

RTK[m]2-05

Enemy Lines

**A One-Round D&D LIVING GREYHAWK[®]
Ratik “MINI” Regional Adventure**

Version 1.0

Round 1

by Matt Lau

Armat Ukakane continues his guerrilla war against the forces of Bone March occupying Kalmar Pass. The orcs and giants have lost ground, forced to retreat from some of their foremost camps. Now small squads of “Armat’s Rogues” are being sent on missions behind the lines of the enemy, to strike at their supply depots and command posts.

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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.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Ratik. If the PCs are native to Ratik and played RTK2-04 prior to this adventure, they pay one Time Unit. All others pay two Time Units.

Adventurer's Standard Upkeep costs 12gp per TU. Rich Upkeep costs 50gp per TU. Luxury Upkeep costs 100gp per TU.

Note: If any PC is a member of the Ratik army (including Mogotten's Academy) or Bresht militia, then they may use the TU(s) spent on this adventure towards their TU requirements for that organization.

EPL

Add the total levels of the PCs including cohorts and divide by 5 for the Effective Party Level.

Adventure Summary and Background

The PCs form a squad ordered by Armat Ukakane to bypass enemy defenses and strike one of the enemy supply dumps where one of the Bonemarch commanders has retreated his troops to. In Encounter One, the PCs must rescue another group of Ratik soldiers. In Encounter Two, the PCs need to fight through an orc scout who has blocked off their route to the enemy camp with traps. In Encounter Three, the PCs locate a massive movement of orc and giant troops. They must get ahead of them to Encounter Four, where they need to destroy a supply depot along with an important commander of the orcs occupying Bonemarch.

Introduction

Tell the PCs they are part of a small unit of Ratik soldiers/mercenaries/militia men taking part in a

tactical mission near Kalmar pass. They need to move quickly and quietly, and be able to traverse possibly dangerous terrain. They should then select spells and equipment accordingly.

Any PC with Bardic Knowledge or Knowledge (nobles) may have picked up some of the following pieces of information:

DC 5 Armat Ukakane is the head of security for Clan Ukakane. He cares little for the humans and has been heard in public calling them all dishonorable dogs.

DC 10 Armat was contacted by Hayv the Tactful, a diplomat from Marner, and convinced to lend his skills to the Ratik army.

DC 15 Sir Gatoril, general of the Ratik army, at first refused to lend any soldiers to Armat, questioning his loyalty to the Ratik crown. Eventually, he gave him command of a few soldiers.

DC 20 Actually, Armat took his own initiative and convinced some soldiers to take part in a hit and run strike against a frost giant cave lair. A small group of soldiers killed three giants and suffered no losses. Sir Gatoril was forced to start listening to Armat.

DC 25 Sir Gatoril and Armat hate each other. In fact, some Ratik soldiers have deserted their assigned duties to join up with "Armat's Rogues," and may face a court marshal upon returning to Ratikhill.

Read the following if the PCs are playing this event directly after *Supply Lines*.

Following your victory in blocking one of the enemy supply lines, you were prepared to begin the trek back to Ratikhill and finally enjoy a warm meal. However, you were intercepted by a persistently-squawking raven that delivered a message to you. He introduced himself as Shadowplume, friend and mentor of Hengon Mogotten. He told you to hold your current location, and delivered additional orders from Armat Ukakane.

(give them Player Handout #1)

Encounter One

You travel for a day from your last campsite until it is nearly nightfall. In order to maintain secrecy, you have not been allowed to light any fires for warmth or to cook food. As you cast down your packs and bedrolls for another cold night, you are startled by the smell of roasting meat from somewhere nearby.

A nearby campsite of Ratik soldiers has succumbed to cold and hunger and decided to start a fire and roast some rabbits that they have caught. The PCs may Spot the campfire (DC 20), then hike down to the location. It will take about half an hour to make the hike, during that time the sun will set completely. Normal visibility is limited to about 10 feet.

Unfortunately, the smell of meat cooking has attracted some predators in the rakers. The monsters attack the Ratik soldiers as the PCs approach. The final portion of the PCs path, requires a Climb down an icy slope (DC 15) for 40 feet before they can enter melee. Falling down the slope will inflict 1d3 points per 10 feet, and deposit the falling PC prone at the bottom.

Creatures:

Soldiers, male/female human War1 (5): Medium Humanoid; HD 1d8; hp 5; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16) [+4 armor, +2 shield]; Atk +3 melee (1d6+1, halfspear); AL N; SV Fort +2, Ref +0, Will +0; Str 12, Dex 10, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb -1, Handle Animal +2, Jump -1, Ride +2; Weapon Focus (halfspear and longspear)

Possessions: halfspear, scale mail armor, large wooden shield.

EPL2:

Wolves (4): CR 1; Medium Animal; HD 2d8+4; hp 13 each; Init +2; Spd 50 ft.; AC 14 (touch 12, flat-footed 12) [+2 Dex, +2 natural]; Atk +3 melee (1d6+1, bite); SA Trip; SQ Scent; AL N; SV Fort +2, Ref +2, Will +1; Str 13, Dex 15, Con 14, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +7, Listen +3, Move Silently +7; Weapon Finesse (bite).

EPL4:

Dire Wolves (2): CR 3; Large Animal; HD 6d8+18; hp 45 each; Init +2; Spd 50 ft.; AC 14 (touch 11, flat-footed 12) [+2 Dex, +3 natural, -1 Size]; Atk +10 melee (1d8+10, bite); SA Trip; SQ:

Scent; AL N; SV Fort +5, Ref +4, Will +3; Str 25, Dex 15, Con 17, Int 1, Wis 12, Cha 10.

Skills: Hide +5, Listen +6, Move Silently +5, Spot +6.

EPL6:

Winter Wolves (2): CR 5; Large Magical Beast (Cold); HD 6d10+18; hp 51 each; Init +5; Spd 50 ft.; AC 15 (touch 11 flat-footed 14) [+1 Dex, +5 natural, -1 Size]; Atk +9 melee (1d8+6, bite); SA Breath weapon, Trip; SQ Cold subtype, Scent; AL NE; SV Fort +8, Ref +6, Will +3; Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10.

Skills and Feats: Hide +6, Listen +9, Move Silently +7, Spot +9; Alertness, Improved Initiative

EPL8:

Remorhaz: CR 7; Huge Magical Beast; HD 7d10+35; hp 73; Init +1; Spd 30 ft., burrow 20 ft.; AC 20 (touch 9, flat-footed 19) [-2 size, +1 Dex, +11 natural]; Atk +13 melee (2d8+12, bite); SA Improved grab, Swallow whole; SQ Heat, Tremorsense; AL N; SV Fort +10, Ref +6, Will +3; Str 26, Dex 13, Con 21, Int 5, Wis 12, Cha 10.

Skills and Feats: Listen +10, Spot +9; Power Attack

Heat (Ex): An enraged Remorhaz generates heat so intense that anything touching its body takes 10d10 points of fire damage. This is enough to melt nonmagical weapons, but magical weapons get a Fortitude save.

Swallow Whole (Ex): A remorhaz can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 10d10 points of fire damage per round from the creature's blazing gut. A swallowed creature can try to cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the remorhaz's gut (AC 20).

Tremor Sense (Ex): A remorhaz can automatically sense the location of anything within 60 feet that is in contact with the ground.

Treasure:

Cooked rabbits (priceless).

Encounter Two

While proceeding to their target site, the PCs must cross through a pass that a single orc is guarding.

He noted the movement of humans in this area and anticipated that a squad would be coming this direction. Although he did not have time to get

reinforcements, he has set up a trap and will attack once the PCs enter the pass.

The pass itself is roughly ten feet wide, with high rock walls on either side (Climb DC 20). The orc is hiding roughly 30 feet past the trap.

Trap:

EPL2/4: Covered Foot Spikes: +2 melee (1d6/x3), for this attack the target's shield, armor, and deflection bonus do not count and a successful hit reduces the target's speed by half (identical to a caltrop wound); Ref save avoids (DC 14); Spot (DC 18).

EPL6/8: Poisoned Foot Spikes: +2 melee (1d6/x3) plus poison (1d4 Str/1d6 Str); Ref save avoids spikes (DC 14), Fort save resists poison (DC 14); Spot (DC 20).

Creatures:

EPL2:

Male Orc Rgr1/Bbn1: Medium Humanoid; HD 1d10 + 1d12 + 4; hp 21; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 armor]; Atk +7 melee (1d4+4/critx4, light pick) or +5/+5 melee (1d4+4/1d4+2/critx4, light pick) or +4 ranged (1d8/crit 19-20, light crossbow); SQ Rage, Species Enemy (human), Darkvision; AL CE; SV Fort +6, Ref +2, Will +0; Str 18, Dex 14, Con 14, Int 9, Wis 10, Cha 6.

Skills and Feats: Craft (Trapmaking) +1, Hide +6, Move Silently +6, Wilderness Lore +3; Track, Weapon Focus (light pick)

Possessions: 2 light picks, light crossbow, chain shirt, quiver w/ 12 bolts, pouch with 30 gp.

EPL4:

Male Orc Rgr1/Bbn2/Ftr1: Medium Humanoid; HD 1d10 + 2d12 + 1d10 + 8; hp 40; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 armor]; Atk +10 melee (1d4+4/critx4, light pick) or +8/+8 melee (1d4+4/1d4+2/critx4, light pick) or +2 ranged (1d8/crit 19-20, light crossbow); SQ Rage, Species Enemy (human), Darkvision; AL CE; SV Fort +9, Ref +2, Will +2; Str 19, Dex 14, Con 14, Int 9, Wis 10, Cha 6.

Skills and Feats: Climb +3, Craft (Trapmaking) +1, Hide +4, Listen +2, Move Silently +4, Wilderness Lore +4; Iron Will, Quick Draw, Track, Weapon Focus (light pick).

Possessions: 2 masterwork light picks, light crossbow, chain shirt, quiver w/ 12 bolts.

EPL6:

Male Orc Rgr1/Bbn4/Ftr1: Medium Humanoid; HD 1d10 + 4d12 + 1d10 + 12; hp 62; Init +2; Spd 40 ft.; AC 17 (touch 12, flat-footed 15) [+2 Dex, +5 armor]; Atk +13/+8 melee (1d4+5/critx4, light pick) or +11/+6/+11 melee (1d4+5/1d4+2/critx4, light pick) or +8 ranged (1d8/crit 19-20, light crossbow); SQ Rage, Species Enemy (human), Darkvision; AL CE; SV Fort +10, Ref +3, Will +3; Str 20, Dex 14, Con 14, Int 9, Wis 10, Cha 6.

Skills and Feats: Climb +5, Craft (Trapmaking) +1, Hide +4, Jump +4, Listen +4, Move Silently +4, Wilderness Lore +6; Iron Will, Point Blank Shot, Quick Draw, Track, Weapon Focus (light pick)

Possessions: 2 masterwork light picks, light crossbow, +1 chain shirt, quiver w/ 12 bolts.

EPL8:

Male Orc Rgr1/Bbn6/Ftr1: Medium Humanoid; HD 1d10 + 6d12 + 1d10 + 24; hp 91; Init +2; Spd 40 ft.; AC 17 (touch 12, flat-footed 15) [+2 Dex, +5 armor]; Atk +15/+10 melee (1d4+5/critx4, light pick) or +13/+8/+13 melee (1d4+5/1d4+2/critx4, light pick) or +10 ranged (1d8/crit 19-20, light crossbow); SQ Rage, Species Enemy (human), Darkvision; AL CE; SV Fort +12, Ref +4, Will +4; Str 20, Dex 14, Con 16, Int 9, Wis 10, Cha 6.

Skills and Feats: Climb +5, Craft (Trapmaking) +3, Hide +4, Jump +4, Listen +6, Move Silently +4, Wilderness Lore +8; Iron Will, Point Blank Shot, Quick Draw, Track, Weapon Focus (light pick).

Possessions: 2 masterwork light picks, light crossbow, +1 chain shirt, potion of fire breath.

Treasure:

EPL2: 30 gp

EPL4: 2 masterwork picks (60 gp)

EPL6: +1 chain shirt (125 gp), 2 masterwork picks (60 gp)

EPL8: +1 chain shirt (125 gp), 2 masterwork picks (60 gp), potion of firebreath (90 gp)

Encounter Three

Continuing on to their target site:

The path you are on is narrow and gives way to a steep drop on the left side. As you continue plodding forward, you spot a massive group of hundreds of orcs, supplemented with ogres and other giants marching on the low road below you to the left. They are heading towards the direction of Bone March.

This is the group that Armat warned the PCs about. They need to reach the supply depot before this group, so they should begin hustling at this point.

It is about 1500 feet to the supply depot. The orc army is moving at a speed of 20-feet and will arrive in about 15 minutes. How quickly the PCs arrive and how much time they have to destroy the depot is based on their movement. Assuming they hustle, then to arrive at the depot will take them:

Speed:	Time:
15	10 minutes
20	7.5 minutes
30	5 minutes
40	4 minutes

This is of course assuming that the PCs do nothing to draw attention to themselves. If the PCs foolishly launch an attack against the group, or drop a rock on them or something, then in addition to the forces at the supply depot, the orcs will increase their speed to a hustle pace (7.5 minutes) and send their wolves ahead at a run (they can arrive in about one minute at a running pace).

Encounter Four

The Supply Depot area has five large tents housing food and oil and other supplies. There are several orcs including a commander from Bone March. The guards will be patrolling in pairs outside, while the commander is resting.

EPL2 (EL 4):

Orc Guards (4): CR 1/2; Medium Humanoid; HD 1d8; hp 5 ea; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17) [+5 armor, +2 shield]; Atk +3 (1d8, morningstar); AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Possessions: scalemail, large wooden shield, morningstar.

Orc Commander, Orc Rgr2: Medium Humanoid; HD 2d10+8; hp 23; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 armor]; Atk +4/+3 melee (1d6+3/18-20, scimitar, and 1d4+1/x4, light pick) or +6 melee (1d6+3/18-20, scimitar); SQ Species enemy: Human, AL CE; SV Fort +7, Ref +3, Will +1; Str 16, Dex 16, Con 18, Int 9, Wis 13, Cha 9.

Skills: Listen +8, Spot +8, Wilderness Lore +6; *Feats:* Alertness, Track.

Possessions: masterwork scimitar, light pick, masterwork chain shirt, *potion of cure moderate wounds*.

EPL4 (EL 6):

Orc Commander, Orc Rgr5: Medium Humanoid; HD 5d10+20; hp 60; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16) [+3 Dex, +6 armor]; Atk +7/+7 melee (1d6+4/18-20, +1 scimitar, 1d4+1/x4, light pick) or +9 melee (1d6+4/18-20, +1 scimitar); SQ: Species enemy Human +2, Dwarf +1; AL CE; SV Fort +9, Ref +5, Will +6; Str 17, Dex 16, Con 18, Int 9, Wis 14, Cha 9.

Skills: Listen +12, Spot +12, Wilderness Lore +10; *Feats:* Alertness, Iron Will, Track.

Spells Prepared (1): 1st—*resist elements*.

Possessions: +1 scimitar, masterwork light pick, +2 chain shirt, *potion of cure moderate wounds* x2, *cloak of resistance* (+1).

EPL6 (EL8):

Orc Commander, Half-Orc Rgr6/BlackGuard2: Medium Humanoid; HD 8d10+32; hp 75; Init +3; Spd 30 ft.; AC 25 (touch 14, flat-footed 21) [+3 Dex, +6 armor, +4 shield, +1 deflection, +1 natural]; Atk +13/+8 melee (1d6+5/15-20, +1 scimitar); SQ: SQ: Species enemy Human +2, Dwarf +1, Detect Good, Poison Use, Smite Good; AL CE; SV Fort +14, Ref +7, Will +7; Str 18, Dex 17, Con 18, Int 12, Wis 16, Cha 14.

Skills and Feats: Climb +7, Hide +10, Intimidate +8, Knowledge (religion) +3, Listen +12, Spot +12, Wilderness Lore +12; Cleave, Power Attack, Sunder, Track.

Spells Prepared (Rgr, 2): 1st—*read magic, resist elements*; (Blackguard, 2): 1st—*cause fear, cure light wounds*.

Possessions: +1 keen scimitar, +2 chain shirt, +2 large wooden shield, *cloak of charisma* (+2), *potion of cure moderate wounds* x2, *ring of protection* +1, *amulet of natural armor* (+1).

EPL8 (EL10):

Orc Commander, Half-Orc Rgr6/BlackGuard4: Medium Humanoid; HD 10d10+40; hp 87; Init +3; Spd 30 ft.; AC 26 (touch 15, flat-footed 21) [+3 Dex, +6 armor, +4 shield, +2 deflection, +1 natural]; Atk +16/+11 melee (1d6+6/12-20, +2 scimitar); SQ: SQ: Species enemy Human +2, Dwarf +1, Detect Good, Smite Good, Command Undead, Aura of Despair, Sneak Attack +1d6; AL CE; SV Fort +15, Ref +8, Will +8; Str 18, Dex 17, Con 18, Int 12, Wis 16, Cha 14.

Skills and Feats: Climb +7, Concentration +6, Hide +10, Intimidate +12, Knowledge (religion) +3, Listen +12, Spot +12, Wilderness Lore +12; Cleave, Improved Critical (scimitar), Power Attack, Sunder, Track.

Spells Prepared (Rgr, 2): 1st—*read magic, resist elements*; (Blackguard, 2/2): 1st—*cause*

fear, cure light wounds; 2nd—bull's strength, death knell.

Possessions: +2 keen scimitar, +2 chain shirt, +2 large wooden shield, cloak of charisma (+2); potion of cure moderate wounds x2, ring of protection +2, amulet of natural armor (+1).

Conclusion

With the Orc commander slain and this supply depot burned to the ground, the orc armies will be reeling from both lack of direction and food and supplies. Another decisive blow has been landed against the humanoid forces of Bonemarch.

The End

Experience Point Summary

Encounter One

Defeat the Predators
APL2 AA xp; APL4 AA xp; APL6 AA xp;
APL8 AA xp;

Encounter Two

Defeat the Scout
APL2 AA xp; APL4 AA xp; APL6 AA xp;
APL8 AA xp;

Encounter Four

Defeat the Orcs
APL2 AA xp; APL4 AA xp; APL6 AA xp;
APL8 AA xp;
Destroy the Supply Depot
APL2 AA xp; APL4 AA xp; APL6 AA xp;
APL8 AA xp;

Discretionary roleplaying award

APL2 DD xp; APL4 DD xp; APL6 DD xp;
APL8 DD xp;

Total possible experience:

APL2 ZZ xp; APL4 ZZ xp; APL6 ZZ xp;
APL8 ZZxp;

[Sum of all experience awards above.]

Treasure Summary

Encounter One

Enemy Defeated or Condition
APL A-xx gp; APL B-xx gp; APL C-xx gp;
APL D-xx gp.

Encounter Two

Enemy Defeated or Condition
APL A-yy gp; APL B-yy gp; APL C-yy gp;
APL D-yy gp.

Adventure Maximums

APL A-zz gp; APL B-zz gp; APL C-zz gp;
APL D-zz gp.

Special

[Any special items to be listed on the Adventure Certificate are listed here, including new spells, items or other notes of interest. Remove this paragraph]

Player Handout #X

from the desk of Armat Ukakane

An orc commander from Bonemarch has retreated to a supply depot marked location "A". Kill the commander and destroy the site. Time critical. Enemy units are retreating from forward camps to that site to acquire supplies. Get there before them.

--A