18, all ATK's are +2 those listed, all damage is +2 that listed) [new mana total 6]

The rest of Gwompsh's mana is used for healing or blasting during the battle.

Aalianial:

Round 1: *Endure Cold* on herself [18 mana left]

Round 2: *Minor Shielding* on herself [hps now 7, 16 mana left]

Round 3: *Minor Shielding* on her pet [AC now 16, hps now 8, 14 mana left]

Both of the casters can cast a buff and move up to their speed in distance each round. So, they move into position, as they are casting their buffs.

All the NPC's move into the spots marked on the map.

Note that this battle can be made much, much more difficult if all of the NPCs all focus all of their attacks on the same PC, and/or if the four NPCs do not all position themselves in this room. If two of them appear to make a stand in the room, and then retreat to Room 3, then when the PCs follow, the other two could come out of hiding from Room 5 and catch the PCs from behind (typically having the intelligence caster within easy reach).

### 3 – Necromancer's Quarters

*This irregularly shaped, spacious (approximately 10' x25') room is cleaner and neater than any of the others. There is a clean, well-made bed in one corner, and a small writing desk next to it.*

In the desk, there is a secret compartment (search DC 13) with some letters from home and 2pp, 10gp, 300sp, one gem worth 50gp, and her spell book. In a box under the bed, there is a nice set of Courtier clothes, parchment, and quill.

One of the letters (in Dark Speech):

*Aalianial,*

*You almost disgraced the family by running out on your Master last month. We have been pleased to hear that you have redeemed yourself by aiding the cause with direct attacks on the simpering weaklings in the Commonlands. Do not fail us. None in the family can shirk their duties and live for long.*

*In hate,*

*Beliniel*

### 4 – Monk's Quarter's and Office

*This room is approximately 20' x30'. Just to the left of the doorway, there is a desk with chair and there is a clean, well-made cot in the left corner. The rest of this spacious room is covered with clean straw, giving the floor a slightly spongy feel (it's Cheenor's workout area).*

The drawer in the desk is locked (Pick Lock DC 15, Break DC 15). If the characters open the drawer, they find many papers. Most are not interesting, but a couple that you notice are:

Paper1:

In Common, on a high quality piece of parchment, written in a very elegant hand:

*Cheenor,*

*You and your party, The Destroyers, have our support, and will continue to do so unless you risk The Goal. The enclosed gems should aid you in undermining the infidel humans. May you hate with Innoruuk's Blessings,*

*Xon Quexill*

Paper 2:

In Common, on a ratty piece of hide, written in barely legible script:

*Farmer Heegnon – 5 cows, 3 sheep, 10 cp*

*Minstrel Blandish – 1 lute, 12 sp, 1 loaf of bread, 1 wineskin*

*Schoolmistress Kass – parchment, quill, books (for burning), 15 sp*

Loose rock in the back wall houses his treasure (search DC 15): 20pp, 150gp, 10 gems worth 20 gp each, 5 gems worth 25 gp each, and 1 gem worth 200 gp.

## 5 – Shadow Knight's & Shaman's Quarters and Storage Areas

*This room is approximately 30' x 30'. There are two cots jutting out from the left wall, one much larger than the other, each with a chest at its foot. The other side of the room is bursting with supplies, barrels, shelves, boxes, etc. Also in the storage room, you find a few odd items: a lute and lots of school books.*

Underneath some barrels, there is a secret trapdoor, made of stone, that leads to Room 6. Search DC 20. It's not locked, but it is stuck shut. Open Door DC 18.

Characters can restock up on supplies from this room. It has basic food and water provisions, rope, torches, cloth, etc.

There is also a compass (search DC 12).

SK's chest: locked (pick lock DC 15) and trapped (search DC 22, Disable Device DC 20) with a poisoned needle (+8 ranged atk, 1 hp + poison, fort save DC 13, initial damage 1 temporary Constitution, secondary damage 1d2 temporary Constitution). The key is in the SK's belt pouch. Contents of chest: 1pp, 40gp, 3 gems worth 30gp each, a nice set of Courtier clothes, and a dagger.

Refresher on Poison: initial damage is suffered if fail saving throw right as pricked by the needle. Secondary damage is suffered if fail the saving throw one minute after being pricked. Temporary ability damage heals 1 point per day or can be healed via the *Lifeforce* spell (2<sup>nd</sup> level cleric spell, as well as other classes at other levels, which the characters won't have yet).

SHM's chest: locked (pick lock DC 15) but not trapped. The key is on a chain around the SHM's neck. Contents of chest: 1pp, 30gp, 1 gem worth 50 gp, a traveler's set of clothes.

## 6 – Secret Room

*When you open the trapdoor, an incredibly stale, musty air whooshes past you. It's obvious that no one has come down here in a very long time. It's pitch black down there. You just see some stone steps descending into the darkness.*

<Once one or more characters descend the steps with a light source (or not if they have ultravision):>

*You find yourself in the center of a small square 15' x 15' room. Unlike the rest of the cave complex, this room, and the trapdoor and stairs leading down to it all appear as if they were crafted out of the stone by skilled stone masons. The air smells very old, musty, and vaguely disturbing. The feature that captures your attention is that all four walls are covered with carved runes.*

<If any in your group can read Elder Elvish:>

*Summary: The runes recount some ancient history of the elven race before the Serpent's Spine Mountains were raised to destroy the ancient elven homeland here in Eastern Antonica (called Tunaria by the elves).*

*The Eddar Forest spread across the entire southeastern quarter of Tunaria. Cities and villages built high into the trees housed thousands of Wood Elves, and the marble cities of the High Elves were built in the forest's clearings and meadows, their white towers and spires climbing out of the forest, higher than the tallest tree. But then came the last curse of the gods, as Solusek Ro, Lord of Flame, arched the spine of the Serpent Mountains, bringing heat from the burning sun to the ancient forest. The rivers ran dry, it rained less each year, and while the great elven druids fought long and hard, using their powerful magics to combat the change, they could only delay the inevitable. Slowly the forest gave way to desert, and eventually even great Takish-Hiz crumbled and the elves were forced to flee Tunaria, leaving much of their greatness behind. Thus began the Lost Age.*

<If any in your group can read Elvish:>

*You can't understand most of the runes, but they look familiar somehow. You are guessing that the language is Elder Elvish. A word here and there pops out at you: Tunaria, curse, magics, forest, desert*

<The characters can use the parchment and quill from the necromancer's room, or their own if they have them, to copy down the runes for later study and interpretation.>

### **On the Way to Freeport:**

As you are passing through one of the small farming villages, a young man approaches the caravan and asks if he can join you to travel to Freeport. He's a minstrel and he'd like to seek his fortune in Freeport... perhaps find an apprenticeship in a Bard guildhouse. His name is Al'dan Shandor.

## The NPCs

### Cheenor – Monk, human, male, level 3

Hps: 18 (3d8+3)

AC: 18 (+1 martial defense, +1 ring, +3 dex, +3 studded leather)

Initiative: +7

Attack: +6/+1 hand to hand OR +4/-1 hand-to-hand and +4 round kick (full iterative attack) OR (3) +5 shuriken (ranged attack, range 10', critical on 20/x2, all 3 at the same target)

Damage: 1d6+3 hand to hand, 1d8+3 round kick, 1 shuriken

Fort: +3, Ref: +6, Will: +2

Speed: 30 ft

Special Abilities: Mend (3 hps each day, use is a standard action)

STR: 16 (+3), DEX: 16 (+3), CON: 12 (+1), INT: 10 (+0), WIS: 12 (+1), CHA: 9 (-1)

Skills: Balance +6, Escape Artist +10, Listen +8, Safe Fall +4, Sneak +8, Spot +7, Swim +6, Tumble +10.

Feats: Dual Wield, Hand-to-Hand, Fire Resistance (3), Improved Hand-to-Hand, Martial Defense, Round Kick, Run (move 5x speed when running), Improved Initiative, Deflect Arrows (once per round, if hit with an arrow can ref save, DC 20, to avoid all dmg)

Equipment/Items: studded leather armor (AC+3), *ring of protection* +1 (+1 deflection bonus to AC), *Gunthak Earring* (hp+2, poison resistance 2, Knowledge (poison) +1, Tradeskill (make poison) +1), 30 shuriken, 5pp

Cheenor uses his Tumble skill when necessary to move around during the battle while avoiding attacks of opportunity. (DC 15 to tumble up to 20 ft through threatened spaces with provoking any AoO's)

Cheenor insists on keeping torches lit in the Common room and in his office. Since he's human, he can't see as well as his companions.

If the battle seems to be going against them, Cheenor won't hesitate to run, and with his Run feat, he will be very hard to catch.

**Aalianial – Necromancer, dark elf, female, level 2**

Hps: 5 (2d4-2)

AC: 17 (+4 dex, +3 gossamer robes)

Initiative: +4

Attack: spells

Damage: n/a

Fort: +3, Ref: +4, Will: +4

Speed: 30 ft

Special Abilities: Ultravision

STR:10 (-1), DEX: 18 (+4), CON: 9 (-1), INT: 20 (+5), WIS: 12 (+1), CHA: 6 (-2)

Skills: Hide +6, Meditation +5, Channeling +4 (+8 for casting defensively), Spellcraft +10, Spot +3, Listen +3, Intimidate +0, Language (Elven) +4, Language (Ogre) +4, (others will not be pertinent for the encounter)

Feats: Combat Casting, Great Fortitude

Equipment/Items: *Gossamer Robes* (*raw silk armor* +1, AC+3 [bonus type: None], max Dex +9, check +0; hardness 1, 3 hp, Break DC 22), scroll of *Lifetap*, scroll of *Invisibility to Undead* (*clr, 4th*) [she mistakenly thought this was the 1<sup>st</sup> level necro version of the spell], 10 pp, 30 gp, 150 sp

Mana: 20

Spells: DC = 16 (1<sup>st</sup> level spells)

1: Cavorting Bones – Summons type 1 skeleton pet [3 mana, permanent duration... already cast]

1: Disease Cloud – 1 disease dmg + 1 dmg every 2 rounds for 20 rounds [2 mana, 120 ft range, fort neg]

1: Lifetap – siphons 2 hps (magic dmg) from target [2 mana, 30 ft range, fort half]

1: Minor Shielding – armor bonus +2 AC, buff bonus +2 hps [2 mana, 20 min duration]

1: Endure Cold – buff +2 on saves vs cold & cold resistance (8) [3 mana, 30 ft range, 20 min duration]

1: Reclaim Energy – dismisses pet and reclaims some mana [dismiss pet and get 1 mana back]

***Type 1 Skeleton Pet Stats:***

Hit Dice: 1d12 (6 hps)

Initiative: +1 (dex)

Speed: 30 ft

AC: 14 (+1 size, +1 dex, +2 natural)

Attacks: short sword +0 melee

Damage: short sword 1d6-1

Face/Reach: 5 ft by 5 ft/ 5 ft

Special Qualities: Undead, See Invisible, Immunities

Saves: Fort +0, Ref +1, Will +1

Abilities: Str 9, Dex 13, Con -, Int 2, Wis 9, Cha 1

**Undead:** Immune to poison, sleep, paralysis, stunning, death magic and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage

trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not affected by attacks or spells of a mind-affecting nature.

**See Invisible (Su):** A skeletal companion can continuously *see invisible* as the spell.

**Immunities (Ex):** A skeletal companion is immune to cold-based attacks, and take only half damage from piercing or slashing weapons.

The skeleton's job is to keep a look out (with it's continuous *See Invisibility* and lack of need for sleep and flawless loyalty, it's perfect for the job).

The skeleton pet is not much of a threat, but it can flank opponents, giving its companions a nice benefit.

### **Gwompsh – Shaman, ogre, male, level 2**

Hps: 16 (2d8+2+1)

AC: 16 (+5 breastplate, -1 size, +2 dex)

Initiative: +6

Attack: two handed hammer +3 <OR> slam +3 <OR> hammer +1 and slam +1

Damage: two handed hammer 2d6+2 (crit 20/x2, slow), slam 1d6+2

Face/Reach: 5 ft by 5 ft/ 10 ft

Special Qualities: Infravision, Fire resistance (3), +4 to saves vs. any *dazing* or *stunning* effect

Fort: +3, Ref: +2, Will: +6

Speed: 20 ft

STR: 14 (+2), DEX: 14 (+2), CON: 13 (+1), INT: 10 (+0), WIS: 16 (+3), CHA: 4 (-3)

Skills: Meditation +5, Channeling +6, Spellcraft +5, Listen +5

Feats: Improved Initiative, Combat Casting (+4 to channeling checks to cast defensively), Slam

Equipment/Items: breastplate armor, *Bronze Spider Totem* (hp+1 [augmentation], mana+2 [augmentation], wt 0.8 lbs), two-handed hammer, spell book with Shaman spells listed below, scroll of *Endure Cold* (Gwompsh failed his spellcraft check to learn this spell), 10gp, 50 sp.

Mana: 14

Spells: DC = 14 (1<sup>st</sup> level spells)

1: Minor healing – 1d10 hps [2 mana, free action]

1: Burst of Flame – 1d6 fire dmg [1 mana, 120 ft range, fort half]

1: Strengthen – STR+3, buff bonus [2 mana, 20 minutes, 30 ft range]

1: Dextrous Aura – DEX+3, buff bonus [2 mana, 20 minutes, 30 ft range]

1: Inner Fire – +1 AC (insight bonus), +3 hps (buff bonus) [2 mana, 20 minutes, 30 ft range]

1: True North – sense true north direction [1 mana]

A technique that Gwompsh likes to use is to Bull Rush opponents into the 10 ft deep pit near the corridor entrance to Room 2.

Review of Bull Rush rules:

Attacker moves into defender's space (provoking AoO from anyone who threatens that space, with a 25% chance that the defender is hit instead. Attacker and defender make

opposed Strength checks, w/ larger person getting +4 for each size category larger, i.e., +8 against a halfling, +4 against an erudite. If charging, get +2 bonus, with -2 AC (note: if charging, can move double speed, i.e., 40 ft, and still attack with the bull rush).

If attacker wins the opposed Strength check, he pushes the target back 5 feet, and, optional, may move the target an additional foot for every point by which the Strength check exceeded the defender's. However, the attacker (and thus defender) cannot exceed the attacker's movement limit for the round.

If the defender wins the opposed Strength check, he stays where he is and pushes the attacker back 5 ft in the direction he came. If the bull rush failed by 5 or more points, the attacker falls prone at this spot.

**Kaliel – Shadow knight, dark elf, male, level 2**

Hps: 19 (2d10+4+2)

AC: 20 (Dex +1, armor +6, shield +3)

Initiative: +2

Attack: broadsword +5, longbow +4

Damage: broadsword 1d10+2, longbow 1d8

Fort: +5, Ref: +2, Will: +2

Speed: 20 ft

Special Abilities: Harm Touch (1/day, as attack action, or extra attack with iterative attacks, melee touch attack at +4 for 6 pts dmg, with fort save for half, DC 13). Disease resistance (3), Cold resistance (4), +2 on saving throws against disease, +1 vs cold. Ultravision  
STR: 15 (+2), DEX: (+2), CON: 14 (+2), INT: 14 (+2), WIS: 10 (+0), CHA: 6 (-2)

Skills: Hide +8, Intimidate +2, Knowledge (monster lore [undead]) +6, Knowledge (warcraft) +4, Ride +6, Taunt +3

Feats: Power Attack (take penalty on attack roll, if hit, add that penalty amount to the dmg roll), Weapon Focus (broadsword)

Equipment/Items: Banded Mail (AC+6), *Black Chitin Leggings* (hp+2 [augmentation], mana+2 [augmentation], wt 7.5 lbs), broadsword, *Velium Round Shield* (+2 small shield, AC+3 [enhancement], cold resistance (4) [enhancement], cold save +1 [enhancement]; arcane failure 5%, check +0; hardness 22, 18 hp, Break DC 28), longbow, 20 arrows, 30 gp

Remember, firing a ranged weapon at a creature (target) engaged in melee combat automatically suffers a –4 penalty to his ranged attack, unless the target is at least 10 feet away from any other creature.

**Hoggle – Orc captain, 2 HD**

Hit Dice: 3d8+6 (19 hps)

AC: 17 (+2 natural, +1 dex, +4 chain shirt armor)

Initiative: +0

Attack: scimitar +4 melee

Damage: scimitar 1d6+4 (critical: 18-20/x2)

Fort: +4, Ref: +1, Will: +0

Speed: 30 ft

Special Qualities: Ultravision

STR: 18 (+4), DEX: 12 (+1), CON: 14 (+2), INT: 8 (-1), WIS: 10 (+0), CHA: 5 (-6)

Skills: Listen +6, Spot +6, Hide +2

Feats: Alertness (bumped the listen and spot skills up), Power Attack

Alignment: DN

Faction: Deathfist Orcs, The Destroyers

Equipment/Items: chain shirt armor, short sword, 10 sp, 30 cp

**Deathfist Pawns – 1/2 HD (quantity 8)**

Hit Dice: 1d8+1 (4, 4, 5, 5, 5, 6, 6, 7 hps)

AC: 14 (+1 natural, +3 hide armor)

Initiative: +0

Attack: short sword +2 melee

Damage: short sword 1d6+2

Fort: +3, Ref: +0, Will: +0

Speed: 20 ft

Special Qualities: Ultravision

STR: 15 (+2), DEX: 11 (+0), CON: 13 (+1), INT: 6 (-2), WIS: 10 (+0), CHA: 5 (-6)

Skills: Listen +5, Spot +5

Feats: Alertness (bumped the listen and spot skills up)

Alignment: DN

Faction: Deathfist Orcs, The Destroyers

Equipment/Items: hide armor, short sword, 10 cp each

The orcs attempt to flank their opponents. They fight to the death as they are terrified of their new masters... and will not disobey their orders.

## Experience Points to Award

The following experience point awards are very much a function of my campaign and the speed at which my players and I want to see the characters level up, based on how often we can play per month. So, if this seems a little high for you, feel free to cut back on the XP's awarded.

Average Party Level: 2

(8) 1/2 CR orcs [4 x 700 = 2,800]

(1) 2 CR orc [1 x 1,400 = 1,400]

(3) 2 CR NPCs [3 x 1,400 = 4,200]

(1) 3 CR NPC [1 x 2,100 = 2,100]

Total of individual monsters = 10,500

x 2 (difficulty factor, taking into account the environment, i.e. likely prebuffing of bad guys, multiple bad guys at once, etc.)

= 21,000

Pit Trap: 1/2 CR [350]

Poison Needle Trap: 2 CR [1,400]

+ 1,750 XP for traps

22,750 / 6 = 3,792 xp per party member.

Approximate cash value to the party = 2194 gp [assumes all magical items are kept]

Per character (/6) = 365 gp

## Credits

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**Publisher:** BlueGriffon Press

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