

The Broken Plain

Instant Adventure for 4-6 characters levels 3-5



Throughout the summer months, orc warbands have been striking out of the Broken Plain across the Nonddharya River, raiding human settlements all along the frontier. For weeks, as you have traveled throughout the North, the seemingly endless hordes of orcs are all anyone talks about. Farmers fear for their crops and livestock, villagers fear for their families and homes, and soldiers fear for their lives.

One band in particular, the Bloody Hatchet tribe, has become infamous throughout the region. The tribe's warchief, Rexar, is reputedly an orc-ogre halfbreed and a fearsome opponent on the battlefield. Local legend has it that Rexar has sacked more than a dozen villages, specifically targeting churches and shrines and stealing their sacred icons before burning them to the ground.

Now, the word is out that orcs have been spotted in the forests near Goodland, a small village on the Nonddharya River. Lord Reisling, the frontier baron whose responsibility it is to protect Goodland, is reportedly offering bounties and rewards to anyone who can turn back the orcs and protect the village.

There have been sightings of Rexar's bloody banner in the area. Can you stop the orog warrior from raising it over the burning ruins of Goodland?

FANTASY FLIGHT GAMES

fantasyflightgames.com

© 2001 Fantasy Flight Games. All rights reserved.



\$3.95

DD07

ISBN: 1-58994-000-8

LEGENDS & LAIRS \$ 3.99

INSTANT ADVENTURE



The Broken Plain

by John R. Phythyon, Jr.

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®



Series I

Number 7

How to Use This Product

This adventure takes place in the world of Menarra, the setting of Fantasy Flight's bestselling *Diskwars* fantasy battle game. This provides a convenient frame of reference, but the adventure is specifically designed to be easily incorporated into any existing D&D campaign. Feel free to alter the names of places and characters and customize the details of the adventure to fit your own world.

You should be able to run this adventure in a single game session. You should read it through at least once and study those sections you will need to know well. In particular, you should familiarize yourself with the features and capabilities of new monsters and magic items introduced in the adventure. You may also wish to photocopy the map on pages 8 and 9, both for your own reference and to show to the players, if appropriate.

Dungeons & Dragons®

This adventure requires the use of the *Dungeons & Dragons® Player's Handbook, Third Edition*, published by Wizards of the Coast.® You won't be able to run the adventure without it.

LEGENDS & LAIRS
Instant Adventures
By Fantasy Flight Games

DD01 The Hidden Vault
DD02 Darkwoods' Secret
DD03 Raid on Tonwell
DD04 The Fifth Sepulcher
DD05 Olenar's Heartstone
DD06 Raven Mine
DD07 The Broken Plain
DD08 The Dragon's Wish

Look for 8 NEW
Legends & Lairs
Instant Adventures
in April 2001!

Adventure has just found you!

THE BROKEN PLAIN

By John R. Phythyon, Jr.

DM BACKGROUND

Like a terrible summer storm, hordes of orc tribes have swept across the Broken Plain, cutting a swath of death and destruction everywhere they go. With the orc tribes united under the dark banner of Llovar, the carnage they have wreaked is far greater than any previous campaign.

One tribe in particular, the Bloody Hatchet, has proven more fearsome and destructive than all the rest. Led by the fierce chieftain, Rexar, a terrifying half-orc/half-ogre (orog), they have cut a bloody path across the Broken Plain. All that stands between them and another fiery conquest is a brave band of adventurers...

ADVENTURE SUMMARY

The Broken Plain is a d20 System adventure designed for 4–6 characters of levels 3–5. The details of Goodland have been left deliberately vague so that you can substitute a riverside town from your own campaign world.

The adventure pits your PCs against two rival orc factions. The first, the Bloody Hatchet, is the more powerful of the two. It is run by the orog warrior, Rexar, and is the most formidable force the characters will face. Rexar has run his army across the Broken Plain conquering as many human villages as he can. In particular, he is interested in the religious icons of each village. The people of these villages believe the icons bring them good fortune and blessings from the gods. Rexar believes that by capturing these, he can bring more divine favor upon his own army, while simultaneously reducing the divine influence on his human enemies.

However, Rexar's success has its own price. He has a jealous rival in Gryxl, a warrior in the Putrid Flesh tribe. Gryxl's force is considerably smaller than Rexar's, but he is crafty (for an orc), and he seeks an opportunity to disgrace and depose his rival, thereby gaining more glory for himself. He knows that he can't just outright assassinate Rexar. For one, his rival is much more powerful than Gryxl is, and for another, the Council of Chiefs would not approve. Thus, he seeks opportunities to gain fame for himself and bring disgrace to Rexar.

In this adventure, both armies approach the small village of Goodland. Gryxl gets there first and hopes to take the town before Rexar's army arrives. What he doesn't count on is the PCs being there to stop him. But when Rexar's army arrives the next day,

Gryxl sees his chance. While Rexar's army is engaged with the PCs, Gryxl can attack both the PCs (thereby saving the day for the orc army) and Rexar (thereby killing his rival). The PCs are caught in the crossfire of this orcish power struggle and must deal with both factions while trying to save Goodland from the ravages of the invaders.

SETTING UP THE ADVENTURE

There are several ways to use this adventure. You can have a local lord, over-extended by orc raids all over his territory, hire the PCs as mercenaries to help him deal with the problem. He'll pay each of them 500 gp to help smash the orc offensive, and he'll offer a bonus bounty of 1,000 gp if they can bring him Rexar's head.

Alternatively, you could use this as a sort of extended wilderness encounter while the PCs are *en route* to another adventure. While traveling the Broken Plain, they come upon the village of Goodland, perhaps stopping there for the night. The town council, seeing an armed band of adventurers, begs them to help since there have been a spate of orc raids in the area, and Rexar's army was spotted in the general vicinity two days ago.

Regardless of how you get the characters to Goodland, they should have heard of Rexar. He's made quite a name for himself in the region over the past few months. Because he's half-ogre, he's considerably larger than his orcish comrades, and his prowess in battle has taken on legendary proportions.

One word of warning: Make sure your PCs are fresh and well equipped before running this adventure. While it's designed for

character levels 3–5 and only features orcs as the adversaries, there are a lot of orcs to deal with in this adventure. It should challenge a group of 4–6 characters, and you won't want them to be handicapped by an inadequate supply of healing spells or potions, lack of ammunition, or being at less than full health.

SETTING UP SHOP IN GOODLAND

You can read the following boxed text to the players when they arrive in Goodland.

You arrive in the small village of Goodland by mid-afternoon on a gray overcast day. The wind blows slightly, but the clouds are too high to indicate a storm may be approaching.

The village itself is small. Set on the tranquil Nonddharya River, there are a few small buildings clustered together before they spread out to small farms on the outskirts of the town. There is a small forest to the west of town.

Goodland is a small farming village set on the Nonddharya River. It is home to about 150 people. The major crop is wheat, and there is one small mill for gristing. Some fishing is done from the river to supplement the diet of the locals, but it is by no means a major industry in the village.

A village council comprised of elder citizens rules Goodland. Sheriff Brin maintains law and order and is responsible for defending the town against invaders. He has five deputies to assist him (see page 15).

The center of the town contains a smithy, a tavern where most of the locals gather at night, various shops, and the town hall. A small shrine in this last structure is where the village's icon is kept, a statuette of an ancient fertility goddess that is said to bless the crops and keep the harvests plentiful. All of the buildings are functional but by no means stout. They can withstand the elements but make poor defensive outposts.

When the characters arrive and assess the situation, have them all make an Intelligence check (DC 10). Those who succeed have heard the rumor that Rexar likes to steal religious icons. Thus, when he attacks, it is likely he will seek out the statuette, which makes the town hall a good place to find him in the midst of the battle if he is able to penetrate whatever perimeter the characters set up.

Give the PCs plenty of time to study the map of the town (see pages 8–9) and make whatever plans they like. Sheriff Brin of course volunteers his staff to aid in the defense of the village. He's a likeable man who's grateful to have experienced adventurers on hand. He remains skeptical that such a small force can contend with Rexar's army, but he likes his chances a lot better with the PCs than without them. The village can produce about 50 people capable of aiding in the defense, but none of them are trained fighters. Each has 2 hp, an AC of 10, and a base attack modifier of +0. They fight with pitchforks, scythes, staves, and other improvised weapons.

In general, the first part of the adventure is intended to set up the basic situation and allow the players to become familiar with



the town. Allow it to take as long as you need to make sure everyone understands what is happening.

GRYXL ATTACKS

During the night, Gryxl launches an attack on the town. His spies have learned that Rexar is heading towards Goodland with the intention of making it his next conquest. Gryxl has rushed his troops to get there ahead of the orog. He camps in the small forest outside the town and waits for night to fall.

A couple hours before midnight, his forces rush out of the trees and attack the town. He has 60 orcs with him armed with battleaxes (see page 15 for stats). If the characters have set up a perimeter defense or a guard, they will see the orc horde before it actually gets to the village. However, if it is just one or two people on guard, they will realize right away that they are outnumbered. NPCs such as the deputies or Sheriff Brin will sound a call for help and fall back to a better position. PCs can do as they like, but it is all but impossible for even the full party to turn the orcs away prior to their arrival in the village. NPC villagers will break and run if a PC or one of the town officials isn't there to keep them steady.

Read the following boxed text to the players when the attack begins.

A cry of alarm breaks through the darkness, and shouting follows soon after. As you rush out to see what is happening, people start screaming. A moment later, you see a horde of orcs rushing into the village from the west, their battleaxes raised above their heads and lust for killing in their eyes.

The orcs reach the village in two rounds and start hacking and killing everyone in sight. They are wearing shabby mustard-colored tabards over their armor, emblazoned with the symbol of the Putrid Flesh tribe (a grotesque, rotting head). When the PCs encounter them, give everyone a Spot check (DC 15) to notice this. Those that make it realize something is wrong. They don't know who these orcs are, but they are sure that this isn't Rexar's army.

The orcs' battle plan is simply to overrun the village. Thus, no PC should ever have to fight more than four or five orcs at a time. Assign opponents to the characters based on their individual strengths. Fighters and barbarians can handle more orcs than rogues and bards, for example. The idea is to give the PCs a bit of a warm up before Rexar's army arrives. You can soften them up a little bit, but you don't want them to be in too much trouble right away. Remember, the orcs have lots of villagers to attack too.

This battle goes on until the tide begins to turn against the orcs. In general, the scene should be chaotic, since the attack was something of a surprise, and there's only the party and the five constables who have any idea how to deal with this type of situation. Intersperse the combat with scenes of villagers being hacked to pieces, people running and screaming, and orcs sacking the village.

When the orcs have lost a third of their number (20 orcs), they have to make a morale check (DC 15). If they fail it, they turn tail and run back to the forest. If they make it, they keep fighting. However, once half the orcs have been killed, the rest of them flee.



The players can try to pursue them into the forest, but keep in mind that it's dark and there's still as many as 40 orcs to find. Also there's still a lot of chaos in the village the characters should have to deal with.

In any case, Gryxl should escape. To assure this, don't have any of the PCs encounter him during the battle. They should only fight his minions. If Gryxl doesn't survive this encounter, he can't counterattack Rexar later in the adventure. If you have characters looking specifically for the leader, have them encounter one of Gryxl's lieutenants (who have the same stats as the rest of the orcs in Gryxl's army). These orcs seem to be leading others and giving them their orders.

AFTER THE BATTLE

The orcs flee back into the woods from which they came. After a few moments, pursuit becomes difficult, and you realize that you've got other problems with which to deal.

Once you get back to the village, you ascertain that about 30 villagers were killed in the attack, among them Sheriff Brin. His head lies a few feet from where he fell, a grisly reminder of the orcs' savagery.

At the end of the battle, the PCs discover that Sheriff Brin has been killed. He fought Gryxl directly and was overmatched by the crafty orc's longsword. This news greatly disheartens the villagers,



shaking their already tenuous morale. If one of the PCs was fighting alongside Sheriff Brin in the battle, you should attempt to separate them so the PC doesn't confront Gryxl in this battle. Perhaps a woman and children are being threatened by orcs nearby, and when the PC goes to save them, the sheriff is cut down.

Once the orcs have been defeated, allow the players to take stock of their situation. Give them a chance to heal their wounds and make further plans. They also should realize that something is amiss. Those characters who made a Spot check during the fight will know that the attacking orcs weren't wearing Rexar's colors (blood red and black). In addition, any character that makes a Wisdom check (DC 10) knows the attack was inconsistent with his usual tactics. Rexar prefers to attack at dawn, not during the night, and he usually has a much more organized battle plan. These orcs simply came rushing in, their formations scattered in a chaotic charge.

What the PCs choose to do with this information is up to them. They can post sentries if they like, but they won't get much warning before the next attack.

REXAR ATTACKS

Just before dawn of the next day, Rexar arrives and deploys his army. If the characters posted sentries, they'll spot the vanguard of Rexar's forces setting up northeast of town and be able to sound the alarm before the attack begins, allowing the PCs to get organized. However, if any of the PCs were on watch and got less than four hours of sleep during the night, that character has a -1 circumstance penalty to all actions due to exhaustion.

Read the following text to the players.

As a grey dawn breaks over the horizon, you hear another cry of alarm. It only takes a moment to see what prompted it. Situated on a hill northeast of the village is a force of at least 50 orcs. In the dim light, you can just make out the grim banner of Rexar—a notched axed dripping blood in a black circle set on a blood-red field—flapping in the breeze.

After a moment, you realize that Rexar is indeed a superior general to the one you fought last night. He also has troops in flanking positions on either side of the town, leaving the village's only retreat into the river. Cursing your luck and the orcs' silent approach, you realize you are trapped.

Rexar has planned a three-pronged attack. He has 150 orcs at his disposal, and divides his forces evenly (see map, pages 8–9). He sends 50 orcs to each of the village's flanks, and maintains the remaining 50 southwest of town, putting the river at Goodland's back. Each flanking force is comprised of 25 orcs armed with short spears and short swords, and another 25 carrying morningstars and short swords. The vanguard southwest of the city is made up of 25 archers with shortbows and daggers, and the remaining 25 carry long spears, battleaxes, and large wooden shields.

Rexar's plan is simple. On his command, the archers fire lighted arrows into the village. The orcs with shields hold back to protect them from missile fire, and set their spears against any charging opponents. Two rounds after the shooting starts, the two flanking forces charge the village. The orcs with the short spears lead the charge, goring anyone who gets in their way. Those with the morningstars follow behind them and engage anyone who survives the charge. It takes the charging orcs 3 rounds to reach the village proper, but they will hit any perimeter defenses after 2 rounds. If there is such a force, the spear-wielding orcs charge right through them (performing Move Through maneuvers) and keep heading for the village. The orcs with the morningstars stop to engage them, moving on once they have successfully smashed the force.

Once the flanking orcs have made it to the village, Rexar signals a charge of his own. At this point, the orcs with long spears rush into the village and complete the trap. Once there, they trade out their spears for battleaxes and begin cutting their way through town. The archers remain back.

Rexar has three elite lieutenants (see page 13) who work as sub-commanders. Two of them captain the flanking units, and the third rides with him as a personal guard. Characters who fight the flankers will have to deal with these orcs right away since they lead the charge. Anyone who wants to fight Rexar must also face his guardian.

Give the players an opportunity to assess the situation before the attack begins, but keep things tense. Ask them what they are doing and demand immediate answers from them. You should give them a chance to organize their forces, but unless a perimeter defense was installed prior to Rexar's arrival, don't let them make elaborate plans. Hustle them along, and, after a minute or two of real time elapses, start the attack.

After two rounds of fire from Rexar's archers, half the town should be ablaze unless the players have thought to organize a team of volunteers to deal with the fires. If that's the case, only about a

Goodland



Fields

River

Tavern

Town Hall

Mill

Fields

Stables

Scale: One Square
Equals 25 Feet

Hill

Key



Forest



Road



Shops/
Homes

Rexar's Battle Plan

25 Followers
25 Chargers

25 Archers
25 Blockers

25 Followers
25 Chargers

quarter of the town will be burning when the flanking forces start their charge.

At this point, Gryxl has been alerted to what is happening by all the noise. He sees an opportunity to win fame for himself and depose his rival in one fell swoop. He chooses to attack again, thus "saving" Rexar's forces from the mighty adventurers. He also seeks Rexar out in the battle, hoping to kill him and blame it on the PCs.

Gryxl has whatever forces remain to him after the battle with the PCs the night before. He also has 20 reinforcements armed exactly like his original troops that arrived in the night after the battle. He starts his charge one round after the flankers begin theirs.

Once again, make sure that you are assigning opponents appropriate to the toughness of the PCs. You can get a little tougher here since there are a lot more orcs, but keep in mind that there are all those villagers to kill, too, and you want to set up a confrontation between the PCs and Rexar.

Once again, emphasize the sheer chaos inherent in the battle. The PCs and the deputies are the only characters trained to combat the orc menace, and the constabulary is comprised only of 1st level Warriors whose skill in battle is questionable. The sheer number of attacking orcs easily overwhelms the villagers who fight as bravely as they can against a vastly superior force. The PCs will be almost solely responsible for turning the tide of battle. Constantly intersperse scenes of burning buildings, villagers screaming and running away, and orcs savagely murdering any human they can run down. While the PCs should be able to kill loads of orcs, they should get a sense that the situation is desperate. If you can make them believe that this might be their last stand, you can heighten the tension of the battle.

Keep in mind, however, that your players probably can't hope to defeat all of the orcs. Short of a well-placed fireball wiping out scores of orcs at once, it's unlikely that the PCs can kill all of the invaders. The key to winning this battle is to kill Rexar. The orog cuts an imposing figure, and all of his soldiers are afraid of him. They will never surrender or flee so long as they believe he is alive. They fear retribution from him much more than they fear death. When he dies, however, they will become much more afraid of the PCs, who will appear to have killed a demigod.

You should therefore let the battle proceed for a few rounds, and then move the characters towards a confrontation with Rexar himself. He begins the battle on a hill overlooking the village to the southwest with the vanguard of his army. Any characters who try to approach that force will be able to spot him, but they will have to go through a third of his army to get to him, and, in addition to the blocking force with the spears and shields who stand in the characters' way, Rexar will order his archers to shoot at anyone attempting to mount a counterstrike against him before he is ready to charge.

Rexar begins his charge five rounds into the battle. In the first two rounds, the shooting begins. On the third round, the flankers start their attack. After three rounds they reach the village, and Rexar orders his force to attack. It takes another three rounds for the vanguard to reach the village. Thus eight rounds into the fight, Rexar hits the village. He heads straight for the town hall to capture the icon. It takes him an additional two rounds to get there unless a



PC engages him before he arrives. Even then, he will attempt to leave his lieutenant to fight the interloper and continue his quest for the prize. Thus, a character waiting for him at the town hall will meet Rexar 10 rounds after the fighting begins. Keep this timetable in mind when tracking where Rexar is if any PCs try to engage him before he reaches the town hall.

If no one is waiting for him at the hall, Rexar crashes in to find the statuette on the following round. In another round, he seizes it and emerges on the third round. If no PCs have encountered him by this time, move them to his location. Tell them that their fighting has moved them to the town hall, where they see Rexar holding the statuette aloft triumphantly. If his lieutenant is still alive, he moves to intercept any attackers and defends Rexar with this life.

One round after a PC first engages Rexar, Gryxl arrives with a contingent of five orcs from his army. Gryxl dispatches his subordinates to deal with the PCs and any of Rexar's orcs and attacks Rexar himself. Thus, the PCs have to deal not only with Rexar and his lieutenant, they must also contend with five orcs from the Putrid Flesh tribe and Gryxl. Both Gryxl and Rexar fight to the death, unless Gryxl is the only orc left alive in this skirmish and all or most of the PCs are still up and looking fit. If that's the case, he flees. Otherwise, if Rexar is killed first, Gryxl turns on the player characters, attempting to complete his coup.

Once both Rexar and Gryxl have been killed, their armies' resolve vanishes. Any remaining orcs turn to flee from the characters. Some may be able to get away with their lives, but they give no thought to an organized retreat. They abandon their supplies and

simply run for it. The PCs can choose to hunt them down or let them get away. How many orcs survive depends entirely on how many the PCs were able to vanquish. Figure out how many orcs the PCs killed and then add 20% of that number to represent how the villagers fared.

AFTERMATH

Once the orcs have fled, the first priority will be putting out the fires and preserving what's left of the village. Despite the confusion, one of the village elders wisely organized a fire detail (unless one of the PCs thought of it first). People have been running with buckets from the river to combat the fires in the village. With PC assistance, this process can be speeded up. However, the orc attack was devastating, and unless a player character thought to organize a fire detail early on or a spellcaster has a means of getting a lot of water from the river in a hurry, three quarters of the village is destroyed before the fire can be put out. If something is done to prevent this, about half the town can be saved.

Rexar's archers flee as soon as they are approached after the battle. They leave behind Rexar's supplies and ill-gotten gains. In addition to several weeks' worth of rations and supplies, Rexar has amassed a treasure trove of 20,000 cp, 4,000 sp, and 300 gp. Rexar also wears a ring made of electrum and set with rubies worth 2,000 gp. His army employed 20 slaves the characters can emancipate.

As for Gryxl's orcs, few of them survive the battle, and they flee back into the forest. The PCs can track them down with little difficulty, finding their base. Once they are dispatched, their trea-

sure can be claimed as well. There is a large sack containing 530 sp and a finely wrought gold bracelet worth 90 gp. Most of Gryxl's treasure was carried on his person. He wore a gold torque set with tourmaline worth 100 gp and wielded an impressive steel longsword with a silver handle and onyx set in the pommel. The sword is a masterwork blade and is worth 900 gp.

If a local lord hired the characters, they can return to his castle with Rexar's head to receive their 1,000 gp bonus. He also gives them his thanks and may, at your discretion, hire them to deal with other problems he is having. If a significant portion of Rexar's army escapes, the Baron will certainly ask the PCs to hunt them down and destroy them. The PCs could also undertake this mission on their own.

NPC SECTION

REXAR, LEADER OF THE BLOODY HATCHET TRIBE

2nd level Barbarian: CR 4; SZ L (humanoid); HD 3d8 + 2d12; hp 41; Init +0 (Dex); Spd 30 ft.; AC 17 (-1 size, +3 natural, +5 armor); Atk: orc double axe* +5 melee (1d8/1d8, Crit x3) or great sword* +5 melee (2d6, Crit 19-20/x2); Face 5 ft. by 5 ft.; Reach 10 ft.; SA Rage 1/Day, Fast Movement, Uncanny Dodge; SQ Darkvision; SV Fort +7, Ref +0, Will +0; Str 19, Dex 10, Con 13, Int 10, Wis 10, Cha 9; AL CE. Skills: Climb +4, Intimidate +4, Intuit Direction +4, Jump +4, Wilderness Lore +4. Feats: Cleave, Power Attack.

* Because Rexar is Large, he can wield these weapons one-handed with no penalty.

Rexar's Elite Lieutenants, 2nd Level Warriors: CR 1; SZ M (humanoid); HD 3d8; hp 16 (x3); Init +0; Spd 20 ft.; AC 14 (+4 armor); Atk: battleaxe +4 melee (1d8, Crit x3) or longsword +4 melee (1d8, Crit 19-20/x2); Face 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +5, Ref +0, Will -1; Str 15, Dex 10, Con 12, Int 10, Wis 9, Cha 9; AL CE. Skills: Intimidate +4, Jump +4, Listen +4, Spot +2. Feats: Alertness, Combat Reflexes.

REXAR'S ARMY (150 ORCS)

50 Chargers: CR 1/2; SZ M (humanoid); HD 1d8; hp 4 (x50); Init +0; Spd 20 ft.; AC 14 (+4 armor); Atk: short spear +2 melee (1d8, Crit x3) or short sword +2 melee (1d6, Crit 19-20/x2); Face 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8; AL CE. Skills: Listen +2, Spot +2. Feats: Alertness.





GRYXL, LEADER OF THE PUTRID FLESH TRIBE

3rd Level Warrior: CR 2; SZ M (humanoid); HD 4d8; hp 28; Init +1; Spd 20 ft.; AC 15 (+1 Dex, +4 armor); Atk: longsword +7 melee (1d8, Crit 19–20/x2); Face 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +5, Ref +1, Will +0; Str 15, Dex 12, Con 13, Int 11, Wis 8, Cha 10; AL CE. Skills: Intimidate +1, Jump +4, Climb +4, Listen +2, Spot +2. Feats: Alertness, Weapon Focus (Longsword).

Gryxl's Troops (60 orcs + 20 reinforcements): CR 1/2; SZ M (humanoid); HD 1d8; hp 4 (x80); Init +0; Spd 20 ft.; AC 14 (+4 armor); Atk: battleaxe +2 melee (1d8, Crit x3); Face 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8; AL CE. Skills: Listen +2, Spot +2. Feats: Alertness.

SHERIFF BRIN

2nd Level Warrior: CR 1; SZ M (humanoid); HD 2d8+4; hp 18; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 armor); Atk: longsword +5 melee (1d8, Crit 19–20/x2) or light crossbow +4 ranged (1d8, Crit 19–20/x2); Face 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +3, Ref +0, Will +0; Str 16, Dex 15, Con 15, Int 11, Wis 8, Cha 12; AL LG. Skills: Jump +2, Spot +3, Swim +4. Feats: Alertness.

Sheriff Brin's Deputies, 1st Level Warriors: CR 1/2; SZ M (humanoid); HD 1d8; hp 8 (x5); Init +0; Spd 30 ft.; AC 12 (+1 Dex, +1 armor); Atk: short spear +3 melee (1d8, Crit x3) or dagger +3 melee (1d4, Crit 19–20/x2); Face 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +2, Ref +0, Will +0; Str 13, Dex 12, Con 11, Int 9, Wis 8, Cha 10; AL LG. Skills: Jump +2, Spot +3, Swim +3. Feats: Alertness.

50 Followers: CR 1/2; SZ M (humanoid); HD 1d8; hp 4 (x50); Init +0; Spd 20 ft.; AC 14 (+4 armor); Atk: morningstar +2 melee (1d8, Crit x2) or short sword +2 melee (1d6, Crit 19–20/x2); Face 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8; AL CE. Skills: Listen +2, Spot +2. Feats: Alertness.

25 Archers: CR 1/2; SZ M (humanoid); HD 1d8; hp 4 (x50); Init +0; Spd 20 ft.; AC 14 (+4 armor); Atk: short bow +0 ranged (1d6, Crit x3 + Fire Damage 1d6) or dagger +2 melee (1d4, Crit 19–20/x2); Face 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8; AL CE. Skills: Listen +2, Spot +2. Feats: Alertness.

25 Blockers: CR 1/2; SZ M (humanoid); HD 1d8; hp 4 (x50); Init +0; Spd 20 ft.; AC 15 (+5 armor); Atk: long spear +2 melee (1d8, Crit x3) or battleaxe +2 melee (1d8, Crit x3); Face 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8; AL CE. Skills: Listen +2, Spot +2. Feats: Alertness.