

BDK1-03

Fortress

**A Two-Round Continuous D&D LIVING GREYHAWK®
Bandit Kingdoms Regional Adventure**

Version 1

by Clayton F. Hinton

Second in the "Hiring Trouble" series, this 8-hour adventure pits the characters against an (almost) impenetrable fortress, with help from Gaiyle Markhalla. This "breaking & entering" mission almost certainly requires at least one rogue. An adventure for character levels 1-8.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the

players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

DM's Introduction

Gaiyle Markhalla is recruiting adventurers to help her cause trouble for the forces loyal to Iuz in the Bandit Kingdoms. Why she's doing this is anyone's guess, for she keeps her reasons to herself. She has obtained, though some of her contacts in Johrase, information that may prove profitable to the lucky adventurers she contacts in this adventure. Make note of any characters with the "Disfavor of Gaiyle Markhalla" certificate, as this will play an important role in the adventure. If any characters have *two* such certificates, they may not play the adventure; Gaiyle simply does not contact them. This will be obvious on the certificate itself, so should not come as a surprise to the player. Remind the

player that the restriction is on the *character*, so if he or she makes another character up everything is fine. Give them a few minutes to whip one up if necessary.

The information she has obtained indicates that the captain of the garrison stationed at Stonehill Fortress in the occupied Kingdom of Johrase has a valuable piece of jewelry—quite valuable. She also knows that Irunio (i-ROO-nee-o), the captain, intends to use this jewelry to seal an alliance with a powerful Johrasian clan by presenting it as an engagement gift to the clan's only remaining maiden, Myree (MEE-ree). Such a gift would surely result in solidifying the alliance between the young officer in the service of Cranzer of Riftcrag, and the Johrasian clan, which is based out of the nearby town of Ethelmere. Myree is the niece of the famed Johrasian swordsman, Edridge.

This eight-hour adventure takes place in the rolling fields of Johrase, once a Kingdom with a proud warrior culture. Johrasians are still seen in various mercenary groups, but their lands have been occupied by Iuz' army. They are still proud of their heritage, and though they might sometimes fight on opposite sides of a battle, no Johrasian will raise arms against another, regardless of who their employer is. A copy of the *Bandit Kingdoms Gazetteer* will be handy for preparing this scenario, as would the *Living Greyhawk Gazetteer*.

Most of the adventure will probably take place in the Fortress itself, and the map is made to be compatible with *Master Maze*[™]. A visual representation of position and progress through the fortress is highly recommended, if not outright required to run the scenario properly. It is probable that a sizeable portion of the game time in this scenario is spent in combat rounds. Players who expect lots of time to roleplay may be a bit disappointed in this, so make sure to keep things moving and offer opportunities for the players to interact with each other and with NPCs along the way.

Adventure Synopsis

The adventure begins with the characters sitting around a campfire talking to Gaiyle. She offers them a treasure map that leads to "valuable treasure," but swears them all to secrecy before she will give it to them. She also says there are supposed to be some papers at the other end of the treasure map, and that she will only give the party the map if they agree to find and deliver these papers to her. She may confide in characters who have the skills to read between the lines (Innuendo skill) that if it is possible to free any of the prisoners on the first level, she would be very appreciative of the effort. Gaiyle provides a fairly detailed map of Stonehill Fortress, and directions for how to get there. She even knows of a secret passage into the fortress,

but warns that it may be trapped, and difficult to find.

Once the PCs arrive at the fortress, they face the challenge of finding the secret passage's entrance. Once they find it and gain entry, moving into the bottom level is simple. The fortress was actually once only a keep, and the secret passageway was built by the original Johrasian owners. The new occupants did not find it even during their construction of the new outer walls and outbuildings.

The first level contains a few workers, some soldiers, and a few Johrasian prisoners. One of the prisoners is Traynen, formerly betrothed to Myree. If released, he may be convinced to assist the PCs if he finds out what they are up to. The other prisoners just want out, but they're not adverse to killing some of Iuz' troops on their way.

The middle level of the keep houses more soldiers and more workers, so it is unlikely the party will be able to make it past this level without sounding the alarm. The top level of the keep has some officers, but few soldiers and no workers.

The tower, connected to the keep on all three levels, but with a strong, locked, and trapped door to the lowest level, holds the treasure at the very top level. Irunio has the papers Gaiyle desires and the jewelry locked in his desk drawer. He tries to escape any intruders using the secret passageway that leads to the bottom level, and then proceed to direct the soldiers in the fortress to root out and capture the PCs.

Unfortunately for the party, getting *out* of the fortress should not be as easy as getting *in*. Whichever route they choose, if the alarm has been sounded they will likely face a fairly challenging, constant level of threat as they make their way to their escape route. Once they've made it so far that there are no enemies between them and the secret passage on the bottom level, the threat level will increase yet again. This will serve to "herd" the party back the way they came, but it should by no means be easy. Good tactics, stealth, and above all *teamwork* will play vital roles in this section. The treat of being surrounded or killed should be pushing the PCs to move faster and farther at all turns.

As the judge, you will have to prepare and understand the capabilities of the opponents, and even keep track of Irunio's activities if he survives to lead his forces in a counter-attack to attempt to capture the PCs. The scenario uses a non-standard method of determining the opponents the PCs face. This continuous threat mechanic keeps a constant threat level arrayed against the party once the alarm has been sounded, and increases that threat once the destination has been reached, and increases it yet again once the party is almost in the clear. There is virtually no limit to the number of opponents that are available for this "meat grinder" method of challenging the party.

An optional encounter at the end, which may garner the PCs extra experience and treasure, is only to be played in certain circumstances. If the players bypass enough combat through stealth and good planning, the judge may elect to run this encounter, time permitting. In this case, the goblin worgrider party arrives at the fortress just after the party leaves, quickly finds their trail, and moves to pursue. The fight that ensues should be radically different from the fighting that went on inside, and the PCs may be exhausted from previous fighting. Longer ranges, hit-and-run tactics, and the unique experience of fighting an evil druid should make this encounter interesting.

Gaiyle will leave a note at the meeting place for the PCs to leave the papers in a satchel she placed under a nearby bush. The PCs are free to do as they please, however.

Encounter 1: Treasure Hunt

Only yesterday you were all in Kinemeet, capital of the Kingdom of Johrase, once a proud warrior nation but now occupied by the armies of Iuz. A woman who introduced herself as Gaiyle contacted each of you, and asked if you'd be interested in helping her on a treasure hunt. She met you all the next morning in travel gear. After a long day of travelling northeast from Kinemeet, you broke for camp. Dinner is over and you've all had a chance to meet one another.

This is the same Gaiyle from "The Package," the first installment of the Hiring Trouble series. She stands 5'3" tall, has brown hair and eyes, and wears a long travelling cloak. She appears unremarkable, but gives a hint of mystery and intensity to the PCs.

Gaiyle Markhalla, female human Wiz8/Rog4: Medium Humanoid (5 ft. tall); HD 8d4 + 4d6 + 24; hp 56; Init +5 (Dex, Improved Initiative); Spd 30; AC 11 (Dex); Atks +7/+2 melee (1d4 [19-20/x2], dagger), +8/+3 ranged (1d4 [19-20/x2], thrown daggers); SA spells, sneak attack +2d6; SD immune to detection/mind reading; AL NG; SV Fort +5, Ref +7, Will +10.

Str 10, Dex 12, Con 14, Int 18, Wis 12, Cha 14.

Skills: Bluff +17, Concentration +16, Diplomacy +23, Sense Motive +18, Spellcraft +10, Hide +8, Move Silently +8; **Feats:** Improved Initiative, Iron Will, Skill Focus (Bluff), Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Special Abilities: Immune to detection/mind reading: Due to magical protections bestowed upon her, Gaiyle is immune to detection and mind-affecting magic, unless she wishes to be affected. She is also immune to non-magical attempts at coercion due to this effect. These protections cannot be revealed by detection spells.

Equipment: Cloak, robes, spell component pouch, two daggers (hidden). None of her equipment detects as magical.

Spells (4/5/4/4/3): 0—*detect magic, detect magic, flare, mending, read magic*; 1st—*magic missile, obscuring mist, shield, sleep(x2)*; 2nd—*detect thoughts, darkness, see invisibility, mirror image*; 3rd—*clairaudience/clairvoyance, hold person, dispel magic, invisibility (silent)*; 4th—*dimension door, magic missile (empowered, silent), minor globe of invulnerability*.

At this point, all characters should finalize what they are carrying and how they are carrying it. Any spellcasters who have to memorize spells should have them figured. Also, you should take this opportunity to have each player describe their character, and any information the others would have gathered from the day-long trip so far. Set aside a few minutes for roleplay, and portray Gaiyle as a polite, attentive listener. When things seem to be wrapping up, or if someone directs a blunt questions her way regarding the treasure hunt (she'll deflect less pointed questions until things wind down), read the following:

Gaiyle clears her throat and waits for you all to give your attention to her. She then begins to speak to you in her clear, quiet voice: "I asked you all here on a treasure hunt. Actually, I have some pressing issues to deal with and won't be able to complete the hunt with you. I have the treasure map, but I'll only let you all see it on condition of absolute secrecy. What do you say?"

Go ahead and have Gaiyle wait to see what each PC wants to do. If a PC doesn't agree to secrecy, she asks them to excuse themselves from the conversation, pointing to a nearby group of bushes to indicate they are not welcome in the rest of the conversation. Once all characters in earshot have sworn secrecy, she continues conspiratorially:

"There are some papers at the end of this map. Some papers, and a valuable piece of jewelry. It's so valuable, this entire trip's provisioning could be paid for a hundred times from it! But it's the papers I need. If you agree to get these papers to me I'll agree to let you have the map. Interested?"

Again, Gaiyle wants to see that all the PCs are "in" before continuing. She won't answer any specific questions about the destination of the map, or the map itself, stating as an adult would tell a four-year old "it's secret, I can't tell you unless you agree to get the papers for me." Gaiyle can be quite convincing, and she's using all her charm here. Whatever the PCs find charming, that's Gaiyle. Once they've all agreed (send any who don't off to the bushes again), read:

“Alright then. Here’s the map.” Gaiyle unrolls a map she had in a scrollcase at her belt, and reveals what looks like the floorplan of ... could it be? A castle???

Show Player’s Handouts #1-5 (Stonehill Fortress) to the players at this point. Remember to keep any characters who are standing in the bushes uninvolved. If they approach to look at the map, Gaiyle takes the map back like it’s a big secret (well, it is) and stares at them until they return to their bushes.

Gaiyle answers any questions about the place to the best of her ability.

- Regarding the fortress itself, she only knows about what’s on the map itself though, and that the “X” is on the top level of the main tower, where the garrison’s commander stays.
- She also knows about the secret entrance, and that it may be trapped and difficult to find. It’s supposed to be about 300 feet west-northwest of the castle. It was built such that the entrance is not visible from the fortress.
- The papers she’s looking for bear a seal of a circle inscribed in another circle, with runes and symbols lying between the two circles. Characters with Knowledge (nobility and royalty) or Knowledge (local—Bandit Kingdoms) may make a DC 15 skill check to see if they recognize the description of the seal as that of Cranzer. Cranzer is a Lesser Boneheart mage who has been assigned as the military commander of the Bandit Lands by Iuz; he lives in Riftcrag and administers the region from there (sometimes in name only).
- If questioned about the prison, she mentions that there are supposed to be some human prisoners kept there. She reserves more detailed information for more surreptitious individuals (see below).

Gaiyle tells the PCs that they should feel free to include their uncooperative friends in the treasure hunt, just as long as they understand the bargain they reached still applies (regarding the papers).

If any PCs have the “Disfavor of Gaiyle Markhalla” certificate, she will treat them coldly, and ask them to stand by the bushes from the very beginning of the conversation about the map. If they don’t like it, she tells them they can leave entirely. She will not discuss the map or the even the treasure hunt when they are within earshot. She claims to have only asked them along because there was no one more suitable, and the group looked like it needed some more muscle, or magic, or clerical support, or whatever is most appropriate given the PC’s capabilities. Make note of any PCs who act rude or offensive toward Gaiyle, as this will come into play later.

During the course of the conversation, have PCs with Innuendo skill make a check (DC 15). If they succeed, hand them Player’s Handout #6.

Gaiyle is hesitant to let slip too much about her knowledge of the Johrasian prisoners, and wouldn’t be too upset if they were not released. She is more concerned that her interest in these prisoners relatively unknown, for reasons of her own, which is why she is careful who she informs about them. Should a player fail by 10 or more, hand them Player’s Handout #7 instead. Be careful to hand the correct handout to the player in question.

Once the PCs are done asking questions of her, she packs up her stuff. She says she’s in a hurry and has some business to attend to. She thanks the PCs and says she’ll be back here in a week—they can leave the papers in a satchel she shows them beneath some bushes near the campsite. She then walks away and disappears into the darkness, heading north.

The fortress is about 60 miles away from the campsite, so even a group with a 2 mile per hour overland speed (20 feet per round) *should* be able to make it back in time.

Encounter 2: Approaching the Fortress

The journey goes by uneventfully. Describe the spring weather as a bit damp, with rains softening the earth every day or two. No patrols are spotted by the party as they travel. As the PCs approach within a half-mile of Stonehill Fortress, they will see the main keep (assuming they can see that far if they are travelling at night). The secret entrance is supposed to be on the west-northwest side of the structure, about 300 feet away. There is a low rise blocking the view to the battlements about 200 feet from the fortress.

The entry into the secret passage is concealed by some overgrowth, and the door itself is a huge, natural stone slab, six feet on a side. A Search roll (DC 15 + Tier) is required in order to find the slab itself if looking behind the hill, and this requires ten minutes of active searching. Any elves in the party get a free check by merely walking along the low rise, far enough downhill to where they can’t be seen from the battlements; this takes them only a minute. Once the slab is found, it takes a Search roll (DC 20 + Tier) to actually find the device that triggers the slab to open easily. Attempting to force the stone slab up requires a DC 34 Strength check, and will likely elicit a lot of noise.

Keep in mind that, during this entire search, there are orc and human soldiers patrolling the battlements. Make listen checks for the orcs on guard (appropriate to their tier), remembering to add one to the DC for every 10 feet the PCs are from the battlements (200 feet or more, most likely). The DC is determined by actions of the PCs—check the Listen skill description for more info (*Player’s Handbook* pg. 71). Roll only once per minute or per round (whatever is more appropriate) for all the guards as a group to keep

things simple. The guards will send a detachment of orcs to investigate anything unusual. This detachment consists of six (6) orcs. See *Appendix 1: Fortress Garrison* for the soldiers' statistics.

Tactics: The orcs will investigate any unusual sights or sounds in the area around the fortress. Once they spot armed interlopers who put up a good fight, they will send one of their number to yell to sound the alarm while the rest continue to fight. If they are outnumbered badly, they will run back to the fortress, where a similar group will have already formed at the gates. If the party pursues, this new group of orcs will engage. Continue throwing parties of orcs at the party until they retreat or are defeated. If the party actually moves into the fortress through the front gates, (refer to mechanic explained in *Stonehill Fortress—Overview* regarding how to keep constant pressure on the PCs. Add “2” to the EL for parties that enter through the

Once inside the passage, go on to *Stonehill Fortress—Level 1*.

Stonehill Fortress—Overview

Stonehill fortress was originally a tower built by the Kingdom of Johrase, and was later made into a keep to house more troops used for patrolling this area. After Johrase was overrun by Iuz' armies, the occupying forces, led by Cranzer, added onto this keep in order to house more troops and form a better defensive position in this unfriendly, relatively indefensible region of open grassland. What exists now can termed a fortress, or perhaps a castle.

What the most recent builders didn't know was that there was an escape route built into the keep's underground areas. In fact, the very placement of the original tower was modified in order to have a “blind spot” where the exit to the escape route could be placed, just over a low rise about 300 feet away from the tower. This route was actually used by the garrison that was defending the keep against Iuz' forces, since they were outnumbered badly and decided to retreat and possibly fight again another day. However, the secondary passage that leads from the top of the keep's tower to the underground level, was discovered by Irunio, the garrison's current commander. He has kept its location secret from the rest of his underlings and superiors alike.

The room descriptions later in this section provide a setup for how the garrison is arrayed throughout the fortress. Different descriptions are given for the daytime and at night. The roving patrols are mainly human during daylight hours, and orcs at other times.

Sounding the Alarm

As the party makes progress through the fortress, they must use caution if they are to avoid having

the alarm raised. Soldiers encountered before the alarm is raised behave as follows:

- If the party makes no overtly threatening moves toward a soldier, the first combat action taken is to ask the party's business, as appropriate to the situation (“Who goes there!” or “Hey, you don't belong here! What are you doing down here?”), but afterwards if they are not convinced they behave as if threatened. It should be possible to use Bluff (+10 to opponent's Sense Motive) or Intimidate (DC 11) skills to stall the first action of a soldier in this case, but after that they behave as if threatened. Only a very convincing story told with the aid of a good forgery and excellent Bluff roll (20 over Sense Motive roll) should convince the soldier that the PCs belong here. Eventually such a story will fail, though, as the PCs encounter more soldiers and especially officers.
- If the soldier is threatened by the party, the first combat action taken is to take a partial action to loudly sound the alarm (if it hasn't been sounded already), then they move to safety to await reinforcements. Once there are two or more soldiers together they attack.

Workers just try to get away, and raise the alarm six rounds later unless otherwise convinced by a PC using Bluff (+5 to Sense Motive), Diplomacy (bribe 1gp, DC 10), or Intimidate (DC 11). Success on any of these skills indicates the worker leaves the area and makes up some excuses for why they didn't see anything for later use.

Stealth and Surprise

Similarly, it is possible to avoid detection entirely through the use of skills like Hide and Move Silently, or the same skills can be used to gain surprise with successful use of Spot and/or Listen skills. Spells like *invisibility* and *silence* can also be used, but remember that the PCs cannot see each other if they are invisible, and can't hear each other if they are in the area of effect of a *silence* spell. Feel free to expand on the complications this can cause the party in terms of communication and coordination.

It is very important to be familiar with the use of the following skills for this portion of the scenario (*Player's Handbook* Ch. 4): Bluff, Disable Device, Hide, Intimidate, Listen, Move Silently, Pick Locks, Search, and Spot. Other important elements include *surprise* (*Player's Handbook* pg. 120), *sneak attacks* (*Player's Handbook* pg. 47), and *vision and light* (*Player's Handbook* pg. 144).

Combat and Initiative

It's a good idea to use miniatures and a square grid battle map or similar setup to run this portion of the scenario. Once inside, it is recommended that the DM use combat rounds to keep everything running smoothly and keep all

the players involved by giving them each an opportunity to take an action. Once combat begins, initiative should be rolled. However, once there is no active combat taking place, new initiatives should be rolled the next time a combat breaks out. This can happen if the party dispatches a soldier without having the alarm raised, or if they barricade themselves in an area to cut off reinforcements.

Communication should be closely monitored while the game is progressing, since each round represents only six seconds. Holding a conversation is at least a partial action, and could be considered a full round action, depending on the amount of information that is being exchanged. Saying a word or two, though, is a free action. Tactics and planning are very important aspects for this scenario, and communication can make a valuable weapon, but this weapon should not come without its costs. This also applies to the opponents, of course.

Unless otherwise noted, all doors in Stonehill fortress have the following characteristics:

Outer door: (strong wooden door) Strength DC 23, Hardness 5, 20 hp.

Inner door: (good wooden door) DC 18, Hardness 5, 15 hp.

Outer doors have direct access outside. Inner doors do not. Unless noted in the room or building description, doors are not locked or barred.

Continuous Threat

Two rounds after the alarm has been sounded, the following phased continuous threat mechanic should be used to keep the party's feet to the fire. This mechanic replaces whatever the room descriptions state, except for Irunio's office and otherwise where noted in the room descriptions. Make sure to describe the sounds of horns blaring, men shouting, orcs cursing, and feet stomping, all echoing down the corridors of the fortress, with higher phases representing more (and louder) activity.

At the beginning of each round, compare the total number of the *visible* opponents to the *target* number of opponents (see *Table 1: Number of Opponents by Alarm Phase*). Make up the difference so that the new number of opponents is equal to the *target* number of opponents. The first action of these new combatants should be to move to a position just beyond line-of-site for the PCs. Listen checks may be used to detect these new combatants before they round the corner or step into the light on the following round (see the Listen skill, *Player's Handbook* pg. 71). These new combatants should represent soldiers from another area of the fortress, beginning with those that are closest. Place them according to their origin; don't just throw them around the next corner without thinking about where they might have come from. This is important both for believability and to be fair to the players, since

they may have planned for opponents to come from certain logical areas.

It is recommended to have all NPCs use the same initiative die roll, while having PCs use individual initiative checks. If, instead, individual initiative checks are used for the opponents, roll their initiative as soon as they are added to the combat (at the beginning of each round), and have them move to just beyond the party's line-of-site for their first action, as before.

Regardless of which method is used, the first action new combatants take should be to move to a space just outside the party's of line of sight, which should give the PCs a chance to hear them coming using the Listen skill. It is important to give all of the PCs a chance to have one action to react to new combatants before they are upon them.

If the PCs "ditch" pursuers somehow, give them a short respite before new opponents appear ahead. Always keep in mind that the officers who are directing the soldiers only know partial, and possibly inaccurate, information about the party's whereabouts.

For all practical purposes, there is an unlimited supply of opponents for the PCs to fight once the alarm has been sounded. If it looks like the PCs are likely to rack up a total body count of 100 or more soldiers, raise the tier of the opponents. Taking on the entire garrison is a fight no party should win, and they should be penalized for even attempting it. The point is to get to the objective and get out, alive.

Table 1: Number of Opponents by Alarm Phase

Phase:	One	Two	Three	Four
Soldiers	2	3	4	6

Phase One: This phase lasts from two rounds after the alarm is first sounded until the PCs find the jewelry and papers in Irunio's office. It lasts a minimum of three rounds, even if the alarm is sounded after the party obtains the jewelry and papers. It lasts a maximum of 30 rounds (3 minutes), after which proceed to phase 2. Underlined creatures with one asterisk* only appear during phase one.

Phase 2: This phase lasts from the round after the PCs have found the jewelry and papers until there are no opponents between them and the secret entrance to the fortress. This phase lasts a minimum of three rounds, even if there are no opponents between the party and the secret entrance. It lasts a maximum of 30 rounds (3 minutes), after which proceed to phase 3. Underlined creatures with two asterisks** only appear during phase two.

Phase 3 This phase lasts from the round after the PCs have no opponents between them and the secret entrance until they are inside the passageway of the secret entrance. Underlined creatures with three asterisks*** only appear during phase three.

Phase 4: This phase is only used if Irunio is able to command the garrison and the conditions for Phase 3 have also been met.

If Irunio escapes the PCs, or is otherwise able to command his troops, he sets about doing so in an attempt to kill or capture the party and recover the jewelry and papers. Effectively, this raises the phase by “1” five rounds after he escapes the PCs, and thereafter until they escape. Irunio will not intentionally expose himself to combat, but will instead focus on arraying as much force as possible against the PCs, thus raising the effective phase and increasing the number of opponents faced.

Opponents

Each soldier in the fortress is either an orc or a human. Use more orcs than humans when adding new combatants into the fray, at about a two-to-one ratio. When adding a pair, assume they are both of the same race. Use the appropriate tiered opponents, summarized in the following table:

Table 2: Class and Level of Opponents by Tier

<u>Tier</u>	<u>CR</u>	<u>Orc</u>	<u>Human</u>
1	0.5	War 1	War 1
2	1	Bbn 1	War 2
3	3	Bbn 3	War 4
4	5	Bbn 5	War 6

Tier: This is the tier of the party, from 1-4. Do not lower the tier if the party is split or takes casualties, but don't increase the total number of opponents the party faces if they are split up; just split the total number of opponents facing the PCs however seems appropriate.

CR: This is the Combat Rating of each soldier for a given tier.

Orc: This is the level and class of orc soldiers at a given tier. Note that orcs comprise about two-thirds of the garrison. “War” stands for Warrior, “Bbn” stands for Barbarian.

Human: This is the class and level of human soldiers at a given tier. Note that humans should comprise about one-third of the garrison. “War” stands for Warrior.

The statistics for these soldiers can be found in *Appendix 1: Fortress Garrison*. Underlined creatures listed in the room descriptions use these statistics, as well. The levels given above are just a reminder of the power level of the opponents for any given tier. DM's Aid #7 is a useful chart for keeping track of hit point totals for soldiers.

Also remember that the soldiers must come from somewhere. There are a few soldiers on the roof of the keep, and a dozen or more on the second level, and some officers and workers inside the keep, as listed in the room descriptions. All the rest of the soldiers are located along the outer walls, in the outer towers, or somewhere inside the walls but outside the

keep. If the PCs have somehow prevented reinforcements from arriving (by locking and barring a strategically-located door, for example), have the designated number of opponents set about finding a way to get at them (such as breaking down the door), but don't just “teleport” new opponents past the obstacle. Let smart players benefit from good tactics in this scenario, since that's what it's designed to reward.

Officers behave similarly to Irunio, retreating from combat, sounding the alarm, and organizing groups to hunt down the PCs. Should an officer be in combat with the PCs for whatever reason (encountering him in or near his quarters when the alarm is sounded, for example), treat him as if he were two soldiers for purposes of keeping the number of opponents the same from round to round.

Tactics

During the first phase, while the party is approaching the top of the tower, the challenge is in making sure the initial opponents faced seem relatively unprepared and unaware of the party's strength or location. Each opponent should come from somewhere nearby. If the party somehow closes off a logical place from which new opponents would arrive, give them a short respite until they arrive in a new area with possible opponents, or until whatever barrier they made is broken down. During this phase, the troops in the main tower do *not* seek out the PCs, so no new opponents should *not* come from the main tower. These troops remain at their posts.

During the second phase, troops from all over the fortress are aware of the party and possibly their description and composition. They charge more often, attempt to surround and flank them, and in higher tiers orcs use their *barbarian rage* ability more often. Remember that there is, by this time, an officer commanding some of the soldiers inside the keep, and this is why there are more opponents to be faced. However, it still takes two or more rounds for the garrison to respond to any new tactics by the PCs.

In the third phase, the garrison is literally swarming activity, and nearly all of it is directed toward the PCs. Bull rushing, charging, wrestling, *barbarian raging*, and offers to surrender are all employed by the soldiers to capture or kill the PCs before they escape. However, they don't now about the secret entrance (unless they have a reason to from previous events), so they may be in for a surprise.

The fourth phase is used only if Irunio is leading the garrison's efforts to capture or kill the party, and even then only after the PCs have no opponents between them and the secret entrance.

The soldiers try to drag any captured PCs away, and once out of sight will be captured for good (see *Ending 3: Captured*). Double the

number of opponents faced if the PCs try to recapture a party member that is taken out of sight.

Stonehill Fortress—Outer Buildings

See DM's *Aid #1* for a map of the outer buildings.

Building A—Storage Building: This wooden building is basically a small warehouse. Flour, dried meat, barrels (some with water, others merely empty), lumber, and construction tools are stored here. The outer doors are locked (Pick Locks DC 20).

Building B—Gatehouse: These twin, stone towers stand 40 feet tall and house the mechanism for raising and lowering the portcullis. The gate itself is a double-door (each door is Hardness 5, 60hp, Strength DC 28), that swings outward, with the portcullis 10 feet in front of the gate.

Building C—Storage Building: See building A.

Building D—Living Quarters: Human workers live in this building, which has four large common rooms. There are usually only two workers here, but at night there are a dozen workers.

Building E—Stables: This building houses several worgs and their goblin allies. Luckily for the PCs, though, they are all out on patrol, except for one worg, a an old female who speaks common and doesn't much care for patrols anymore, and will say as much if drawn into conversation.

Building F—Kitchen: This building serves as a kitchen for the humanoids in the garrison. Two orcs are normally here, along with four workers. Two cooking fires, an oven, four large tables with stools, and a washbasin furnish the single, large room of this building.

Building G—Barracks: This building has one huge common room, which serves as the living space for 30 human soldiers.

Building H—Keep: Atop this forty foot tall structure is a ballista, 50 ballista bolts, and (usually) two human soldiers. During phase two of an alarm, there are four soldiers** instead. The main tower of the keep is sixty feet tall at the peak of the roof. See the next five sections for details on the keep.

Building I—Towers: The fortress' towers are all forty feet tall, with the walls being thirty feet

tall. Each tower houses ten orcs, and each holds shortbows and plenty of arrows to arm them.

Building J—Well: After the original keep was expanded upon and made into a fortress, an additional well was constructed here. The well's water tastes better than the well in the keep itself, and is more popular with the garrison.

Stonehill Fortress—Bottom Level

See DM's *Aid #2* for a map of the bottom level.

Room 1—Secret Passage:

This rough-hewn stone passageway falls and rises over its two-hundred foot distance, ending abruptly in stonemasonry. The dust along the passageway leaves no doubt that it has not been used in years.

The secret passage that leads into Stonehill Fortress was built long ago by the original Johrasian owners. The outside doorway is 200 feet to the west-northwest of the fortress, and consists of a large, natural stone slab (detailed in *Encounter 2: Approaching the Fortress*). The entryway into the bottom level of the fortress is a locked secret door (DC 22+Tier Search check to discover) that opens into room 2. The mechanisms to unlock it are hidden in the stonework on each side of the door (DC 22+Tier Search check to discover—treat otherwise as two secret doors); once unlocked the door swings easily into room 1. The outer locking mechanism (on the passage side) is trapped:

Tier 1

scything blade trap: +8 ranged (1d8[x3]); Search (DC 21), Disable Device (DC 20).

Tier 2

scything blade trap: +10 ranged (3d8[x3]); Search (DC 23), Disable Device (DC 22).

Tier 3

scything blade trap: +12 ranged (5d8[x3]); Search (DC 25), Disable Device (DC 24).

Tier 4

scything blade trap: +14 melee (7d8[x3]; Search (DC 27), Disable Device (DC 26).

This trap is a mechanically-powered blade that scythes across the wall next to the mechanism used to unlock the secret door, sliding through innocuous gaps in the mortar of the walls.. If sprung, it re-arms itself but loses one tier's potency. When it reaches tier "0" it is no longer considered armed. The trap is loud enough to be heard on the other side of the door (DC 5 Listen check on the other side of the door), but since no soldiers are on the other side this won't affect the

party's chances of using stealth to enter the fortress.

Room 2—Storage Room: The secret door pivots open to reveal a dusty room, 20 feet by 40 feet. Old crates and barrels lie scattered about the room. There is one door near the opposite corner of the room, on the south wall.

This room has been nearly unused for a decade now, and once held supplies for the original Johrasian garrison. The room has a heavy layer of dust, and a Track or Search check (DC 14+Tier) reveals that someone has entered the room and walked around a bit, but that this was at least a month ago.

Room 3—Storage Room: This room is furnished similarly to room 2, with broken crates and barrels scattered about.

Room 4—Armory:
A dim reddish light from the adjacent room partially lights this room. It is littered with broken weapons, scraps of studded leather armor and scale mail, arrow shafts, arrowheads, broken bows, old crates, and barrels.

The keep's armory is simply a room that is next to the Forge, without doors. There is little of value in the room, other than what can be gained from salvaging metal from the broken equipment. Two orcs** are stationed here during phase two, after the alarm is sounded.

There is a secret door in this room, but it is concealed behind debris and crates (DC 22 Spot check to find the door, but only if the debris is cleared). The debris is placed such that it can be moved easily to get out (partial action, quiet), but it is difficult to get into (full-round action, loud).

Room 5—Forge: A reddish glow envelops this room, which is divided by three four-foot thick columns. A large forge occupies the northwest corner, and there is a partially complete set of scale mail hanging on a rack in the center of the room. Several partially-completed longswords and greataxes lie scattered near the forge. There are two large barrels in the southeast corner, and two anvils between the columns that divide the room.

The forge for smiths of the keep was built underground by the original Johrasian owners. The forge itself is vented to the outside via copper pipes built into the outer walls of the keep itself. Two workers (smiths) are normally working here. If alarm has been raised, during phase two there are also two orcs** here (see *Appendix 1: Fortress Garrison* for stats).

A nearly-finished suit of scale mail hangs on a rack in the center of the room (could sell for 15gp), and several longswords and greataxes are in various stages of creation (total of six weapons with an average value of 3gp each). The two large

barrels in the southeast corner contain water, and there are two anvils between the three large columns that divide the room. Other assorted smithing tools are here as well (tongs, hammers, buckets, etc.).

Room 6—Lower Kitchen:

This foul-smelling room contains a large trough filled with food scraps and wooden dishes. There is what appears to be a dumbwaiter in the southwest corner.

The lower kitchen is where dishes are cleaned. Scraps of food lie all over the floor. Two workers are normally here. There are also two orcs** here during phase two after the alarm has sounded.

A dumbwaiter in the southwest corner is used to haul dishes between the two kitchens. The workers and soldiers would not think of using this to transport people, but the PCs or one of the garrison's officers just might. The dumbwaiter can hold one Medium-sized creature of up to 250 pounds. It can be operated from either the lower or upper levels, and uses a simple locking pulley system. The locking mechanism, like the ropes, can be operated from both levels, and serves to lock the dumbwaiter in position at either floor levels. The weight of the dumbwaiter itself is equaled by a counterweight, but the weight of the contents must be carried by the operator(s). Up to two people can operate the device on any one level, for a maximum of four.

Room 7—Storage Room: Similar to room 1, this room was once used to store supplies for the original keep. However, it has not been used in over a decade.

Room 8—Well Room:

This thirty by twenty foot room contains a well in the northeast corner. There is an exit in the northwest corner, and a door in the southeast corner.

A well that originally served as the keep's only internal source of fresh water is in this room. One orc is commonly found in this room, guarding the well and the entrance to the prison (see *Appendix 1: Fortress Garrison* for stats). This is increased to two orcs** during phase two, after the alarm has sounded.

Room 9—Prison:

Three reinforced wooden doors lead into this rough-looking room. Seven cells are here, most of which have an occupant.

Seven cells are in this room, each with a swinging door made of iron bars, with a large padlock (Open Locks DC (25+Tier)). The cells themselves have stone masonry walls like the rest of the lower level.

One orc normally guards each door to this room, standing watch just *outside* the door. This is increased to two orcs* per door after the alarm has sounded. It's important to remember this since the party will have to deal with these guards before entering the room at all. These guards investigate any unusual sounds. Each guard holds a keyring with the keys to the doors. One of the guards (DM's choice) also holds a separate keyring with over a dozen smaller keys; these are for the cells and the shackles each prisoner wears (14 keys total). Each of these smaller keys looks similar; a DC 15 Open Locks check as a partial miscellaneous action is necessary to pick the correct key for a given lock. Without making a successful check, the character must try each key individually for each lock, each try being a partial standard action. Roll randomly to determine which try will be successful (up to 14 tries), but don't tell the players the result until they actually open the lock in question. To determine how many tries it will take for each lock, roll 1d20 and discard results above 14 until a number between 1 and 14 is generated. Should the player making the attempts somehow *mark* the keys used successfully, reduce the possible number of tries by one for each successful try. Don't worry about how long the PCs take if they are being quiet and the alarm hasn't been sounded yet. Alternately, if they are randomly trying keys to open all the cells and shackles with prisoners, assume it takes them 8 minutes, or about 1.5 minutes per prisoner.

The mercenaries (other than Traynen) that are imprisoned here just want an opportunity to escape, and are not hesitant about fighting their way out. Once outside the fortress, they disperse in separate directions, hoping to evade capture. They have absolutely *no* interest in stealing jewelry or military papers from the garrison's commander. One of them knows of the secret entrance into the fortress, and has told the others (including Traynen). They keep this to themselves, though, and make their own way to the secret exit if left to their own devices.

With an offer of a full share of treasure, a successful Negotiation (DC 15) check gets an individual mercenary to accompany the party. Intimidation (DC 10+level of mercenary) yields the same result, except that the mercenary in question bears resentment to the party and will escape at the first opportunity. Further Intimidate checks may be necessary to keep them in line. Note that a Bluff check is necessary to lie or mislead a mercenary about giving a full share of treasure; add 5 to the mercenary's Sense Motive opposed check. If the bluff is unsuccessful (i.e., doesn't beat the mercenary's Sense Motive check), the mercenary won't go for it, and if he's able to warn the others all agreements are off. They aren't willing to risk their lives for less than a full share of treasure, and won't take gold up-front. This is because, first

of all, gold doesn't do them much good here, and second of all, they realize the party must be after a lot more than they're willing to pay mercenaries to help them get it.

9a—Cell 1: empty

9b—Cell 2: Furgull, a Iohrasian mercenary. Use the stats for the human soldiers in the garrison (tiered appropriately), but without armor or weapons.

9c—Cell 3: Harden, another Iohrasian mercenary.

9d—Cell 4: empty

9e—Cell 5: Lesteele, another Iohrasian mercenary.

9f—Cell 6: this cell contains one prisoner, Traynen. He appears to be rather thin, with long grungy blonde hair and an unkempt beard. He would gladly assist the PCs in their plans since he was once betrothed to Myree, and hails from the same villaige, Ethelmere. He knows Irunio had a special reason to imprison him, and becomes very angry if told of his plans to wed Myree.

Tiers 1-2 (EL 3)

Traynen, male human Ftr2/Rogr1: Medium Humanoid (6 ft. tall); HD 2d10 + 1d6 + 9; hp 27; Init +2 (Dex); Spd 30; AC 13 (Dex, Dodge feat); Atks +4 melee (1d2+2[x2](sub), fists); SA sneak attack +1d6; AL CG; SV Fort +5, Ref +4, Will +2.

Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 14.

Skills: Bluff +6, Climb +8, Hide +6, Intimidate +6, Jump +8, Move Silently +6, Sense Motive +4, Ride +8, Tumble +6; *Feats:* Cleave, Iron Will, Power Attack, Sunder, Toughness.

Equipment: ragged clothing.

Tiers 3-4 (EL 5)

Traynen, male human Ftr4/Rog2: Medium Humanoid (6 ft. tall); HD 4d10 + 2d6 + 15; hp 47; Init +2 (Dex); Spd 30; AC 13 (Dex, Dodge feat); Atks +7 melee (1d2+2[x2](sub), fists); SA sneak attack +1d6; SQ evasion; AL CG; SV Fort +6, Ref +6, Will +3.

Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 14.

Skills: Bluff +6, Climb +10, Hide +10, Intimidate +6, Jump +10, Move Silently +8, Sense Motive +6, Ride +10, Tumble +7; *Feats:* Cleave, Endurance, Iron Will, Leadership, Power Attack, Sunder, Toughness.

Equipment: ragged clothing.

9g—Cell 7: Neddar, another Iohrasian mercenary.

Room 10—Garbage Room:

A vile stench emanates from a huge pile of garbage in this horrid room.

Accumulated piles of garbage here have developed a truly horrific stench in this room. There is a 3 foot wide hole in the ceiling here, through which garbage has been tossed through for decades from the room above (room 106). A DC 15 Search or Track check reveals that the door to this room hasn't been opened in months, or possibly years. The door itself is difficult to open or close (DC 15 Strength check).

This room would normally be an excellent way for the PCs to gain entrance undetected to the first floor, except that the room has become the lair of monster(s) over the years. The carrion crawlers begin out-of-sight, but move toward any creatures they hear, see, or smell.

Tier 1 (EL 2)

Carrion Crawler, small: CR 2; Medium-size Aberration (5 ft. long); HD 1d8 + 1; hp 5; Init +1 (Dex); Spd 30, climb 15; AC 17 (+1 Dex, +6 natural); Atks +1/+1/+1/+1/-4 melee (special / 1d2, 4 tentacles / bite); Face/Reach: 5 ft. x 5 ft./5 ft; SA paralysis; SQ scent; SR nil; AL N; SV Fort +1, Ref +1, Will +4.

Str 12, Dex 13, Con 12, Int 1, Wis 15, Cha 6.

Skills: Climb +7, Listen +4, Spot +4. **Feats:** Alertness.

Special Abilities: Paralysis: creatures struck by a carrion crawler's tentacle must make a DC 11 Fortitude save or be paralyzed for 1d4 minutes.

Special Qualities: Scent: detects opponents within 30 feet, may track by smell (DC 10).

Tier 2 (EL 4)

Carrion Crawler: CR 4; Large Aberration (10 ft. long); HD 3d8 + 6; hp 19; Init +2 (Dex); Spd 30, climb 15; AC 17 (-1 size, +2 Dex, +6 natural); Atks +4/+4/+4/+4/+4/+4/+4/+4/-1 melee (special / 1d6+1, 8 tentacles / bite); Face/Reach: 5 ft. x 10 ft./5 ft; SA paralysis; SQ scent; SR nil; AL N; SV Fort +3, Ref +3, Will +5.

Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6.

Skills: Climb +10, Listen +6, Spot +6. **Feats:** Alertness.

Special Abilities: Paralysis: creatures struck by a carrion crawler's tentacles must make a DC 13 Fortitude save or be paralyzed for 2d6 minutes.

Special Qualities: Scent: detects opponents within 30 feet, may track by smell (DC 10).

Tier 3 (EL 6)

Carrion Crawlers (2): CR 4; Large Aberration (10 ft. long); HD 3d8 + 6; hp 19; Init +2 (Dex); Spd 30, climb 15; AC 17 (-1 size, +2 Dex, +6 natural); Atks +4/+4/+4/+4/+4/+4/+4/+4/-1 melee (special / 1d6+1, 8 tentacles / bite); Face/Reach: 5 ft. x 10

ft./5 ft; SA paralysis; SQ scent; SR nil; AL N; SV Fort +3, Ref +3, Will +5.

Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6.

Skills: Climb +10, Listen +6, Spot +6. **Feats:** Alertness.

Special Abilities: Paralysis (Ex)—creatures struck by a carrion crawler's tentacles must make a DC 13 Fortitude save or be paralyzed for 2d6 minutes.

Special Qualities: Scent: detects opponents within 30 feet, may track by smell (DC 10).

Tier 4 (EL 7)

Carrion Crawlers (4): CR 4; Large Aberration (10 ft. long); HD 3d8 + 6; hp 19; Init +2 (Dex); Spd 30, climb 15; AC 17 (-1 size, +2 Dex, +6 natural); Atks +4/+4/+4/+4/+4/+4/+4/+4/-1 melee (special / 1d6+1, 8 tentacles / bite); Face/Reach: 5 ft. x 10 ft./5 ft; SA paralysis; SQ scent; SR nil; AL N; SV Fort +3, Ref +3, Will +5.

Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6.

Skills: Climb +10, Listen +6, Spot +6. **Feats:** Alertness.

Special Abilities: Paralysis: creatures struck by a carrion crawler's tentacles must make a DC 13 Fortitude save or be paralyzed for 2d6 minutes.

Special Qualities: Scent: detects opponents within 30 feet, may track by smell (DC 10).

Room 11—Tower Storage Room: Entry into this room from the bottom level is guarded by a massive, impressive iron-shod wooden door. The door is also locked, barred, and trapped. Attempts to break down or destroy this door makes noise at least equivalent to someone talking (base DC 0 plus modifiers for distance interposing barriers for Listen checks—see *Player's Handbook* pg. 71). The crashing noise of the door as it is successfully destroyed or broken down automatically sounds the alarm. These traps function only once, regardless of tier.

Tier 1

Strength check: DC 26

Hardness: 5, 40 hp

Lock: DC 26 (trapped, see below)

Poisoned needle trap (CR 4): +8 melee (1) + large scorpion venom (Fort save to resist (DC 18); 1d6 Str/1d6 Str); Search (DC 24), Disable Device (DC 22).

Tier 2

Strength check: DC 27

Hardness: 5, 50 hp

Lock: DC 28 (trapped, see below)

Poison gas trap (CR 6): no attack roll necessary, affects a 10 ft x 10 ft area, anyone farther than 5 ft from the door may make a Reflex save (DC 15) to avoid inhaling the mist, releases insanity mist (Fort Save to resist (DC 15) (1d4 Wis/2d6

Wis); the mist settles after 1 minute); Search (DC 24), Disable Device (DC 22).

Tier 3

Strength check: DC 28

Hardness: 5, 60 hp

Lock: DC 30 (trapped, see below)

Sonic trap (CR 7): treat as an Empowered *shout* spell cast by a 11th level wizard; can only be dispelled by a 11th or higher level caster; Search (DC 29), Disable Device (DC 29). This trap automatically sounds the alarm.

Tier 4

Strength check: DC 29

Hardness: 5, 70 hp

Lock: DC 32 (trapped, see below)

Sonic trap (DC 8): treat as a Maximized *shout* spell cast by a 13th level wizard, and can only be dispelled by a 13th or higher level caster; Search (DC 29), Disable Device (DC 29). This trap automatically sounds the alarm.

Stonehill Fortress—Level 1

See DM's *Aid #2* for a map of the bottom level.

Room 101—Barracks: This room contains eight beds, and usually has two sleeping orcs. During phase one of an alarm, these orcs are awake*, and during phase two they are gone**.

Room 102—Barracks: This room contains five beds, and usually has one sleeping orc. There are two murder holes on the west wall, facing outward. Two short bows with two quivers of arrows sit ready next to the murder holes. During phase one of an alarm, this orc is awake*, and during phase two there are two orcs armed with bows**.

Room 103—Common Room:

This large room has a twenty-foot tall ceiling, with the upper section bordered by a wooden banister open to the upper floor of the building. Exits on each corner, in addition to the large main entrance on the north wall, make this a very accessible room. There are six tables here, and four columns help support the roof above.

Six tables, each with six stools, occupy most of this room. Most of the time, there are two human soldiers lounging around here. During phase two of an alarm, there are also two orcs**. During phase three, there is an officer*** in addition. The door to the main tower is locked (DC 26+Tier, Hardness 5, 50hp).

Room 104—Assembly Room: This room is barren, save for a single table. There is a small room on the west side with a single murder hole

directed into the common room (room 103). One short bow with a quiver of arrows sits ready in the room. During phase two there is one orc** in the murder hole room, armed with the bow.

Room 105—Privy: Several used buckets are in this foul-smelling room.

Room 106—Garbage Room: The rancid odor of rotting food permeates this room. There is a 3 foot wide hold in the middle of the room, leading into room 10.

Room 107—Empty Barracks: There are six bunks in this room. There is usually one sleeping orc in this room. During phase one of an alarm, this orc is awake*, and during phase two he is gone**.

Room 108—Food Storage: The door to this room is locked (DC 20). It contains food supplies for the keep's kitchen: flour, meats, potatoes, water, etc.

Room 109—Upper Kitchen:

This thirty-five by thirty foot room contains one oven, two cooking pots, a cauldron, two tables, and a dumbwaiter in the southwest corner. Stairways up and down are on the north wall, and exits lie on the west and east sides.

This room sits directly atop room 6, the lower kitchen. It contains one oven, two cooking pits, a cauldron, and two tables.

Room 110—Food Storage: See room 108.

Room 111—Empty Barracks: There are nine unused bunks in this room.

Room 112—Assembly Room: This room is barren, save for a single table. There is a small room on the east side with a single murder hole directed into the common room (room 103). One short bow with a quiver of arrows sits ready in the room. During phase two there is one orc** in the murder hole room, armed with the bow.

Room 113—Empty Barracks: There are seven bunks in this room, and one sleeping human soldier. During phase one, this soldier is awake*, and during phase two he is gone**.

Room 114—Barracks: This room contains five beds, and usually has one sleeping human soldier. There are two murder holes on the east wall, facing outward. Two short bows with two quivers of arrows sit ready next to the murder holes. During phase one of an alarm, this soldier is awake*, and during phase two there are two human soldiers armed with bows**.

Room 115—Officers Quarters: This room is furnished with two beds, two tables, a bookshelf, a dresser, and a chest. It normally has one sleeping officer. During phase one of an alarm, this officer rushes up to the fourth floor* of the tower. During phase two, there is an orc** guarding the door outside.

Room 116—Officers Quarters: This room is furnished with one large bed, two tables, a bookshelf, a dresser, and a wardrobe.

Room 117—Storage Room: This room has empty crates.

Stonehill Fortress—Level 2
See DM's Aid #2 for a map of the bottom level.

Room 201—Stairway: This isn't so much as a room as an area.

Room 202—Officer's Quarters: This room contains a large bed, chest, wardrobe, a table, and chairs.

Room 203—Worship Hall:
This room must have once been imposing, but now is a mockery of its former self. What once must have been a worship area for the original Johrasian inhabitants is now scarred, burned, and scattered with debris. The room reeks of blood and decay.

This area served the original Johrasian owners as a worship area, where homage was paid to the gods of their people. Now, the benches have been scared, the idols destroyed, and the area reeks of old blood and decay. It serves the same purpose now as it did then, but for different gods.

The passageway around the common room (room 103) is separated from that room by a 3 foot tall wooden banister. A stairway down to level 1 leads down next to the banister.

Room 204—Storage: This room has a coffin and some old furniture from the worship hall that was in the way. The coffin is empty.

Room 205—Officer's Quarters: This room contains a large bed, chest, wardrobe, a table, and chairs. It normally has one officer, writing a letter. During phase one of an alarm, he leaves the room*.

Room 206—Officer's Quarters: See room 205 for a description. This room has nobody in it.

Room 207—Officer's Quarters: See room 205 for a description. This room normally has one sleeping officer. During phase one of an alarm, the officer is awake*. During phase two, he is gone**.

Room 208—Junior Officers Quarters: This room is furnished with three unused beds, three chests, and a table with chairs. It is normally empty.

Room 209—Junior Officers Quarters: This room is furnished with three beds, three chests, and a table with chairs. It normally has one sleeping human soldier. After phase one of an alarm, the soldier is awake*, and after phase two the soldier is gone**.

Room 210—Storage: The door to this room is locked (DC 26+Tier, Hardness 5, 30hp), and holds supplies for the officers. Two kegs of wine, one barrel of beer, several bags of smoked meats, sacks of flour, empty crates, and a crate full of beans. A jeweled bracelet has been hidden in the crate of beans (50 gpv).

Room 211—Entry Room: This room serves as an entry room into the main tower from the keep's second story. The door into the room from the keep proper is locked (Open Locks DC 24+Tier, Strength check DC 23, Hardness 5, 30hp). There are empty crates and boxes in this room, some filled with broken and empty glass bottles.

Room 212—Irunio's Room:
Nearly half of this floor of the tower is covered by this large room. It contains a large bed, a table, a writing desk, and a small fireplace.

This is where the garrison's commander, Irunio, sleeps. If the PCs come at night, he is asleep here. Otherwise, he's awake in his office. After phase one, he heads up to his office. Irunio has a nice rug (20gp value, weighs 10 pounds), two quality vases next to the fireplace (10gp each), and a few nice sets of clothing in the large chest in the northwest corner of the room, well suited for parties (100gpv total). If asleep, his equipment is on the floor next to his bed. This room normally has one orc guarding the door.

Tier 1 (EL 3)

Irunio, male human Ftr1/Rog1/Sor1: CR 3; Medium Humanoid (6 ft. tall); HD 1d10 + 1d6 + 1d4 + 6; hp 26; Init +6 (Dex, Improved Initiative); Spd 30 feet; AC 18 (+2 Dex, +4 chain shirt, +1 buckler, +1 Dodge feat); Atks +3 melee (1d6+2[x3/19-20], short sword), +3 ranged (1d4[x2], dart); SA spells, sneak attack +1d6; SR nil; AL NE; SV Fort +4, Ref +4, Will +2.

Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 14.
Skills: Spot +4, Bluff +6, Listen +4, Sense Motive +4, Tumbling +4, Intimidate +6, Diplomacy +5, Climb +3, Spellcraft +1, Concentration +8; Feats: Dodge, Expertise, Improved Initiative, Mobility.

Possessions: chain shirt (20% arcane spell failure), buckler (+5% arcane spell failure), short sword, 4 darts, dagger, spell component pouch, pouch with 20gp, 10pp, master keyring, pouch with *potion of cure light wounds* and arcane scroll of jump.

Spells (5/4): o—light, read magic, detect magic, dancing lights; 1st—obscure, hold portal (note: Irunio has a cumulative 25% arcane spell failure in his armor).

Tier 2 (EL 5)

Irunio, male human Ftr2/Rog2/Sor1: CR 5; Medium Humanoid (6 ft. tall); HD 2d10 + 2d6 + 1d4 + 10; hp 40; Init +6 (Dex, Improved Initiative); Spd 30 feet; AC 18 (+2 Dex, +4 chain shirt, +1 buckler, +1 Dodge feat); Atks +6 melee (1d6+2[x3/19-20], short sword), +5 ranged (1d4[x2], dart); SA spells, sneak attack +1d6; SQ evasion; SR nil; AL NE; SV Fort +4, Ref +4, Will +2.

Str 14, Dex 15, Con 14, Int 10, Wis 10, Cha 14.

Skills: Spot +5, Bluff +7, Listen +5, Sense Motive +5, Tumbling +5, Intimidate +7, Diplomacy +10, Climb +4, Spellcraft +1, Concentration +10; *Feats:* Dodge, Expertise, Improved Initiative, Mobility, Weapon Focus (shortsword).

Possessions: chain shirt (20% arcane spell failure), buckler (+5% arcane spell failure), short sword, 4 darts, dagger, spell component pouch, pouch with 20gp, 10pp, master keyring, pouch with *potion of cure light wounds* and arcane scroll of jump.

Spells (5/4): o—light, read magic, detect magic, dancing lights; 1st—obscuring mist, hold portal (note: Irunio has a cumulative 25% arcane spell failure in his armor).

Tier 3 (EL 7)

Irunio, male human Ftr4/Rog2/Sor1: CR 7; Medium Humanoid (6 ft. tall); HD 4d10 + 2d6 + 1d4 + 14; hp 56; Init +6 (Dex, Improved Initiative); Spd 30 feet; AC 18 (+2 Dex, +4 chain shirt, +1 buckler, +1 Dodge feat); Atks +8 melee (1d6+4[x3/19-20], short sword), +7 ranged (1d4[x2], dart); SA spells, sneak attack +1d6; SQ evasion; SR nil; AL NE; SV Fort +5, Ref +5, Will +3.

Str 14, Dex 15, Con 14, Int 10, Wis 10, Cha 14.

Skills: Spot +5, Bluff +7, Listen +5, Sense Motive +5, Tumbling +5, Intimidate +7, Diplomacy +10, Climb +6, Spellcraft +1, Concentration +12; *Feats:* Dodge, Expertise, Improved Initiative, Mobility, Spring Attack, Weapon Focus (shortsword), Weapon Specialization (shortsword).

Possessions: chain shirt (20% arcane spell failure), buckler (+5% arcane spell failure), short sword, 4 darts, dagger, spell component pouch, pouch with 20gp, 10pp, master keyring, pouch with *potion of cure light wounds* and arcane scroll of jump.

Spells (5/4): o—light, read magic, detect magic, dancing lights; 1st—obscuring mist, hold portal (note: Irunio has a cumulative 25% arcane spell failure in his armor).

Tier 4 (EL 9)

Irunio, male human Ftr6/Rog2/Sor1: CR 9; Medium Humanoid (6 ft. tall); HD 6d10 + 2d6 + 1d4 + 14; hp 64; Init +7 (Dex, Improved Initiative); Spd 30 feet; AC 18 (+2 Dex, +4 chain shirt, +1 buckler, +1 Dodge feat); Atks +10 melee (1d6+4[x3/19-20], short sword), +9 ranged (1d4[x2], dart); SA spells, sneak attack +1d6; SQ evasion; SR nil; AL NE; SV Fort +6, Ref +6, Will +6.

Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 14.

Skills: Spot +5, Bluff +7, Listen +5, Sense Motive +5, Tumbling +6, Intimidate +7, Diplomacy +10, Climb +6, Spellcraft +1, Concentration +14; *Feats:* Dodge, Expertise, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Focus (shortsword), Weapon Specialization (shortsword), Whirlwind Attack.

Possessions: chain shirt (20% arcane spell failure), buckler (+5% arcane spell failure), short sword, 4 darts, dagger, spell component pouch, pouch with 20gp, 10pp, master keyring, pouch with *potion of cure light wounds* and arcane scroll of jump.

Spells (5/4): o—light, read magic, detect magic, dancing lights; 1st—obscuring mist, hold portal (note: Irunio has a cumulative 25% arcane spell failure in his armor).

Room 213—Cleric's Quarters: This is where the keep's cleric stays. The room is only accessible by a secret door (DC 22 Search check) from the worship hall (room 203). The room has incense (20gpv), a silver bowl (10gpv), and a silver and gold candelabra (30gpv).

Tier 1 (EL 1)

Lerkin, male human Clr1(Iuz): CR 1; Medium Humanoid (6 ft. tall); HD 1d8 + 1; hp 9; Init +0; Spd 30 feet; AC 14 (+4 scale mail); Atks +1 melee (1d8+1 [x2], heavy mace), +0 ranged (1d4 [x2], sling); SA spells; SR nil; AL NE; SV Fort +3, Ref +0, Will +5.

Str 12, Dex 11, Con 12, Int 11, Wis 16, Cha 12.

Skills: Concentration +5, Heal +4, Knowledge (religion) +2, Spellcraft +3; *Feats:* Toughness, Endurance.

Possessions: scale mail, heavy mace, sling, pouch with 10 sling bullets, spell component pouch, 15 gp, keyring.

Spells (3/2+1) (domains: evil, chaos): o—*cure minor wounds*, *detect magic*, *resistance*; 1st—*command*, *bane*, *protection from good* (dom).

Tier 2 (EL 3)

Lerkin, male human Clr3(Iuz): CR 3; Medium Humanoid (6 ft. tall); HD 3d8 + 3; hp 21; Init +0;

Spd 30 feet; AC 14 (+4 scale mail); Atks +4 melee (1d8+1 [x2], heavy mace), +2 ranged (1d4 [x2], sling); SA spells; SR nil; AL NE; SV Fort +4, Ref +2, Will +6.

Str 12, Dex 11, Con 12, Int 11, Wis 16, Cha 12.

Skills: Concentration +7, Heal +4, Knowledge (religion) +4, Spellcraft +5; **Feats:** Toughness, Endurance, Weapon Focus (heavy mace).

Possessions: scale mail, heavy mace, sling, pouch with 10 sling bullets, spell component pouch, 15 gp, keyring.

Spells (4/3+1/2+1) (domains: evil, chaos):
0—*cure minor wounds, detect magic, resistance, virtue*; 1st—*bane, command, obscuring mist, protection from good (dom)*, 2nd—*hold person, darkness, shatter (dom)*.

Tier 3 (EL 5)

Lerkin, male human Clr5(Iuz): CR 5; Medium Humanoid (6 ft. tall); HD 5d8 + 5; hp 33; Init +0; Spd 30 feet; AC 14 (+4 scale mail); Atks +5 melee (1d8+1 [x2], heavy mace), +3 ranged (1d4 [x2], sling); SA spells; SR nil; AL NE; SV Fort +5, Ref +1, Will +7.

Str 12, Dex 11, Con 12, Int 11, Wis 17, Cha 12.

Skills: Concentration +9, Heal +5, Knowledge (religion) +5, Spellcraft +7; **Feats:** Toughness, Endurance, Weapon Focus (heavy mace).

Possessions: scale mail, heavy mace, sling, pouch with 10 sling bullets, spell component pouch, 15 gp, keyring.

Spells (5/4+1/3+1/2+1) (domains: evil, chaos):
0—*cure minor wounds, detect magic, resistance(x2), virtue*; 1st—*bane, command, obscuring mist, protection from good(dom), random action*, 2nd—*hold person, darkness, death knell, shatter (dom)*, 3rd—*prayer, contagion, blindness/deafness (dom)*.

Tier 4 (EL 7)

Lerkin, male human Clr7(Iuz): CR 7; Medium Humanoid (6 ft. tall); HD 7d8 + 7; hp 45; Init +0; Spd 30 feet; AC 14 (+4 scale mail); Atks +7 melee (1d8+1 [x2], heavy mace), +5 ranged (1d4 [x2], sling); SA spells; SR nil; AL NE; SV Fort +6, Ref +2, Will +8.

Str 12, Dex 11, Con 12, Int 11, Wis 17, Cha 12.

Skills: Concentration +11, Heal +6, Knowledge (religion) +6, Spellcraft +9; **Feats:** Toughness, Endurance, Silent Spell, Weapon Focus (heavy mace).

Possessions: scale mail, heavy mace, sling, pouch with 10 sling bullets, spell component pouch, 15 gp, keyring.

Spells (6/5+1/4+1/3+1/1+1) (domains: evil, chaos):
0—*cure minor wounds(x2), detect magic, resistance(x2), virtue*; 1st—*bane, command, cure light wounds, obscuring mist, protection from good(dom), random action*, 2nd—*hold person, darkness, death knell, shatter (dom), silence*, 3rd—*contagion, hold person (silent), prayer, magic circle against*

good (dom), 4th—blindness/deafness (silent), unholy blight (dom).

Stonehill Fortress—Level 3

See DM's Aid #2 for a map of the bottom level.

Room 301—Irunio's Office:

Nearly the entire area of this floor of the tower is taken up by what appears to be an office. A desk, a table, and a small fireplace occupies this room. There is a door to a small room or closet on the north side of the room.

Irunio is encountered here either during the day or during phase one of an alarm. If during an alarm, there is one officer* with him, relaying the events transpiring below. His first act is to get to the closet, from there to the secret door and escape. He casts *obscuring mist* to create a visual barrier, and moves quietly to the closet. Once through the closet door, he casts *hold portal* on it, increasing the DC to force it open by 5 (from 18 to 23). Also, once through the secret door, he does the same (also increasing the DC to force it open to 23).

In the lower-left hand drawer of Irunio's desk is a small box. The box is locked (Pick Locks DC 22+Tier) and trapped:

Poison needle trap: +10 melee (1) + large scorpion venom (Fort save to resist (DC 18); 1d6 Str/1d6 Str, Search DC (20+Tier), Disable Device (DC 20+Tier).

Inside the box are some military papers bearing the seal of Cranzer of Riftcrag (worth 200gp on the black market), and a small case with a beautiful piece of jewelry: a platinum necklace inlaid with rubies, worth 1,200gp! The papers detail troop movements and standard patrol orders for Iuz' troops in Johrase.

Room 302—Closet: This room contains a bookshelf with books on military tactics and poetry, a chest of drawers with disheveled military dispatches and papers, and a secret door (DC 22 Search check) to a winding staircase downward. This staircase leads to a passage, which ends in a secret door to room 4, the armory.

Encounter 3: Worg Riders (Optional)

If the party completes their raid of Stonehill Fortress with at least an hour to spare, you may elect to use this encounter to complete the adventure. The garrison of the fortress has several goblin wolf riders, who were all out patrolling whenever the PCs were there. This encounter assumes a few of them returned and successfully picked up the party's trail.

This particular goblin party is led by a goblin druidess named Ikusee, as black-hearted as they

come. She thoroughly enjoys watching others being put through “tests of nature,” especially when they fail their tests. Her ability to track combined with the wolves’ scent ability is such that, unless the party has an overland movement rate of greater than 50 feet per round, they are eventually caught. Should the party have the ability to leave no scent and no tracks, or have an overland movement rate greater 50 feet per round, they will not be caught.

You will have to arbitrate efforts of the PCs to throw off pursuers. For example, if the PCs cross a stream to throw off the worgs it is a simple matter to have Ikusee track them to the opposite shore, though it may take her one or more hours if she fails her Track check to do so (see *Player’s Handbook* pp. 85-86 for how to use the Track feat).

Assume the wolf riders traveled the same amount of time the PCs did before arriving at the fortress; this way, it’s easy to assume they can travel the same amount of time before needing rest that the PCs can. Also assume the wolf riders force march or hustle the same amount the PCs do. If their relative movement rates are close, make sure to take this into account by having the worgs and their riders be somewhat fatigued during the combat that takes place, if any. The goblins leave the fortress about an hour after the PCs escape, or up to eight hours later if you as the DM feel the party needs time to rest and prepare spells to have a good chance with this encounter.

Allow the rearmost party member (or any party members who are keeping an eye behind them) to make a Spot check to notice the pursuers as they get within sight distance the first time, which will be at a range of 200 feet. You should decide whether this occurs at night or during the daytime depending on the circumstances. Most likely, it occurs just after a full day’s travel is done. Have the PCs make Spot checks. The base DC for the Spot check is 20, plus any spotting modifiers (see *DUNGEON MASTER’s Guide*, pg. 60). Also, make Spot checks for the goblins, at a DC of 20 plus any spotting modifiers. If the PCs are hiding (moving half-speed), take this into account by increasing the base DC to spot them to 25 plus the lowest Hide modifier in the party (including mounts), and their Spot checks are penalized by “-2.” Make sure to read the Encounter Distance section of the *DUNGEON MASTER’s Guide* (pp. 59-60) for this encounter.

If member(s) of both sides make the Spot check, combat begins immediately. If only the goblins are successful, they withdraw to plan their attack. If only the PCs are successful, let them decide what to do. But remember, they only have a few seconds to make a decision. If neither side is successful on their Spot checks, both sides see each other at a range of 100 feet, unless one or more sides are hiding (see *DUNGEON MASTER’s Guide*, pg. 60).

Tier 1 (EL 4)

Ikusee, female goblin Drd1: CR 1; Medium Humanoid (4 ft. tall); HD 1d8 + 1; hp 9; Init +2 (Dex); Spd 30 feet; AC 18 (+1 size, +2 Dex, +3 hide armor, +2 large shield); Atks +0 melee (1d6 [x2], sickle), +3 ranged (1d4 [x2], sling); SA spells; SQ Darkvision 60 ft; SR nil; AL NE; SV Fort +3, Ref +2, Will +5.

Str 10, Dex 14, Con 12, Int 10, Wis 16, Cha 10.

Skills: Concentration +5, Heal +7, Hide +8, Listen +7, Move Silently +7, Ride (worg) +10, Spot +7, Wilderness Lore +7; *Feats:* Alertness, Mounted Combat (worg), Track.

Possessions: hide armor, large wooden shield, sickle, sling, pouch with 10 sling bullets, spell component pouch, 10 sp.

Spells (3/2): 0—*cure minor wounds, detect magic, resistance*; 1st—*cure light wounds, entangle*.

Goblin (1) (see Appendix 1 for stats)

Worgs (2) (see Appendix 1 for stats)

Tier 2 (EL 6)

Ikusee, female goblin Drd3/Rog1: CR 4; Medium Humanoid (4 ft. tall); HD 3d8 + 1d6 + 4; hp 26; Init +2 (Dex); Spd 30 feet; AC 18 (+1 size, +2 Dex, +3 hide armor, +2 large shield); Atks +2 melee (1d6 [x2], sickle), +5 ranged (1d4 [x2], sling); SA spells, sneak attack +1d6; SQ Darkvision 60 ft; SR nil; AL NE; SV Fort +4, Ref +4, Will +6.

Str 10, Dex 14, Con 12, Int 10, Wis 17, Cha 10.

Skills: Concentration +10, Escape Artist +7, Heal +7, Hide +9, Listen +9, Move Silently +9, Ride (worg) +12, Spot +9, Wilderness Lore +10; *Feats:* Alertness, Mounted Combat (worg), Skill Focus (Concentration), Track.

Possessions: hide armor, large wooden shield, sickle, sling, pouch with 10 sling bullets, spell component pouch, 10 sp.

Spells (4/3/2): 0—*cure minor wounds (x2), detect magic, resistance*; 1st—*entangle, obscuring mist, cure light wounds*; 2nd—*heat metal, summon swarm*.

Goblin (1) (see Appendix 1 for stats)

Worgs (2) (see Appendix 1 for stats)

Tier 3 (EL 8)

Ikusee, female goblin Drd4/Rog2: CR 6; Medium Humanoid (4 ft. tall); HD 4d8 + 2d6 + 6; hp 37; Init +2 (Dex); Spd 30 feet; AC 18 (+1 size, +2 Dex, +3 hide armor, +2 large shield); Atks +4 melee (1d6 [x2], sickle), +7 ranged (1d4 [x2], sling); SA spells, sneak attack +1d6; SQ Darkvision 60 ft, evasion; SR nil; AL NE; SV Fort +5, Ref +8, Will +7.

Str 10, Dex 14, Con 12, Int 10, Wis 17, Cha 10.

Skills: Concentration +12, Escape Artist +10, Heal +7, Hide +9, Listen +10, Move Silently +10, Ride (worg) +14, Spot +10, Wilderness Lore +12;

Feats: Alertness, Lightning Reflexes, Mounted Combat (worg), Skill Focus (Concentration), Track.

Possessions: hide armor, large wooden shield, sickle, sling, pouch with 10 sling bullets, spell component pouch, 10 sp.

Spells (5/4/3): 0—*cure minor wounds (x2), detect magic, flare, resistance*; 1st—*entangle, faerie fire, obscuring mist, cure light wounds*; 2nd—*heat metal, barkskin, summon swarm*.

Goblins (3) (see Appendix 1 for stats)

Worgs (4) (see Appendix 1 for stats)

Tier 4 (EL 10)

Ikusee, female goblin Drd6/Rog2: CR 8; Medium Humanoid (4 ft. tall); HD 6d8 + 2d6 + 8; hp 49; Init +2 (Dex); Spd 30 feet; AC 18 (+1 size, +2 Dex, +3 hide armor, +2 large shield); Atks +5 melee (1d6 [x2], sickle), +8 ranged (1d4 [x2], sling); SA spells, sneak attack +1d6; SQ Darkvision 60 ft, evasion; SR nil; AL NE; SV Fort +6, Ref +9, Will +9.

Str 10, Dex 14, Con 12, Int 10, Wis 18, Cha 10.

Skills: Concentration +14, Escape Artist +10, Heal +7, Hide +10, Listen +11, Move Silently +10, Ride (worg) +14, Spot +11, Wilderness Lore +14; **Feats:** Alertness, Lightning Reflexes, Mounted Combat (worg), Skill Focus (Concentration), Track.

Possessions: hide armor, large wooden shield, sickle, sling, pouch with 10 sling bullets, spell component pouch, 10 sp.

Spells (5/4/4/3): 0—*cure minor wounds (x2), detect magic, flare, resistance*; 1st—*entangle, faerie fire, obscuring mist, cure light wounds*; 2nd—*barkskin, flaming sphere, heat metal, summon swarm*; 3rd—*protection from elements, poison, spike growth*.

Goblins (3) (see Appendix 1 for stats)

Worgs (3) (see Appendix 1 for stats)

Augmented Tier

For tier 4 parties that are considerably more powerful than their numbers might indicate, use 6 goblins and 7 worgs.

Tactics: The wolfriders attempt to ambush the party while some PCs are asleep, when their stealth will help them the most. If the PCs camp during the day and are obviously well-prepared, Ikusee may decide it would be better to wait in ambush for the party up ahead.

The worgriders attempt to sneak up on the party from different directions. Use the Encounter Distance rules in the DUNGEON MASTER's Guide (pp. 59-60) again, but remember that the goblins are hiding as they approach (DC 25 plus lowest Hide skill to spot them). Beginning at 100 feet, make Hide and Move Silently checks each round for the worg and goblin pairs, taking

the lower of the two values for each pair. Have any awake PCs make Listen and Spot checks against these numbers each round. When the goblins are within 30 feet, they begin the attack using ranged weaponry, concentrating on one target at a time. Once full-scale combat breaks out they move to attack in melee to bring the full strength of the worgs to bear, again concentrating on one target at a time.

If the PCs are approaching a worgrider ambush, use the same rules but in reverse. Keep in mind that the goblins and worgs are hiding and are still (+5 DC). If the PCs do not spot the wolfriders at maximum range (200 feet), then make a single Hide check for each worg and goblin beginning at a range of 100 feet, and use this as a target number for Spot checks (at +1 DC per 10 feet distance). Only one Spot check may be made per party member, unless caution is used; any character travelling at half speed may make an additional Spot check each round as a partial action. This must be stated clearly when the players are describing their mode of travel; take their reduced speed into account when deciding their overland movement rate. When the first PC arrives within 30 feet of the goblins, the ambush is sprung.

The worgriders try to remain as silent as possible during the ambush, so that if they are lucky they might be able to take out all awake party members without disturbing those who are asleep. If they can do this, they will attempt to knock out sleeping PCs one at a time, to capture them. Ikusee attempts to save any dying PCs (using Heal skill) after combat is resolved so she can gain credit for capturing more enemies. She will attempt this any time she is not directly threatened by an enemy. She may later use healing magic on PCs, but not before healing herself or any wounded goblins or worgs, and certainly not before the fight has been won.

During combat, the goblins' and worgs' main goal is to gang up on single targets, flank them, sneak attack them, trip them, etc., and move on to the next target when they're done. Ikusee tries to keep half of the PCs out of the fight using stealth and, failing that, spells such as *entangle, obscuring mist, charm person or mammal, flaming sphere, summon swarm, heat metal*, and others as appropriate. At the lower tiers, she may only cast one or two spells before helping in melee, and may not cast any if she has an opportunity to gain a *sneak attack* on an unaware opponent.

The worgs are willing allies of the goblins, and should be treated as such. They are aware of the purpose of their mission, and will try to complete the mission without guidance by their goblin allies if necessary. Under cover of *obscuring mist*, they may be able to use their *scent* ability to full advantage by detecting their opponents and ganging up on them while the PCs are wondering where they are. Also, don't forget that the goblin riders may make a Ride check

once per round to negate one attack that would have otherwise hit their mount, using the Mounted Combat feat.

Ending 1: Success

Once the party has returned with the papers to the campsite Gaiyle left them from, they have a choice. Gaiyle isn't there, but the satchel she told them about is. If they leave the papers found with the jewels, each PC in the group receives a *Influence Point* with Gaiyle Markhalla. PCs that have one or more *Disfavor of Gaiyle Markhalla* certificates have one of them removed, instead. PCs who were rude to Gaiyle do not receive anything. If they were downright insulting or offensive, they instead receive the *Disfavor of Gaiyle Markhalla*.

Enterprising (if unprofessional) PCs may choose to try to sell these papers on the black market. Rookroost is an ideal place to sell such items, particularly if any of the party members have contacts in the Rookroost Thieves' Guild. The papers can garner up to 200gp (DC 15 Diplomacy check). For every point the Diplomacy fails by, the selling price is reduced by 20gp. If the Diplomacy check is made by 20 or more, the selling price is increased to 300gp. If these papers end up on the black market, each PC receives the *Disfavor of Gaiyle Markhalla*.

If the party released all of the prisoners, or heroically released one or more prisoners (i.e., in the face of combat), each party member receives an *Influence Point* with the Johrase Mercenaries. Party members that threatened any prisoners do not receive this reward. At least one prisoner must escape the fortress alive to receive this reward.

Ending 2: Failure!

If the party fails in its mission and does not retrieve the jewelry or the papers, but escape with their hides intact, they can be happy in that. If they really blew it in the DM's opinion, were overly rude or offensive, they each receive the *Disfavor of Gaiyle Markhalla*.

If the party released all of the prisoners, or heroically released one or more prisoners (i.e., in the face of combat), each party member receives an *Influence Point* with the Johrase Mercenaries. Party members that threatened any prisoners do not receive this reward. At least one prisoner must escape the fortress alive to receive this reward.

Ending 3: Captured!

If the party fails in its mission and is captured, they have a few choices. The PCs who are captured are later interrogated by Irunio (or a surviving officer) at the fortress. They can spill everything about who gave them the map and told them about the jewelry, which is enough to gain leniency. A successful Bluff check (DC 15+Tier) will do the same, depending on the believability of the character's story (DM discretion).

Captured PCs who are not given leniency are sent to the silver mines of the Rift, and gain *Whip Scars* from their horrid experience in Perdition. They are inexplicably released after 16 weeks (increase the Time Unit cost of the adventure by 16), and, strangely, find one of their pieces of equipment (player's choice). PCs who have the *Disfavor of Gaiyle Markhalla* (or who receive one during this adventure) are not released—such characters must expend 52 Time Units, and may not be played again until all TUs have been expended.

Those who are given leniency are instead imprisoned at the fortress. Four weeks later they are released (increase the Time Unit cost of the adventure by 4), and may choose up to three pieces of equipment to keep. However PCs who have the *Disfavor of Gaiyle Markhalla* (or who receive one during this adventure) do *not* get any equipment back.

If they really blew it in the DM's opinion, were overly rude or offensive, they each receive the *Disfavor of Gaiyle Markhalla*. They also receive this if they spill everything to their captors.

If the party released all of the prisoners, or heroically released one or more prisoners (i.e., in the face of combat), each party member receives an *Influence Point* with the Johrase Mercenaries. Party members that threatened any prisoners do not receive this reward. At least one prisoner must escape the fortress alive to receive this reward.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 1: Treasure Hunt

Ask questions about the fortress

25

Encounter 2: Approaching the Fortress

Find the Secret Entrance	50
Enter the passageway without alerting orcs	25
OR	
Defeat patrol	25

Stonehill Fortress – Bottom Level

Bypass workers without killing them	25
or having the alarm raised (one award only)	
For each prisoner released, except Traynen	5
OR	
Release all prisoners besides Traynen	25
Release Traynen	25
Leaving the bottom level without raising the alarm	25

Stonehill Fortress – Level 1

Arriving on Level 1 (first time only)	50
Leaving Level 1 without raising the alarm	25

Stonehill Fortress – Level 2

Arriving on Level 2 (first time only)	50
Leaving Level 2 without raising the alarm	25

Stonehill Fortress – Level 3

Arriving on Level 3 (first time only)	50
Find papers and jewelry	150
Find secret door	50
Defeat Irunio	100
Max for soldiers defeated in the fortress (5 each)	100

Encounter 3:

Defeat the worgriders	100
OR	
Escape the worgriders without fighting	25

Maximum Experience for Objectives	900
Discretionary Role-Playing Experience	0-100

Total XP Available	1000
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Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being

specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Stonehill Fortress – Level 2

- Room 210: jeweled bracelet hidden in a crate of beans (value 50 gp)
- Room 212: nice rug (20gp value, weighs 10 pounds)
- Room 212: two quality vases (10gp each)
- Room 212: three nice sets of clothing, well suited for parties (value 100gp total)
- Room 213: incense (value 20gpv)
- Room 213: a silver bowl (value 10gpv)
- Room 213: silver and gold candelabra (value 30gp)

Stonehill Fortress – Level 3

- Room 301: military papers bearing the seal of Cranzer of Riftcrag (value 200gp on the black market)
- Room 301: platinum necklace inlaid with rubies (value 1,200gp, see cert)
- Room 301: chess set (value 10gp)
- Room 301: writing instruments (value 20gp)
- Room 302: assorted military papers and dispatches (value: 100gp on the black market)

Stonehill Fortress – Irunio

- chain shirt (value 50gp)
- buckler (value 7.5gp)
- short sword (value 5gp)
- 4 darts (total value 1gp)
- dagger (value 1gp)
- spell component pouch (value 2.5gp)

- 20gp
- 10pp
- *potion of cure light wounds* (value 50gp)
- *arcane scroll of jump* (value 25gp)

Stonehill Fortress – Lerkin

- scale mail (value 25gp)
- heavy mace (value 6gp)
- spell component pouch (value 2.5gp)
- 15 gp

Stonehill Fortress – Officers (each)

- chainmail (value 75gp)
- large steel shield (value 10gp)
- longsword (value 7.5gp)
- dagger (value 1gp)

Stonehill Fortress – Human soldiers (each)

- scale mail (value 25gp)
- large steel shield (value 10gp)
- longsword (value 7.5gp)
- dagger (value 1gp)
- short bow and quiver with 20 arrows (guard towers *only*) (value 15.5gp)

Stonehill Fortress – Orc soldiers (each)

- studded leather armor (value 12.5gp)
- greataxe (value 10gp)
- 2 javelins (total value 1gp)
- short bow and quiver with 20 arrows (guard towers *only*) (value 15.5gp)

Encounter 3: Worgriders

- 10 sp
- hide armor (value 7.5gp)
- large wooden shield (value 3.5gp)
- sickle (value 3gp)
- spell component pouch (value 2.5gp)
- studded leather armor (1, 3, or 7) (value 12.5gp each)
- morningstar (1, 3, or 7) (value 4gp each)
- short bow and quiver with 20 arrows (1, 3, or 7) (value 15.5gp each)

Ending: Success

- *Influence Point* with Gaiyle Markhalla if the party leaves the military papers in the satchel for Gaiyle – PCs who ignore her request to keep the information obtained in Player's Handout #6 a secret receive nothing
- *Influence Point* with the Johrase Mercenaries if the party releases prisoners (see text)
- *Disfavor of Gaiyle Markhalla* for PCs who were insulting or offensive towards Gaiyle, or for all PCs if the military papers found with the jewelry end up on the black market

PCs who are eligible for both an *Influence Point* with Gaiyle and her *Disfavor* instead receive nothing

Ending: Failure

- *Influence Point* with the Johrase Mercenaries if the party releases prisoners (see text)
- *Disfavor of Gaiyle Markhalla* for PCs who were insulting or offensive towards Gaiyle, or for PCs who spill everything to their captors

Ending: Captured!

- *Influence Point* with the Johrase Mercenaries if the party releases prisoners (see text)
- *Disfavor of Gaiyle Markhalla* for PCs who were insulting or offensive towards Gaiyle, or for PCs who spill everything to their captors
- *Whip Scars* for PCs who do not gain leniency and are forced to work in Perdition, a silver mine in the Rift Canyon, which costs 12 additional Time Units
PCs who do gain leniency are imprisoned, and must spend 4 additional Time Units

Descriptions

Disfavor of Gaiyle Markhalla: The character named above has dealt with Gaiyle in a rude and/or unprofessional manner. Gaiyle will treat this character poorly in future encounters

Whip Scars: The character has served as a slave in Perdition, a silver mine in the Rift Canyon. These scars are a reminder of the horrors of this experience.

Johrasian platinum necklace: This beautiful platinum necklace is inlaid with three rubies (worth 300gp each), and has a total value of 1,200gp. Its history is such that Johrasians may react differently to its wearer if the Johrasian succeeds at a DC 10 Knowledge (Local – Bandit Kingdoms) skill check, which can be made untrained as an Int check. If the wearer seeks to befriend the Johrasian, he receives a “+2” modifier to any social skill checks made. If, on the other hand, the wearer seeks to make an enemy of the Johrasian, or is already an enemy of the Johrase people, he receives a “-2” penalty to any social skill checks made with this individual. These modifiers only apply to skill checks made when dealing with Johrasians who recognize the necklace. Furthermore, if Cranzer's officer, Irunio, discovers a captured character in possession of the necklace, the character is immediately put to death. Check with the Triad for more information on the history of this item. [etc]

Appendix 1: Fortress Garrison

The garrison of Stonehill Fortress consists of about 100 orc and human soldiers, along with a few goblin wolfriders and a couple of dozen human workers. About ten soldiers are garrisoned at each of the four corner towers of the outer walls, thirty are in the outer barracks, and another thirty reside in the main keep. The human workers, goblins, and their wolves are based in the outbuildings.

The soldiers are generally found in pairs while patrolling, but are sometimes alone when not on duty. At night, patrols and sentries are almost always orcs, and during the day they are mostly human.

The following is a tiered listing for the statistics of the occupants of the fortress.

Tier 1:

Goblin worgrider: CR 0.5; Medium Humanoid (4 ft. tall); HD 1d8; hp 4; Init +1; Spd 30 feet; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +0 melee (1d8-1 [x3], morningstar), +2 ranged (1d6 [x3], short bow); SQ Darkvision 60 ft; AL chaotic evil; SV Fort +0, Ref +3, Will +0.

Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +5, Ride (worg) +7, Spot +3; *Feats:* Alertness, Mounted Combat.

Possessions: studded leather armor, morningstar, short bow, quiver with 20 arrows.

Human soldier, War1: CR 0.5; Medium Humanoid (6 ft. tall); HD 1d8; hp 4; Init +0; Spd 30 feet; AC 16, (+4 scale mail, +2 large steel shield); Atks +2 melee (1d8 [x2/19-20], longsword), +1 ranged (1d4 [19-20/x2], dagger), +1 ranged (1d6 [x3], shortbow – guard towers only); AL neutral; SV Fort +2, Ref +0, Will +0.

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

Skills: Spot +2, Listen +2, Climb +3; *Feats:* Endurance, Weapon Focus (long sword).

Possessions: scale mail, large steel shield, longsword, dagger, short bow (guard towers only), quiver with 20 arrows (guard towers only).

Human worker: CR 0.25 (no armor, normal clothes) Craft or Profession skill (2-4 ranks).

Officer, male human War2: CR 1; Medium Humanoid (6 ft. tall); HD 2d8; hp 9; Init +0; Spd 30 feet; AC 17, (+5 chainmail, +2 large steel shield); Atks +3 melee (1d8 [19-20/x2], longsword), +2 ranged (1d4 [x2/19-20], dagger); AL neutral; SV Fort +3, Ref +0, Will +0.

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

Skills: Spot +2, Listen +2, Climb +3; *Feats:* Endurance, Weapon Focus (long sword).

Possessions: chainmail, large steel shield, longsword, dagger, keyring.

Orc soldier: CR 0.5; Medium Humanoid (6 ft. tall); HD 1d8; hp 4; Init +0; Spd 30 feet; AC 13 (+3 studded leather); Atks +2 melee (1d12+3 [x3], greataxe), +0 ranged (1d6+2 [x2], javelin), +0 ranged (1d6 [x3], short bow – guard towers only); SQ Darkvision 60 ft, light sensitivity; AL chaotic evil; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3; *Feats:* Alertness.

Special Qualities: **Light Sensitivity:** Orcs suffer a -1 penalty to attacks rolls in bright sunlight or within the radius of a *daylight* spell.

Possessions: studded leather armor, greataxe, two javelins, short bow (guard towers only), quiver with 20 arrows (guard towers only).

Worg: CR 2; Medium-size Magical Beast (5 ft. long); HD 4d8 + 8; hp 24; Init +2 (Dex); Spd 50; AC 14 (+2 Dex, +2 natural); Atks +7 melee (1d6+4 [x2], bite); SA Trip; SQ Scent; SR nil; AL NE; SV Fort +6, Ref +6, Will +3.

Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills: Hide +6, Move Silently +9, Listen +7, Spot +9. *Feats:* Alertness.

Special Abilities: **Trip (Ex):** a worg that hits with a bite attack may attempt to trip its opponent without making a touch attack or incurring an attack of opportunity; if the attempt fails, the opponent cannot react to trip the worg.

Special Qualities: **Scent:** detects opponents within 30 feet, may track by smell (DC 10) with a +6 racial bonus to Wilderness Lore checks.

Tier 2:

Goblin worgrider, Rog1: CR 1; Medium Humanoid (4 ft. tall); HD 1d6; hp 6; Init +1; Spd 30 feet; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +0 melee (1d8-1 [x3], morningstar), +2 ranged (1d6 [x3], short bow); SA sneak attack +1d6, SQ Darkvision 60 ft; AL chaotic evil; SV Fort +0, Ref +5, Will +0.

Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Bluff +4, Hide +8, Jump +3, Listen +6, Move Silently +8, Ride (worg) +11, Sense Motive +4, Spot +6, Tumble +4; *Feats:* Alertness, Mounted Combat.

Possessions: studded leather armor, morningstar, short bow, quiver with 20 arrows.

Human soldier, War2: CR 1; Medium Humanoid (6 ft. tall); HD 2d8; hp 13; Init +0; Spd 30 feet; AC 16, (+4 scale mail, +2 large steel shield); Atks +3 melee (1d8 [x2/19-20], longsword), +2 ranged (1d4 [19-20/x2], dagger),

+2 ranged (1d6 [x3], shortbow – guard towers only); AL neutral; SV Fort +3, Ref +0, Will +0.

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

Skills: Spot +2, Listen +2, Climb +5; **Feats:** Endurance, Weapon Focus (long sword).

Possessions: scale mail, large steel shield, longsword, dagger, short bow (guard towers only), quiver with 20 arrows (guard towers only).

Human worker: CR 0.25 (no armor, normal clothes) Craft or Profession skill (2-4 ranks).

Officer, male human War4: CR 3; Medium Humanoid (6 ft. tall); HD 4d8+3; hp 26; Init +0; Spd 30 feet; AC 17, (+5 chainmail, +2 large steel shield); Atks +5 melee (1d8[19-20/x2], longsword), +4 ranged (1d4[x2/19-20], dagger); AL neutral; SV Fort +4, Ref +1, Will +1.

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

Skills: Spot +2, Listen +2, Climb +3; **Feats:** Endurance, Toughness, Weapon Focus (long sword).

Possessions: chainmail, large steel shield, longsword, dagger, keyring.

Orc soldier, Bbn1: CR 1; Medium Humanoid (6 ft. tall); HD 1d12+2; hp 12(14); Init +0; Spd 40 feet; AC 13(11) (+3 studded leather); Atks +3(5) melee (1d12+3(6) [x3], greataxe), +1 ranged (1d6+2(4) [x2], javelin), +1 ranged (1d6 [x3], shortbow – guard towers only); SA barbarian rage (1/day); SQ Darkvision 60 ft, light sensitivity; AL chaotic evil; SV Fort +4, Ref +0, Will -1(+1).

Str 15(19), Dex 11, Con 10(14), Int 9, Wis 8, Cha 8.

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

Special Abilities: Barbarian Rage: +4 Str, +4 Con, +2 Will saves, +4 hp. Numbers listed in (parentheses) take these modifiers into account. The rage lasts 5 rounds after which the orc is *fatigued* (-2 Str, -2 Dex, can't charge or run) for the duration of the encounter.

Special Qualities: Light Sensitivity: Orcs suffer a -1 penalty to attacks rolls in bright sunlight or within the radius of a *daylight* spell.

Possessions: studded leather armor, greataxe, two javelins, shortbow (guard towers only), quiver with 20 arrows guard towers only).

Tier 3:

Goblin worgrider, Ftr1/Rog1: CR 2; Medium Humanoid (4 ft. tall); HD 1d10 + 1d6; hp 11; Init +1; Spd 30 feet; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +1 melee (1d8-1 [x3], morningstar), +3 ranged (1d6 [x3], short bow); SA sneak attack +1d6, SQ Darkvision 60 ft; AL chaotic evil; SV Fort +2, Ref +5, Will +0.

Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Bluff +4, Hide +8, Jump +4, Listen +6, Move Silently +8, Ride (worg) +12, Sense Motive

+4, Spot +6, Tumble +4; **Feats:** Alertness, Mounted Combat.

Possessions: studded leather armor, morningstar, short bow, quiver with 20 arrows.

Human worker: CR 0.25 (no armor, normal clothes) Craft or Profession skill (2-4 ranks).

Human soldier, War4: CR 3; Medium Humanoid (6 ft. tall); HD 4d8+3; hp 26; Init +0; Spd 30 feet; AC 16, (+4 scale mail, +2 large steel shield); Atks +6 melee (1d8+1 [x2/19-20], longsword), +4 ranged (1d4+1 [19-20/x2], dagger), +4 ranged (1d6 [x3], shortbow – guard towers only); AL neutral; SV Fort +3, Ref +0, Will +0.

Str 12, Dex 11, Con 10, Int 11, Wis 10, Cha 10.

Skills: Spot +3, Listen +3, Climb +5; **Feats:** Endurance, Toughness, Weapon Focus (long sword).

Possessions: scale mail, large steel shield, longsword, dagger, short bow (guard towers only), quiver with 20 arrows (guard towers only).

Officer, male human War6: CR 5; Medium Humanoid (6 ft. tall); HD 6d8+6; hp 39; Init +0; Spd 30 feet; AC 17, (+5 chainmail, +2 large steel shield); Atks +7 melee (1d8 [19-20/x2], long sword), +6 ranged (1d4 [19-20/x2], dagger); AL neutral; SV Fort +5, Ref +2, Will +2.

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

Skills: Spot +3, Listen +3, Climb +3; **Feats:** Endurance, Toughness (x2), Weapon Focus (long sword).

Possessions: chainmail, large steel shield, long sword, dagger, keyring.

Orc soldier, Bbn3: CR 3; Medium Humanoid (6 ft. tall); HD 3d12(+6); 26(32); Init +0; Spd 40 feet; AC 13(11) (+3 studded leather); Atks +5(7) melee (1d12+3(6) [x3], greataxe), +3 ranged (1d6+2(4) [x2], javelin), +3 ranged (1d6 [x3], shortbow – guard towers only); SA barbarian rage (1/day), uncanny dodge; SQ Darkvision 60 ft, light sensitivity; AL chaotic evil; SV Fort +4, Ref +1, Will 0(+2).

Str 15(19), Dex 11, Con 10(14), Int 9, Wis 8, Cha 8.

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

Special Abilities: Barbarian Rage: +4 Str, +4 Con, +2 Will saves, +4 hp. Numbers listed in (parentheses) take these modifiers into account. The rage lasts 5 rounds after which the orc is *fatigued* (-2 Str, -2 Dex, can't charge or run) for the duration of the encounter; **Uncanny Dodge:** retains Dex bonus to AC even if caught flat-footed or struck by an invisible attacker.

Special Qualities: Light Sensitivity: Orcs suffer a -1 penalty to attacks rolls in bright sunlight or within the radius of a *daylight* spell.

Possessions: studded leather armor, greataxe, two javelins, shortbow (guard towers *only*), quiver with 20 arrows (guard towers *only*).

Worg: CR 2; Medium-size Magical Beast (5 ft. long); HD 4d8 + 8; hp 30; Init +2 (Dex); Spd 50; AC 14 (+2 Dex, +2 natural); Atks +7 melee (1d6+4 [x2], bite); SA **Trip**; SQ **Scent**; SR nil; AL NE; SV Fort +6, Ref +6, Will +3.

Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills: Hide +6, Move Silently +9, Listen +7, Spot +9. *Feats:* Alertness.

Special Abilities: **Trip (Ex):** a worg that hits with a bite attack may attempt to trip its opponent without making a touch attack or incurring an attack of opportunity; if the attempt fails, the opponent cannot react to trip the worg.

Special Qualities: **Scent:** detects opponents within 30 feet, may track by smell (DC 10) with a +6 racial bonus to Wilderness Lore checks.

Tier 4:

Goblin worgrider, Ftr2/Rog1: CR 3; Medium Humanoid (4 ft. tall); HD 2d10 + 1d6; hp 17; Init +1; Spd 30 feet; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +2 melee (1d8-1 [x3], morningstar), +4 ranged (1d6 [x3], short bow); SA sneak attack +1d6, SQ Darkvision 60 ft; AL chaotic evil; SV Fort +3, Ref +5, Will +0.

Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Bluff +4, Hide +8, Jump +5, Listen +6, Move Silently +8, Ride (worg) +13, Sense Motive +4, Spot +6, Tumble +4; *Feats:* Alertness, Mounted Combat, Ride-by Attack.

Possessions: studded leather armor, morningstar, short bow, quiver with 20 arrows.

Human soldier, War6: CR 5; Medium Humanoid (6 ft. tall); HD 6d8+6; hp 39; Init +0; Spd 30 feet; AC 16, (+4 scale mail, +2 large steel shield); Atks +8 melee (1d8+1 [19-20/x2], longsword), +6 ranged (1d4+1 [19-20/x2], dagger), +6 ranged (1d6 [x3], shortbow – guard towers *only*); AL neutral; SV Fort +3, Ref +0, Will +0.

Str 12, Dex 11, Con 10, Int 11, Wis 10, Cha 10.

Skills: Spot +4, Listen +4, Climb +5; *Feats:* Endurance, Toughness (x2), Weapon Focus (long sword).

Possessions: scale mail, large steel shield, longsword, dagger, short bow (guard towers *only*), quiver with 20 arrows (guard towers *only*).

Human worker: CR 0.25 (no armor, normal clothes) Craft or Profession skill (2-4 ranks).

Officer, male human War8: CR 7; Medium Humanoid (6 ft. tall); HD 8d8+6; hp 49; Init +0; Spd 30 feet; AC 17, (+5 chainmail, +2 large steel shield); Atks +9 melee (1d8 [19-20/x2],

longsword), +8 ranged (1d4 [19-20/x2], dagger); AL neutral; SV Fort +6, Ref +2, Will +2.

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

Skills: Spot +3, Listen +4, Climb +5; *Feats:* Endurance, Toughness (x2), Weapon Focus (longsword).

Possessions: chainmail, large steel shield, long sword, dagger, keyring.

Orc soldier, Bbn5: CR 5; Medium Humanoid (6 ft. tall); HD 5d12(+10); hp 40(50); Init +0; Spd 40 feet; AC 13(11) (+3 studded leather); Atks +7(9) melee (1d12+3(6) [x3], greataxe), +3 ranged (1d6+2(4) [x2], javelin), +3 ranged (1d6 [x3], shortbow – guard towers *only*); SA barbarian rage (1/day), uncanny dodge; SQ Darkvision 60 ft, light sensitivity; AL chaotic evil; SV Fort +5, Ref +1, Will 0(+2).

Str 15(19), Dex 11, Con 10(14), Int 9, Wis 8, Cha 8.

Skills: Spot +5, Listen +5; *Feats:* Alertness, Power Attack.

Special Abilities: **Barbarian Rage:** +4 Str, +4 Con, +2 Will saves, +4 hp. Numbers listed in (parentheses) take these modifiers into account. The rage lasts 5 rounds after which the orc is *fatigued* (-2 Str, -2 Dex, can't charge or run) for the duration of the encounter; **Uncanny Dodge:** retains Dex bonus to AC even if caught flat-footed or struck by an invisible attacker.

Special Qualities: **Light Sensitivity:** Orcs suffer a -1 penalty to attacks rolls in bright sunlight or within the radius of a *daylight* spell.

Possessions: studded leather armor, greataxe, two javelins, shortbow (guard towers *only*), quiver with 20 arrows (guard towers *only*).

Worg: CR 3; Medium-size Magical Beast (5 ft. long); HD 6d8 + 12; hp 44; Init +2 (Dex); Spd 50; AC 14 (+2 Dex, +2 natural); Atks +9 melee (1d6+4 [x2], bite); SA **Trip**; SQ **Scent**; SR nil; AL NE; SV Fort +7, Ref +7, Will +4.

Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills: Hide +7, Move Silently +10, Listen +8, Spot +10. *Feats:* Alertness.

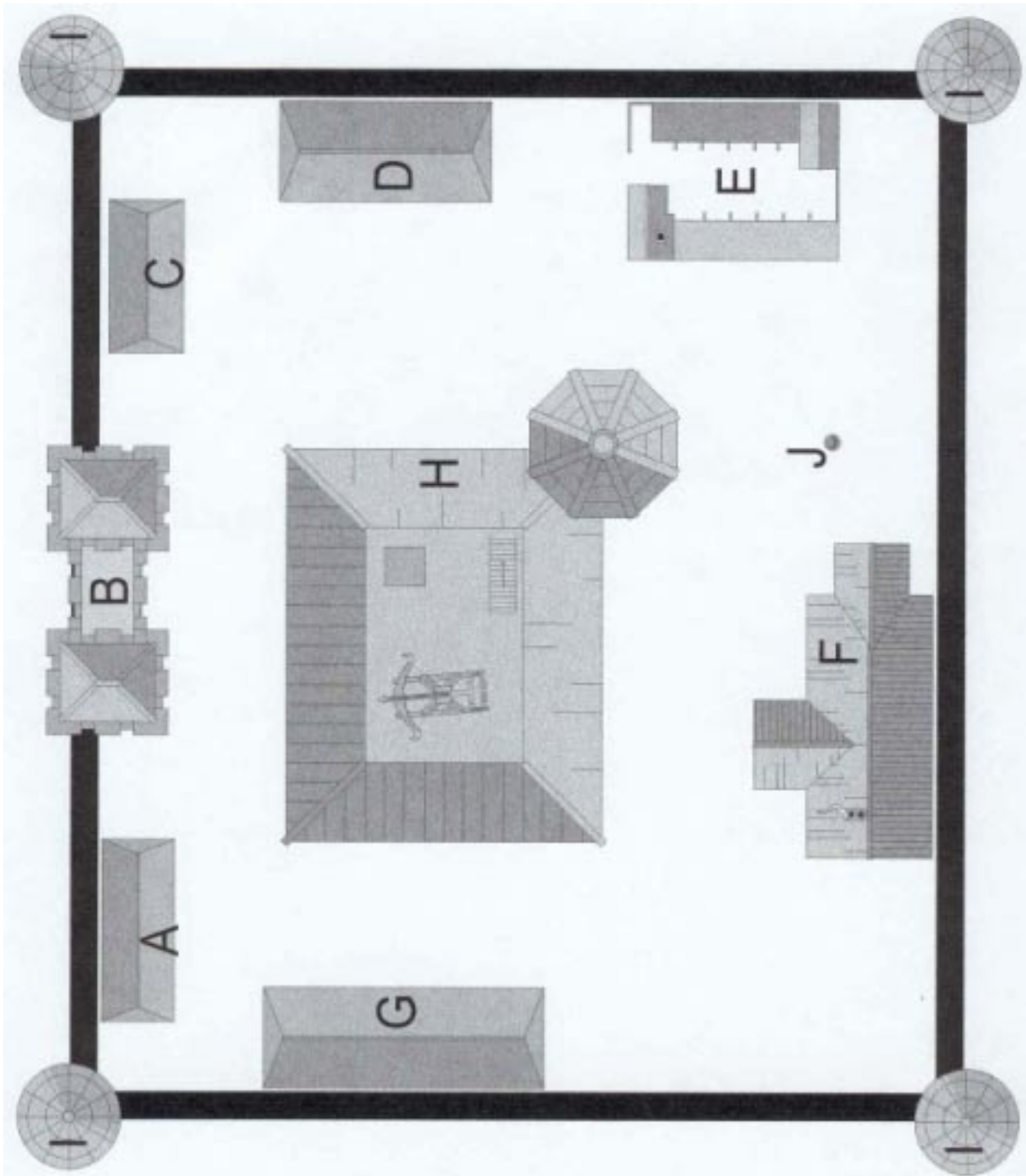
Special Abilities: **Trip (Ex):** a worg that hits with a bite attack may attempt to trip its opponent without making a touch attack or incurring an attack of opportunity; if the attempt fails, the opponent cannot react to trip the worg.

Special Qualities: **Scent:** detects opponents within 30 feet, may track by smell (DC 10) with a +6 racial bonus to Wilderness Lore checks.

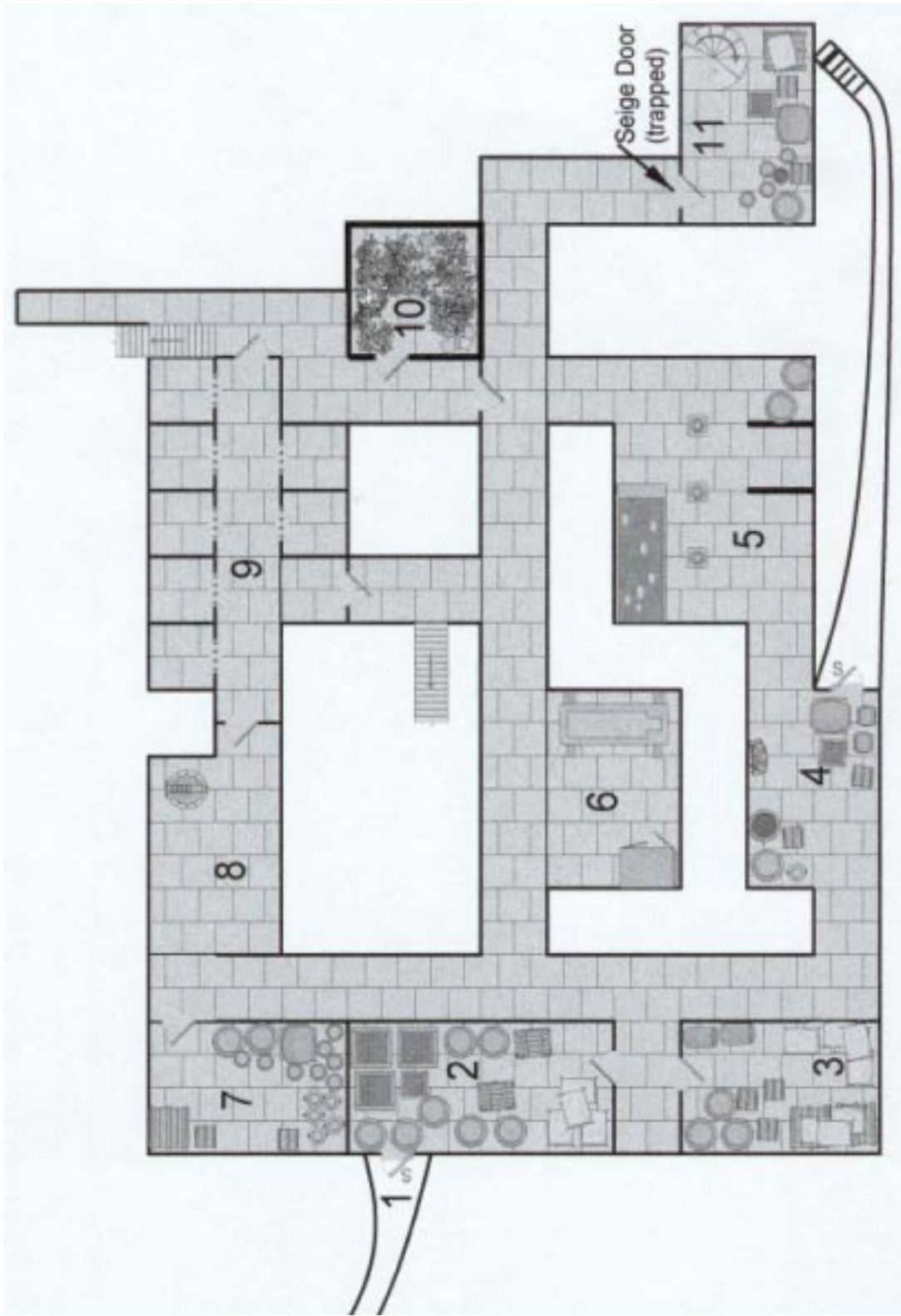
Augmented Tier

For parties that are already at fourth tier, but are clearly more powerful than their numbers would otherwise indicate, simply double the number of opponents. Do **not** double *named* opponents, such as Irunio.

DM's Aid #1 Outer Buildings

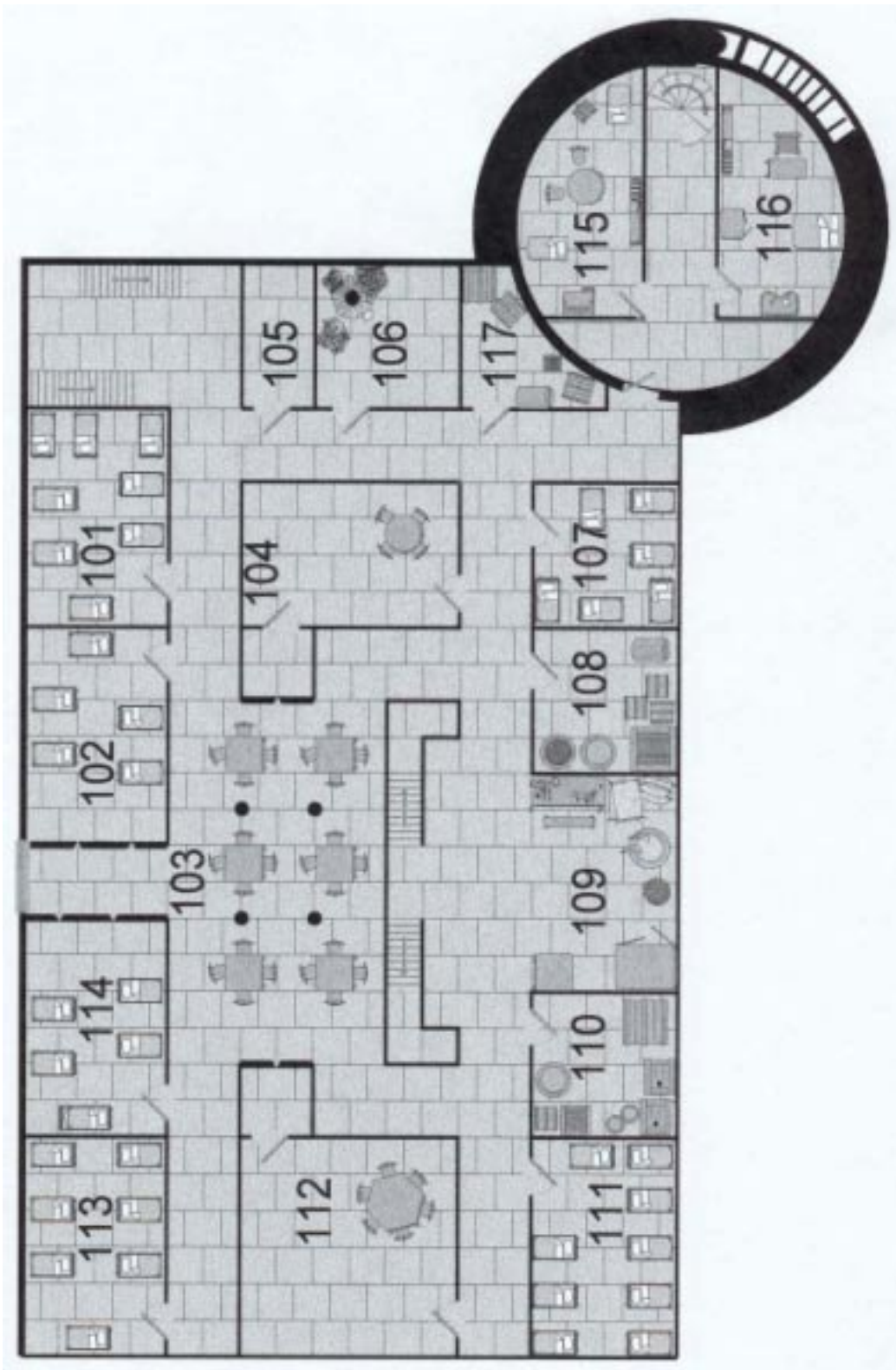


DM's Aid #2
Stonehill Fortress – Bottom Level



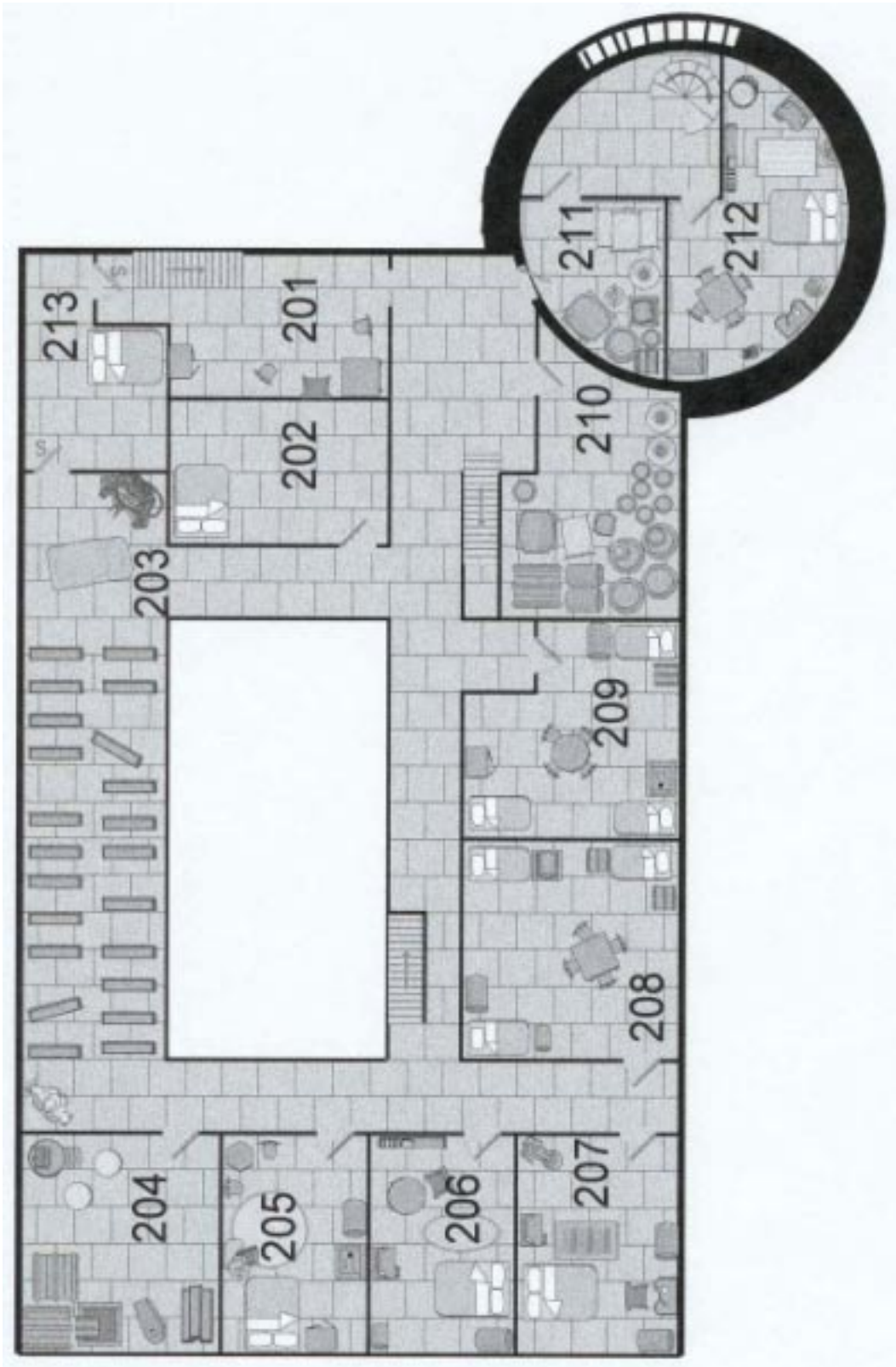
DM's Aid #3

Stonehill Fortress – Level

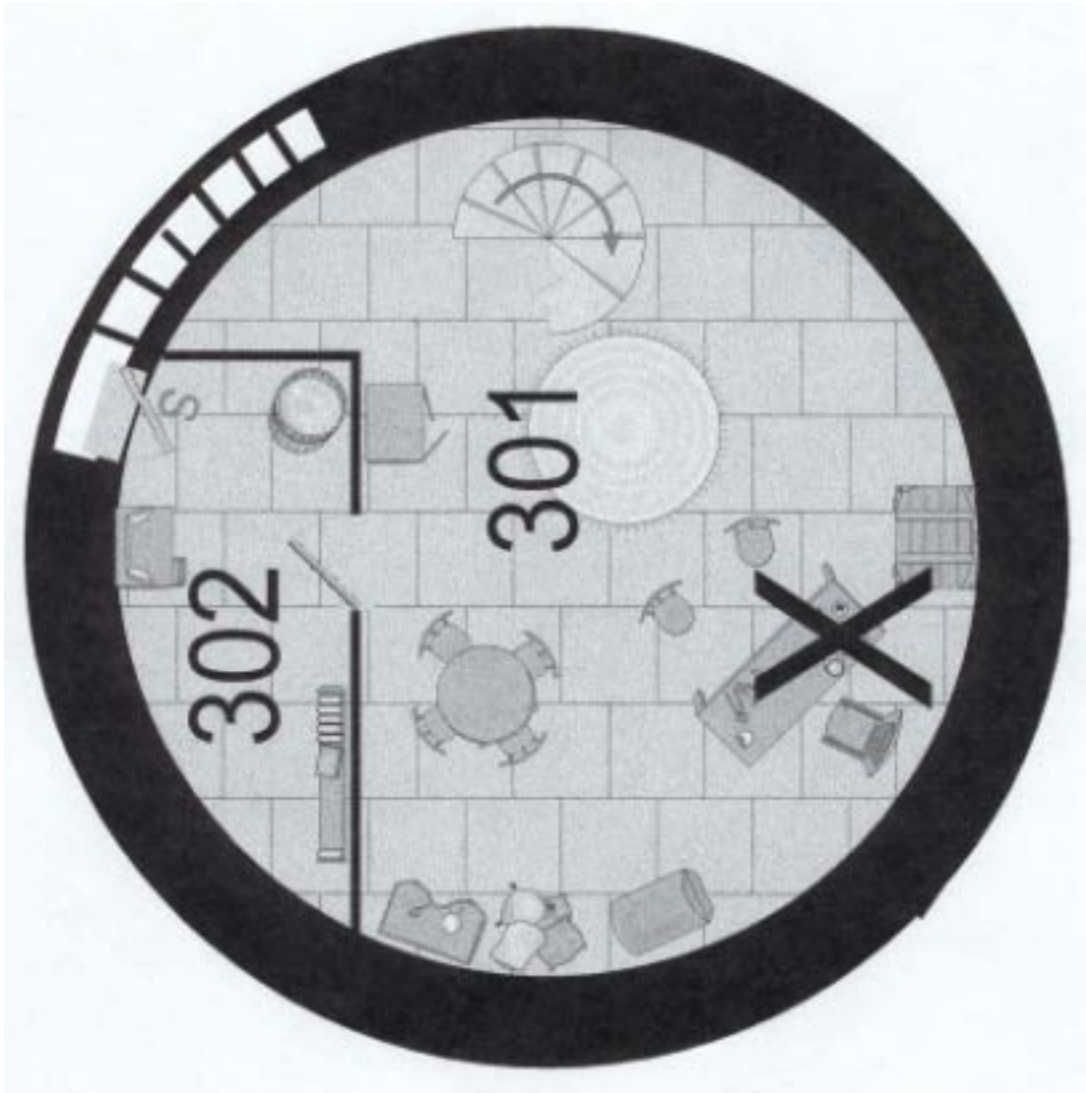


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DM's Aid #4 Stonehill Fortress – Level 2



DM's Aid #5
Stonehill Fortress – Level 4



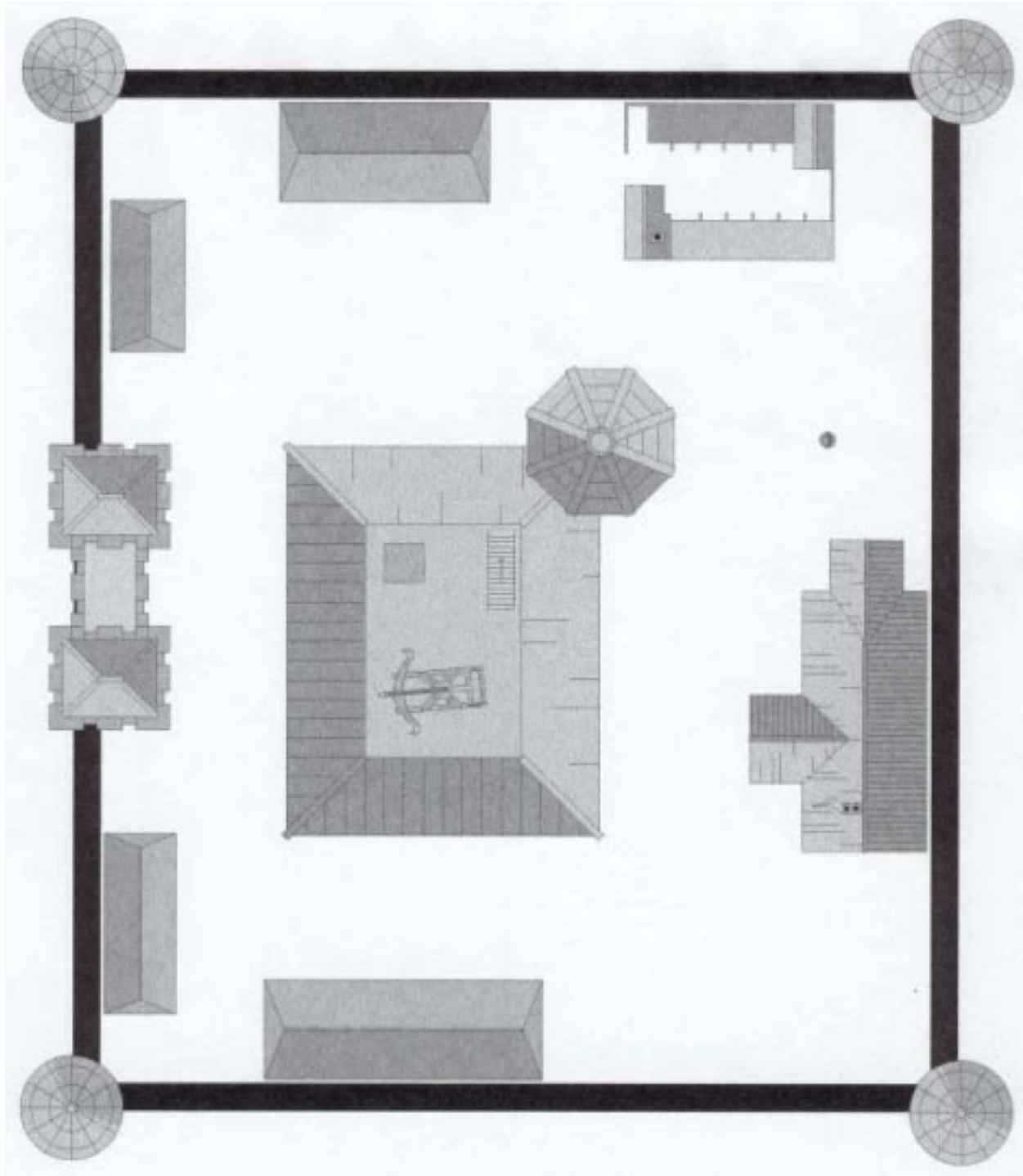
DM's Aid #6

Opponent Tracking Chart

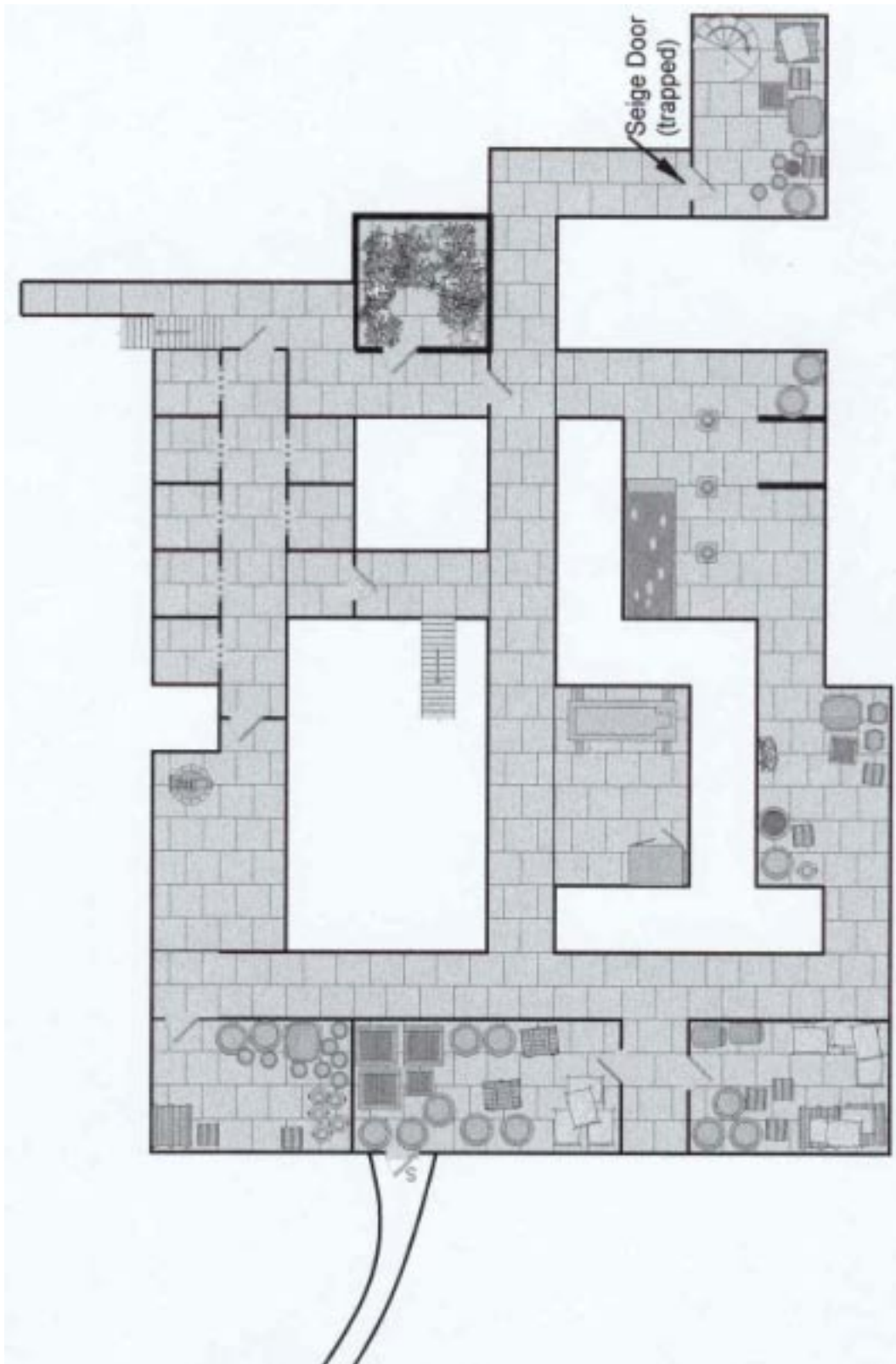
No.	Race	Hit Points by Tier				current hp	Notes
		1	2	3	4		
1	orc	4	12(14)	26(32)	40(50)		
2	orc	4	12(14)	26(32)	40(50)		
3	orc	4	12(14)	26(32)	40(50)		
4	orc	4	12(14)	26(32)	40(50)		
5	orc	4	12(14)	26(32)	40(50)		
6	orc	4	12(14)	26(32)	40(50)		
7	orc	4	12(14)	26(32)	40(50)		
8	orc	4	12(14)	26(32)	40(50)		
9	orc	4	12(14)	26(32)	40(50)		
10	orc	4	12(14)	26(32)	40(50)		
11	orc	4	12(14)	26(32)	40(50)		
12	orc	4	12(14)	26(32)	40(50)		
13	orc	4	12(14)	26(32)	40(50)		
14	orc	4	12(14)	26(32)	40(50)		
15	orc	4	12(14)	26(32)	40(50)		
16	orc	4	12(14)	26(32)	40(50)		
17	orc	4	12(14)	26(32)	40(50)		
18	orc	4	12(14)	26(32)	40(50)		
19	orc	4	12(14)	26(32)	40(50)		
20	orc	4	12(14)	26(32)	40(50)		
21	orc	4	12(14)	26(32)	40(50)		
22	orc	4	12(14)	26(32)	40(50)		
23	orc	4	12(14)	26(32)	40(50)		
24	orc	4	12(14)	26(32)	40(50)		
25	orc	4	12(14)	26(32)	40(50)		
26	orc	4	12(14)	26(32)	40(50)		
27	orc	4	12(14)	26(32)	40(50)		
28	orc	4	12(14)	26(32)	40(50)		
29	orc	4	12(14)	26(32)	40(50)		
30	orc	4	12(14)	26(32)	40(50)		
31	orc	4	12(14)	26(32)	40(50)		
32	orc	4	12(14)	26(32)	40(50)		
1	human	4	13	26	39		
2	human	4	13	26	39		
3	human	4	13	26	39		
4	human	4	13	26	39		
5	human	4	13	26	39		
6	human	4	13	26	39		
7	human	4	13	26	39		
8	human	4	13	26	39		
9	human	4	13	26	39		
10	human	4	13	26	39		
11	human	4	13	26	39		
12	human	4	13	26	39		
13	human	4	13	26	39		
14	human	4	13	26	39		
15	human	4	13	26	39		
16	human	4	13	26	39		

Player's Handout #1

Stonehill Fortress – Outer Buildings

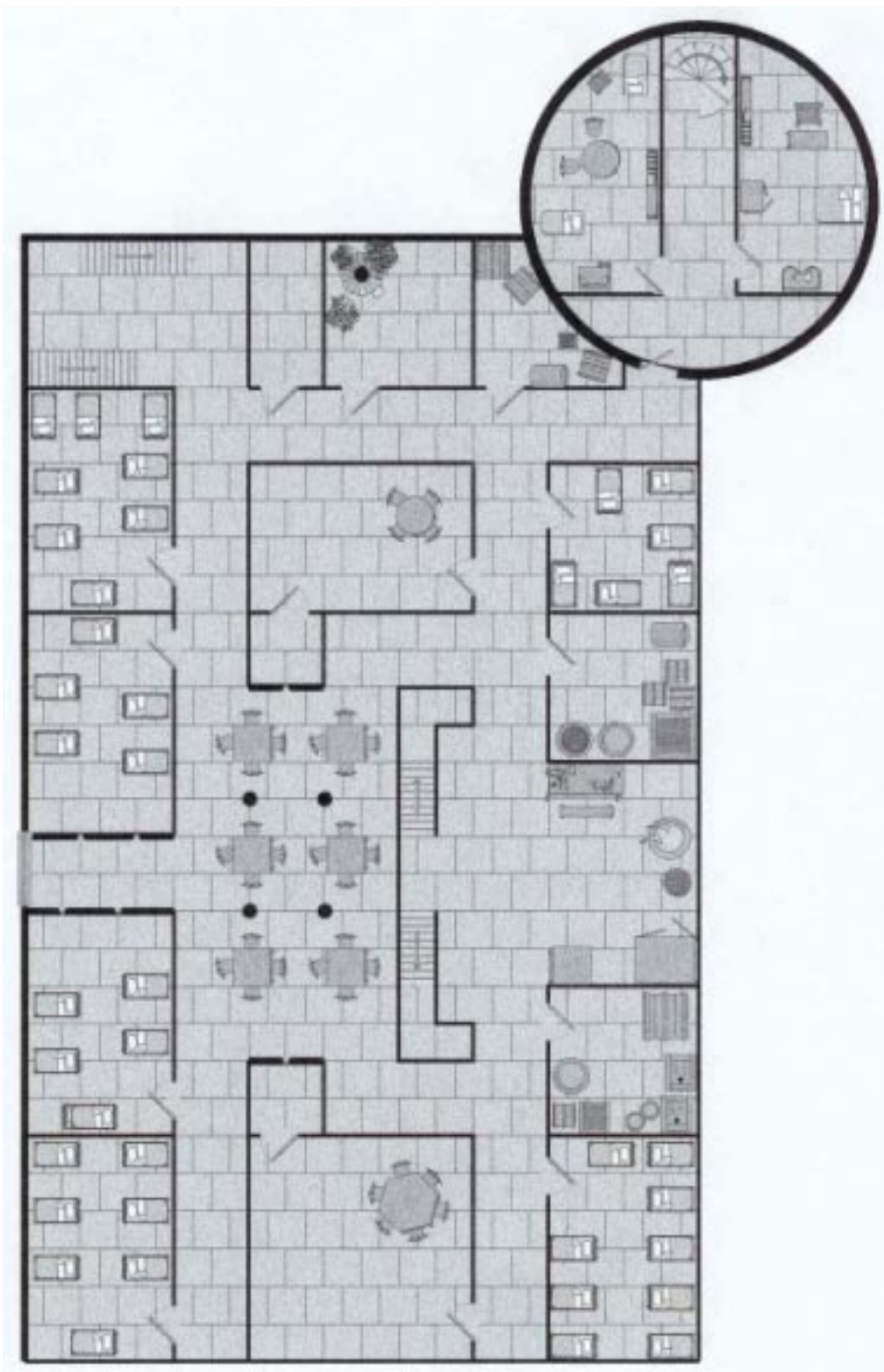


Player's Handout #2' Stonehill Fortress – Bottom Level



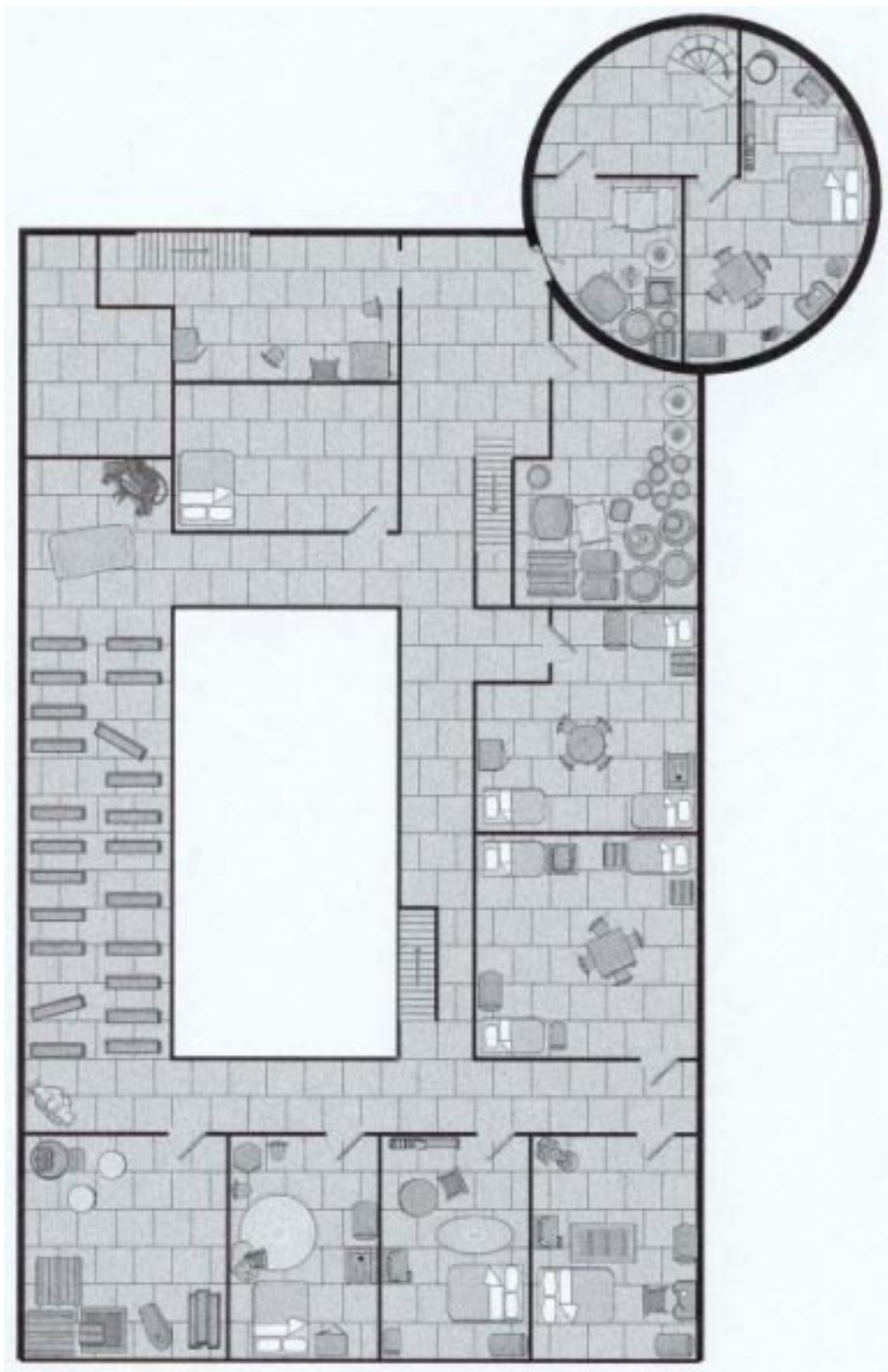
Player's Handout #3

Stonehill Fortress – Level 1



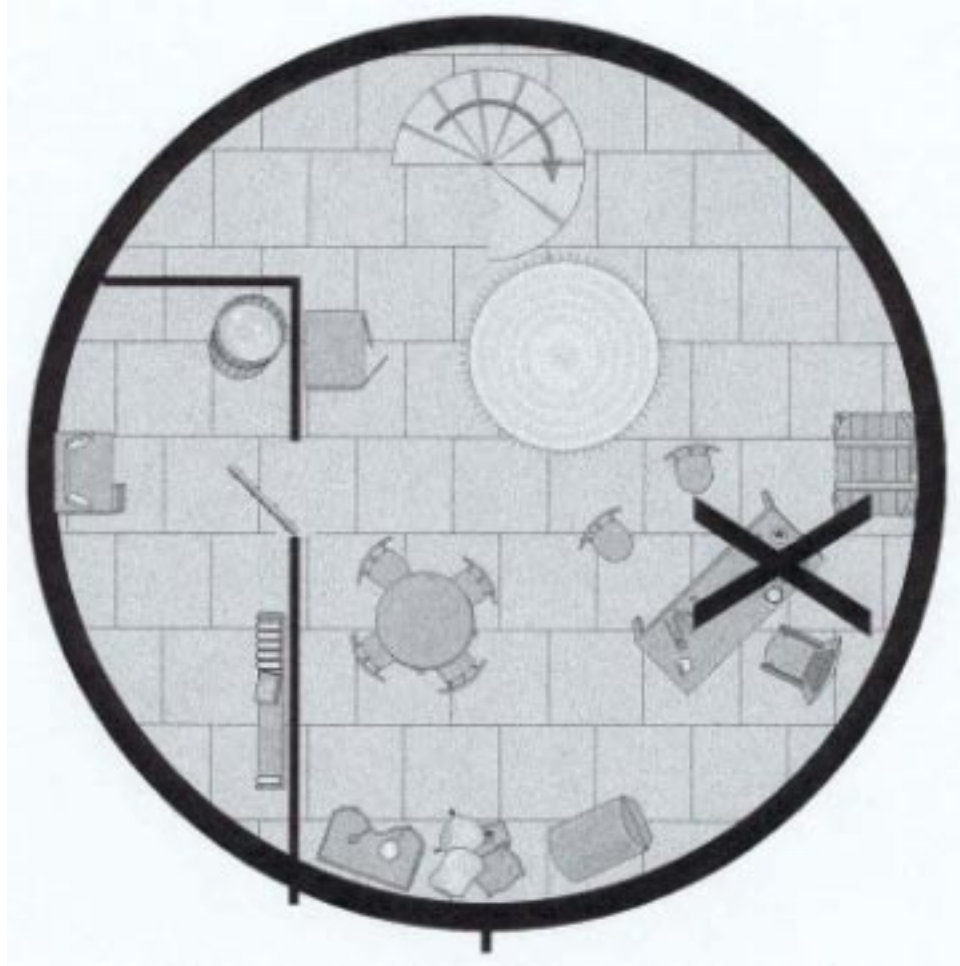
Player's Handout #4

Stonehill Fortress – Level 2



Player's Handout #5

Stonehill Fortress – Level 4



Player's Handout #6

In your conversation with Gaiyle, you used your Innuendo skill to “read between the lines,” so to speak. She seems to be saying that one of the Johrasian prisoners that are kept on the lower level can be counted on to help. If any of these prisoners can be freed, she intimates that they would be appreciative. She also intimates none too lightly that this information should be kept secret; it seems ok with her for you to use the information, but she does not seem to want anyone to find out who told you.

Nod to the DM if you agree to keep the information to yourself, and hand this back without showing it to any of the other PCs.

Player's Handout #7

In your conversation with Gaiyle, you used your Innuendo skill to “read between the lines,” so to speak. She seems to be saying that one of the Johrasian prisoners that are kept on the lower level can't be counted on to help, even if he says he can, because he's a spy. She also intimates that this information should probably be kept secret; it seems ok with her for you to use the information, but she does not seem to want anyone to find out who told you.

Nod to the DM if you agree to keep the information to yourself, and hand this back without showing it to any of the other PCs.

Critical Events Summary for “Fortress”

Judge, please fill this form out and send to the following address:

Clay Hinton
Bandit Kingdoms Triad Point-of-Contact
2908 Buckskin Run #2105
Fort Worth, TX 76116

- 1) Did any PCs receive Player's Handout #6 and successfully communicate that they agreed to keep the information a secret? Y / N If so please indicate their player name(s), RPGA#(s), and character name(s).

- 2) What route did the PCs take to get to the top of the tower in the fortress?

- 3) Did the PCs find the military papers? Y / N

- 4) Did the PCs find the jeweled necklace? Y / N If so, please indicate the player name, RPGA#, and character name of the character who kept the necklace (if any).

- 5) What route did the PCs take to get out of the fortress?

- 6) Did Irunio die in the adventure? Y / N If so, please indicate the player name(s), RPGA#(s), and character name(s) of the characters who contributed the most to his death.

- 7) Did the PCs release Traynen from imprisonment? Y / N Did they release any of the other Johrasian prisoners? Y / N

- 8) Which ending was used? If multiple endings were used, please list which characters were in which ending.

- 9) Please indicate which characters gained the *Disfavor of Gaiyle Markhalla* or the *Whip Scars* from working in Perdition. If not already listed above, please indicate player name(s), RPGA#(s), and character name(s).