

The Journey to Nualo – Floating Encounter

To be used as an encounter between “By Cult & Dagger” (DP1) and “By Tooth & Claw” (DP2)

Unfortunately for the heroes, a band of Blood Delvers went to investigate the disappearance of the orcs in “By Cult & Dagger”. Using their ranger’s tracking skills and guided by Ghorak’s visions, this band of orcs has managed to track the PCs to their current location. Using Caark’s skills, they have tracked the party to their current location. They have travelled at night, and they will plan an attack at night.

In combat, Ghorak casts *protection from good* and *entropic shield* before combat. The orcs will try to catch the PC party flat footed. If there is someone taking watch, they will try to take out this PC first. Ghorak begins combat by casting *doom*, *cause fear* or *produce flame* (GM’s option). Caark begins by casting *entangle* on the majority of PCs, he then uses his bow to slay elves over all others (his favourite enemy as a ranger). Worgbog begins combat with *magic missile* preferring to strike wizards. The orcs throw their javelins. In general, the orcs will attempt to use ranged attacks as much as possible. They will not retreat, unless they claim the dagger. Only Ghorak speaks Common. Ghorak, Caark, and Worgbog know that something the PCs have needs to be delivered to Dargor in Undercity. Only Ghorak knows that this item is the dagger (he has been given a sketch of the dagger). Of all the orcs, Worgbog is the most likely to give in to interrogation. The rest are too afraid of the afterlife to give up the Destroyer’s plans.

Ghorak, male orc Clr3/Ftr2: CR 5; Size M; HD 3d8-3 + 2d10-2; hp 20; Init +4 (+4 Improved initiative); Spd 30 ft.; AC 17 (Armor +7); Attack +10 melee with Heavy Mace for 1d8+5, or +4 ranged with light crossbow for 1d8; SQ: Resistance (Fire) 4, Elemental Focus (add +4 to any 1 d20 roll 1/day); SV Fort +5, Ref +1, Will +4; AL LE; Str 19, Dex 10, Con 9, Int 13, Wis 12, Cha 8. Fire 19; *Languages Spoken:* Orc, Abyssal, Common. *Skills:* Craft +4, Heal +3, Hide +0, Jump +9, Knowledge (religion) +3.5, Listen +1, Move silently +0, Profession (soldier) +6, Spellcraft +7, Spot +1; *Feats:* Extra turning, Improved initiative, Elementalist (fire), Weapon focus (mace, heavy). *Possessions:* Unholy Heavy Mace +1, Chain mail +2, masterwork light crossbow, 10 bolts, silver ring (20 gp) with “Blood Delver” inscribed in the Abyssal language on the inside, drawing of Bender’s magical dagger, wooden holy symbol of the Destroyer. *Cleric Domains:* Evil, Fire. *Cleric Spells Per Day:* 4/3+1/1+1: Detect Magic, Guidance, Resistance, Inflict Minor Wounds, Cause Fear, Doom, Entropic Shield, Protection from Good, Hold Person, Produce Flame

Caark, male orc Rgr5: CR 5; Size M; HD 5d10; hp 32; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +4 Armor); Attack +9 melee with shortspear for 1d8+4 dmg, or +9 ranged with longbow for 1d8 dmg; SQ: Favorite Enemy (elves). SV Fort +4, Ref +3, Will +4; AL CE; Str 16, Dex 14, Con 10, Int 9, Wis 13, Cha 6. *Languages Spoken:* Orc. *Skills:* Concentration +2, Handle animal +5, Hide +9, Listen +3, Move silently +7, Spot +3, Wilderness lore +3, Use rope +2. *Feats:* Weapon focus (longbow), Iron Will, [Track]. *Possessions:* Longbow +1, 20 silver tipped arrows, Shortspear +1, Leather +2, silver ring (20 gp) with “Blood Delver” inscribed in the Abyssal language on the inside *Ranger Spells:* Entangle.

Worgbog, male orc Sor3: CR 3; Size M; HD 3d4+3; hp 11; Init +4 (+4 Improved initiative); Spd 30 ft.; AC 10; Attack +3 melee or +1 ranged with dagger for 1d4 dmg (add +2 in melee); SV Fort +4, Ref +1, Will +2; AL LE; Str 15, Dex 11, Con 12, Int 10, Wis 9, Cha 12. *Languages Spoken:* Orc. *Skills:* Craft +2, Hide +0, Listen -1, Move silently +0, Spellcraft +6, Spot -1, Wilderness lore +1; *Feats:* Great fortitude, Improved initiative. *Possessions:* dagger, gold necklace (200 gp), silver ring (20 gp) with “Blood Delver” inscribed in the Abyssal language on the inside. *Sorcerer Spells Known (6/6):* 0th -- *Dancing Lights, Detect Magic, Ray of Frost* x3. 1st -- *Magic Missile* x3

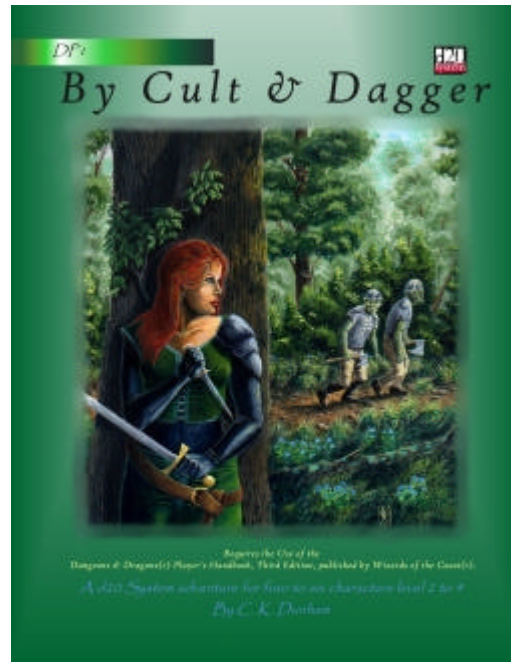
4 Blood Delver Orcs, 4 hp each, medium humanoid, Init:+0, Spd:20 ft, AC:14, At: +3 melee with greataxe (1d12+3) or +1 missile with javelin (1d6+2), F/R:5x5/5; SQ: darkvision, light sensitivity, SV: F/R/W:+2/+0/-1, Abil: Str:15, Dex 10, Con 11, Int 9, Wis 8, Cha 8, CR:½, AL:LE. *Skills:* Listen +2, Spot +2; *Feats:* Alertness; *Possessions:* greataxe, scale mail, 6 javelins, 43 sp, copper ring (5 gp) with “Blood Delver” inscribed in the Abyssal language on the inside.



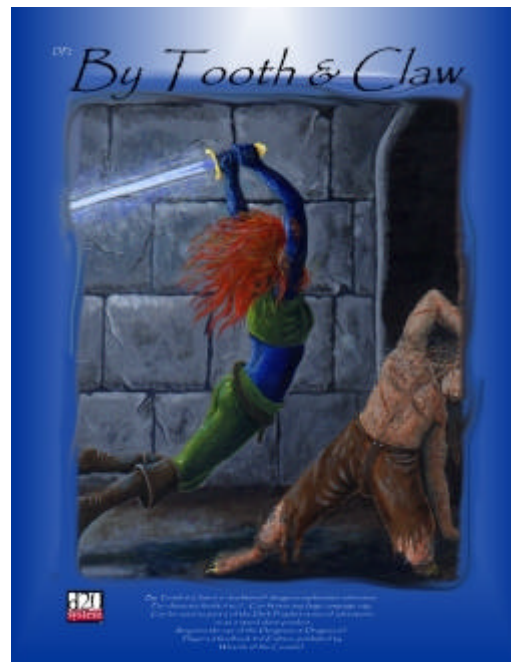
Products from Dunham Studios, Ltd.

For Sale at www.rpgnow.com

By Cult & Dagger adventure for 2nd to 4th level characters \$5.00



By Tooth & Claw adventure for 5th to 7th level characters \$5.00



By Sword & Spell adventure for 6th to 9th level characters (price not determined)
[no picture]



THIS LICENSE IS APPROVED FOR GENERAL USE. PERMISSION TO DISTRIBUTE THIS LICENSE IS MADE BY WIZARDS OF THE COAST

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.