

Expanding Part 1 - Diplomacy.

The Sootscale Kobolds and the Monstrous Feast

If the PCs befriended the Sootscale Kobolds, at some point the PCs should be called to the Sootscale caves, preferably just before, or just after the PCs plan to annex the caves as part of their territory.

When the PCs arrive at Sootscale Caverns they notice that the Kobolds are busy making a feast of a dozen or so boars. They are welcomed inside (if the Sootscales are friendly of course).

Once inside the PCs are escorted to the common area, where the Kobold leader sits on a throne. The room seems especially crowded as a trio of Trolls are in the room.

Chief Sootscale (KM #31) and/or **Tartuk** (KM #31) should be present (assuming they are both alive), otherwise there should be some manner of Kobold leadership present.

Also in the room is **Hargulka, Nagrundi**, and one of Hargulka's trolls acting as an honour guard. Hargulka and Nagrundi take the opportunity to size up the PCs.

Chief Sootscale greets the PCs warmly and a feast quickly begins. Roast boar is carted in, and Chief Sootscale explains:

"Lord Hargulka here was telling Chief Sootscale about glorious opportunity for safety and profit. Why not explain it to Baron/ess and his/her friends?"

Hargulka clears his throat (a sound loud enough to cause dust to shake off the cavern ceiling). "I was explaining to the little Sootscales the danger of being beholden to a human empire. I am aware that you mean well by annexing the Sootscale Kobolds, but what you hope to accomplish by 'redeeming' them is nothing less than cultural genocide. Given enough time in your... empire, the Kobolds would lose their cultural identity. They are fierce dragons, not a mere... halfling variant. What I offer the Sootscales is a chance for Kobolds to be Kobolds. They can continue trap-laying, and mining and scheming and rather than lose their cultural identity they can be beholden to me and still retain their... draconic heritage."

The PCs should feel free at this point to argue against Hargulka. Chief Sootscale would prefer not to join Hargulka's new "Monster Kingdom" as the memories of his uncle being eaten by a kobold are not so long past. The reason he called the PCs was in his clever koboldy way to give him an out. If the PCs can come up with any half-reasonable argument and make a Diplomacy, Bluff or Intimidate check on Chief Sootscale then the Chief bows to the PCs wishes and remains in the PC's kingdom.

Hargulka stands up, knocking his head against the Sootscale cavern's ceiling and says: "Come Nagrundi, guard. Let's not waste any more of our time on these... lizards." He then looms out of the cave and stalks south back towards his base of operations.

If a fight should break out, Hargulka doesn't kill the PCs. Rather he attacks for non-lethal damage and when there is only one PC left standing (preferably the Baron/ess) he tells the PCs. "Go home, pack your things and then get out of my country. Your kind aren't welcome here." Again stalking off (He's more than a match for a group of level 4 PCs, especially with Nagrundi as back up).

First thought: No, Mister Bond, I want you to dine.

At some point, an invitation or other friendly overture will come from Mr. H., looking to meet the party. It's not a trap...not an obvious one at any rate. He comes to the table looking to talk reasonable divisions of the Greenbelt and peaceable live-and-let-live, expecting either one of two things A) that the PCs will refuse or generally be anti-Kingdom Of Monsters, so Lord H. can paint them as the unreasonable and violent ones, or B) that they'll agree to something that can't sustain itself, and either will break down into war where, again, H. can be the good guy, (even if it takes some behind the scenes prodding).

In the meeting, he can really drill the PCs on their motives and intents ("why are you here? You have no moral or legal claim to this land.") as well as goad them on the politics ("You do realize that you're just the lapdogs of the Dragonscale throne, right? They're just using you to conquer by stealthy degrees a land they're too weak to conquer outright. All you are is a throwaway buffer state that they intend to conquer once you've done the work.") Hell, he can give 'em the Empire speech ("Join with my band, and together we can take the Stolen Lands for ourselves!")

Assault on the Faerie Nest

Trigger:

Two to three months after "The Sootscale Kobolds and the Monstrous Feast". This encounter works best if the PCs befriended the fey living in the Faerie Nest during KM #31.

The Hook:

At some point the PCs should get reports of pranks being played somewhere in the PC's kingdom. The pranks started off fairly innocuously but have become more dangerous as weeks have passed.

Examples include:

- Milk souring prematurely.
- Everything in a shop being re-arranged over night.
- Farm Animals being set free from their pens.

The Investigation:

A cursory investigation of one of these prank scenes will definitely show tell-tale signs that they've encountered this kind of thing before. Perception Check DC 19 reveals faerie dust at the scene of the crime. A Knowledge (Nature) Check tells the players that the dust is specifically that which sheds from Faerie Dragon's wings.

Talking to the locals reveals they all suspect the root of the problems lies with either faeries from the woods or "them wicked kobolds". One particular old lady entreats the PCs to: "Drive out them monsters from these lands, for the sake of all fair minded and decent folk." (A theme that Grigori should take up when he shows up later in the adventure). Hopefully this should coax the PCs into investigating the Faerie Nest in the Narlmarches. Once they arrive at the Faerie nest they hear the sounds of sniffing and crying coming from the Nest itself.

Perlivash the Faerie Dragon is within, and refuses to come out unless the PCs can coax him out somehow (he's partial to bribes of cookies, milk or strong alcohol aka "The Good Stuff"). Perlivash is sad because his "Bestest friend in the whole-wide world" **Tyg-Titter-Tut** got kidnapped by a particularly cruel Troll by the name of Thuggnir. Thuggnir told Perlivash that if he didn't pull tricks on citizens in the PC's kingdom he'd pull each of Tyg's legs off one by one. Perlivash calls Thuggnir the "Stinky Egg Troll" (a reference to the troll's stench, gained by living at the mouth of the Skunk river).

Unfortunately Perlivash isn't so forth-coming. He keeps sniffing and crying rather than talking. It takes a successful Diplomacy check to convince him to talk (his fear of angering Thuggnir is so great that he's treated as unfriendly for this check). If the PC's can't convince Perlivash to talk, there's plenty of evidence around the Faerie nest to indicate what happened.

- Perception DC 10 - *There are large claw-marks all the way up the Faerie Nest tree.*
- Perception DC 15 - *There is broken scrub and trees leading out of the Faerie Nest glade headed West.*
- Perception DC 20 - *There are some broken and discarded tiny arrows. The arrows are covered in blood.* Knowledge Nature (DC 16) or Heal (DC 21) check on the arrows reveals the blood on them is Troll's Blood

The PCs should be able to track Thuggnir West towards the Frog Pond (where he's currently residing) (DC variable depending on weather and time taken to investigate the pranks). Armed with enough knowledge and clues to track down Thuggnir the PCs will find him living near the old Frog Pond.

The Conflict:

When the PCs arrive at the Frog Pond they find the pond itself, and a nearby tent (sized for a large creature). Thuggnir is distracted as he's arguing with Tyg-Titter-Tut, (who is hardly the ideal hostage). She hasn't shut-up the entire time he's had her, and he has strict orders from Hargulka not to harm her for so long as Perlivash operates. Unfortunately Tyg can't escape as she's chained to a stake by a cold-iron chain. The chain only reaches 5 feet from the stake, and is particularly heavy for the poor young faerie to try to stand in.

The PCs should come to the site to find Tyg in the middle of a tirade:

"And another t'ing you big smelly brute, you dinnae even ken how t' take a hostage all proper. Ye should have left Perlivash a note, wit' all the letters cut out of other letters, and when was the last time you brushed yer' big tusky teeth!"

To which Thuggnir is responding: "SHUT UP! SHUT UP! FOR THE LOVE OF EVERYTHING THAT IS RANK AND NASTY JUST SHUT UP!"

If the PCs wait him out Thuggnir stomps off into the forest to get something to eat, along with some peace and quiet. Otherwise the PCs can sneak in and try to free Tyg, (the stake can be pulled out of the ground with a DC 20 Strength check, or Tyg can be unlocked with a DC 15 Disable Device check. Thuggnir carries the key in a pouch on his belt (opposed Sleight of Hand vs Thuggnir's Perception to steal).

Thuggnir Male Troll (98 hp) (see Bestiary, Replace Skill Focus Perception with Skill Focus: Bluff), also change Thuggnir's skill totals to read: Bluff +3, Intimidate + 9, Perception +3). Thuggnir is fatigued (hasn't slept in days thanks to Tyg), but in particularly good health thanks to living near the Frog Pond for so long.

If PCs attempt to negotiate with Thuggnir he tells them in no uncertain terms: They can have Tyg-Titter-Tut back for the princely sum of 1,000 gp, they are to drop the money off in a farmer's barn at midnight in three nights time. He will leave Tyg chained up at that same barn when he has the money. (A Sense Motive vs his Bluff of +3 is enough to reveal that he isn't saying everything).

If the PCs capitulate Thuggnir relishes the chance to pull off Tyg-Titter-Tut's legs one-by-one over the three nights. He then leaves Tyg's body hanging by the chain in the agreed upon location and written in crude giant with brightly coloured faerie blood: "Monsters Only. Humans Not Welcome." Thuggnir then retreats to Hargulka's lair to report on a job well done.

If the PCs threaten Thuggnir he decides he's had enough and bellows in anger, using his first standard action to intimidate the PCs. The next round he attempts to grab Tyg-Titter-Tut and rend her limb from limb. Hopefully PCs will have a chance to snatch her out of his claws and kill him before he gets the chance. If he's managed to kill Tyg he retreats to Hargulka's if reduced to 10 hp or less.

Ending the Encounter:

If the PCs manage to rescue Tyg and defeat Thuggnir then Tyg-Titter-Tut and Perlivash swear loyalty to the PC's kingdom. They spread word to the other Fey in the Greenbelt about the PC's "heroicness, goodliness and awesomeness". This reputation gives the PCs a +2 bonus on any Diplomacy checks made against Neutral or Good Aligned Fey in the region. The PCs may annex the Faerie Nest hex for free if their kingdom ever reaches a hex adjacent to it.

If the PCs fail to kill Thuggnir, and Tyg survives then the PCs gain the same reward as above. Thuggnir returns to Hargulka's lair, and Hargulka kills the vicious troll for his failure to incite anti-monster sentiment in the PC's kingdom. Wasting one of his 3d6 fireballs to do so.

If the PCs kill Thuggnir but Tyg dies, then Perlivash becomes extremely depressed. Afraid that he'll be the victim of another Troll attack he heads to Hargulka's lair to swear fealty to Hargulka's new monster Kingdom. Hargulka sends Perlivash to the PC's kingdom to cause further problems, possibly even framing the Sootscale kobolds for some of his pranks. Eventually Perlivash loses his carefree nature - the redemption of Perlivash is left to each individual GM to decide.

Finally if Thuggnir survives and Tyg dies, then he returns to Hargulka's lair, waiting for Perlivash to arrive tail between his legs. Thuggnir gets added to the Troll Barracks during Part VI: Troll Trouble.

Trolls and The Froggy King

As the PCs travelled through the woods, they see written on the side of an Oak Tree in brightly coloured rainbow letters a message in Giant.

Anyone who can read Giant (or make a DC 20 Linguistics check): "Humans Not Welcome. Monsters Only."

A DC 21 Knowledge (Nature) check reveals that the blood is fairy blood. A DC 14 Perception Check reveals the corpse of a half-eaten Grig discarded in the bushes.

The trolls can be tracked to The Boggard's Lair (from book 1).

When the PCs approach the Boggard is arguing with the Trolls. Anyone who speaks Boggard or Giant realise that it's a territorial dispute, the Boggard doesn't like the trolls intruding on its territory. The trolls have him surrounded. (I rolled 3 trolls randomly, feel free to adjust up or down as appropriate to your group).

In any case communication with the Boggard is difficult but not impossible (as described in Book 1). The PCs should learn that he was being strong armed into joining Hargulka's Monster Kingdom, considering he hopes to become King of the Boggards he found the entire concept ridiculous.

Spirits of the Land

Narlmarches: The Grim White Stag (as found in Kingmaker #1: The Stolen Land).

How to find?

The Grim White Stag will "open the way" into the First World to any who seek him near the Statue of Erastil, after it has been properly cleaned and restored. Have the PCs make Survival and Perception checks, at some point describe an area of the forest that they swear they'd crossed before but seemed unfamiliar. Verdant blossoms of preternaturally bright hues growing from the trees. A huge section of the forest seems to move of its own accord, and before the PCs stands The Grim White Stag.

The Encounter:

The Grim White Stag is an emissary of both Erastil, and the forest wilds of the Stolen Lands. He charges the Rulers of the Stolen Lands with protecting the balance of the forest (Do not over-exploit it, but do not let it grow untamed either). If the PCs make a solemn vow to do this then he whispers the secret of a ritual that can be performed on the Solstices, which will bind them to the forest. Providing them with an awareness of what transpires in their demesne.

The Ritual:

The PCs must stand in the Forest, cut across their hand and bleed into the soil of the forest. During the ritual the soil is absorbed into the PC's bodies. Each character that takes part in the ritual loses 1 point of Constitution permanently. The ritual only has any effect if at least Half the Ruling Council (including the Baron/Duke/King) participates. Only those that participated in the ritual have the following benefits.

Benefits:

+2 Perception Checks while within the Narlmarches.

They may ignore 1 square of difficult terrain per turn while fighting within the Narlmarches.

They receive *dream* messages from the Grim White Stag if the forest is in danger. If the PCs ignore the danger they receive *nightmares* instead.

If the PCs annex the Narlmarches as part of their Kingdom then they may also receive *Dreams* if any enemies of the Kingdom are seen moving through the forest.

Kamelands: Talonquake (the Giant Owlbear).

Dunsward: The Untamed Stallion

Tors of Levenies: The Raven Spirit

Hooktongue Slough: Burblegulp (the great frog)

Glenebon Uplands: The Mammoth Spirit

Thousand Voices: Narissa.

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Area E: On the Prowl

Note: This encounter should only occur if the PCs visit Area E after the Sootscale Kobolds and the Monstrous Feast.

The Hook:

At some point rumours should reach the PC's ears of an increase in wolf attacks, on farms and homesteads. Assuming the PCs investigate they find that many of the attacks happen in regional farms particularly those closest to area E. This causes a point of Unrest every other month.

PCs can track the wolves from a recent attack in Area E using the normal rules for Survival. PCs beating the Survival Check to track by more than 5 will note that a particularly large and heavy dog, or perhaps a bear travels with them (this is the troll hound).

Background:

Hargulka has approached Howl-of-the-North Wind to harry the PCs, as such he has gifted Howl with a Troll Hound from his own personal stable.

The Change:

While the PCs are in the hills in Area E, play up the howls and barks of wolves. Any random encounter here should be with wolves, worgs, trollhounds or trolls instead of normal encounters.

Once the PCs find Howl's Lair, they see him laying redolent on a bed of animal corpses. He orders the PCs to approach, and speak to him (this is a ruse to allow the PCs to become surrounded by Wolves. If the PCs refuse, he immediately attacks. If they agree he speaks to them - canny PCs who succeed on Diplomacy or Bluff checks (vs Howl's Sense Motive +2) can gain the following information for each successful check:

- Hargulka is building a kingdom of his own to the South.
- Howl-of-the-North Wind has been offered this hex as his own demesne.
- The Trollhound was a gift from Hargulka, in return for Howl's cooperation.

Beating Howl's Sense Motive by 10 or more reveals this:

- Hargulka has approached others to join his kingdom, and the lizardfolk appear interested.

Howl has no interest in parlaying, and having the PCs in his lair gives Howl-of-the-North Wind an opportunity to kill the leadership of the PCs kingdom in one fell swoop. Like any comic book villain, Howl feels confident enough that he can talk about what he knows firm in the knowledge the PCs will die.

The CR for this fight is increased by 1 as a troll hound fights under Howl-of-the-North Wind's command.

This can be a tough encounter, but feel free to remind the PCs they can pull out all the stops. Defeating Howl-of-the-North Wind will definitely set back Hargulka's plans for harrying the Kingdom's farmlands for quite some time.

Area N: Isle of the Lizard King

Note: This encounter should only occur if the PCs visit Area N after either Trolls and the Froggy King or Assault on the Faerie Nest

Background:

Hargulka's sudden interest in founding a monster kingdom is not a completely independent idea. In fact, it is Nyrissa who has been encouraging the troll to found a wild, brutal kingdom of his own.

With three kingdoms growing in the Stolen Land, Nyrissa decided she would need to do something more drastic to try to halt the advance of civilization.

With that in mind she sent her Will-O-Wisp servants into the central stolen lands, via an *Elfgate* found on Candlemere Island.

Over the centuries many Will-o-Wisps had come through the elfgate and remained on the island to feed on the energies left behind by cultists of Yog Sothoth. The pair sent by Nyrissa this time were far more focussed, given an important task by the Queen.

The two will-o-wisps travelled the Stolen Lands and sought out Hargulka, at the time the leader of an uncoordinated group of trolls. They gifted him with a crown (which increased his intelligence and charisma), and a necklace of fireballs and whispered in his ears about glory. Hargulka lapped it up.

He eventually hit on a plan to get the Lizardfolk onside. The simple superstitious creatures would be easily swayed to Hargulka's side if given a directive by their long dead ancestors.

Changes to Area N:

Not much really needs to change in area N, but if the PCs have reached level 6 by the time they hit the Island, feel free to add a troll to the island, guesting in the Harem's Quarters.

This troll is a "diplomat" sent by Hargulka to secure an alliance with the lizardfolk.

If the PCs can defeat Vesket, or convince the Lizardfolk that their "spirit" is no more than a Will-O-Wisp sent to trick them into serving Hargulka then Hargulka's plan for the lizardfolk is ruined.

If on the other hand the PCs rescue the child from the Lizardfolk and fail to counter the lies spread by Hargulka's "pet" Will-O-Wisps, then Hargulka gains a Lizardfolk Army in **ATTACK!**

ATTACK!

This is probably the biggest change to Kingmaker #32 as it introduces the Mass Combat Rules earlier than the AP expects.

If you don't want to use the Mass Combat Rules, then feel free to simply use the "Mass Combat Encounters" section, and place them in Hexes around your kingdom. If the PCs manage to defeat the encounter without retreating then Victory!

If they fail, then deal 1d4 BP damage to any constructions in that Hex, as the Trolls rampage through the area.

In order to make Mass Combat work at lower levels after a bit of reviewing I'm implementing the following house rule into my game:

HOUSE RULE

Armies gain bonus HP based on the size of the army.

Fine: +0

Diminutive: +1

Tiny: +2

Small: +5

Medium: +10

Large: +20

Huge: +50

Gargantuan: +100

Colossal: +200

Creatures of Large size or Larger are treated as having an army of one size category larger. Creatures of Tiny Size or smaller are treated as being one size category smaller when determining bonus HP. If using mounted armies, only use the mount's size if the mounts are of higher CR than the riders.

Trigger:

The PCs reach Level 6, and their Kingdom Size reaches 15-20.

This should coincide with the Troll Rumours event as well.

Background:

Synopsis:

War at Fangberry Farm

Hook:

A guardsman approaches the PC's Castle/Town Hall/Place where they are staying on horseback, travelling as fast as his horse can carry him. When he arrives, his horse collapses, covered in a lather from being ridden so hard.

The guardsman, Melnick Elrino, explains:

An army of about 25 trolls have taken residence in the Farmsteads in a Hex (choose one close to a forest hex, or close to the south. The Fangberry Thicket or Area L would be ideal). Grabbing food, livestock, and even people. He begs the PCs to sally forth and drive the Trolls away.

Development:

The PCs may be tempted to run straight towards Fangberry Farm on their own without back up, but a group of 25 trolls is nothing to sneeze at even for 6th level PCs.

If that's what they plan to do, have an NPC member of the ruling council advise them to stir up a militia from the town, it would take only a day at most to get the soldiers organised. If the PCs agree, then use the stats for a "Paltry Militia" as described in Pathfinder #35.

Remember to increase their Kingdom's Consumption for the month by 1.

They can outfit their militia with burning arrows (oil and tindertwig) for a cost of 4 BP, this gives the army the "Ranged" capability, and negates the troll's "regeneration" ability.

If the PCs insist on going on their own:

Split Fangberry Farm into 5 sectors and put 5 trolls in each area: Farmhouse, Grain Silo, Barn, Barnyard and Cow Meadow. Expanding this is beyond the scope of this adventure.

Battlefield:

The Battlefield is low hills, covered in farmlands, including farmhouses and barns. The PC's army being locals from the area know the region and gain Battlefield Advantage (+2 to OM and DV). The Trolls are busy eating as much livestock as possible, and thus are susceptible to Ambush if the PCs would like to try this then use the normal Ambush Rules as presented in PF #35.

Troll Army CR 1

Tiny Army of Trolls

Combat

HP: 4; **DV:** 11; **OV:** +1

Special Abilities: Regeneration 1

Logistics:

Speed: 2; Consumption: 1

Commander: Thrundogg the Coward (-1 Morale)

The odds are stacked fairly well in the PCs favour for this battle, but sometimes not everything goes to plan. If the combat goes for more than 3 Mass Combat Turns, then add the following encounter:

Retaking the Barn CR 8:

Mission:

A number of Trolls have been using the Barn as cover against the PC's army. If the PCs can clear the Barn of the Trolls within, then the PCs army can use it as a staging point for their next attack, and a defensible fallback if need be.

Encounter:

One Troll is on top of the barn, tearing chunks of the roof away and throwing it down on any PCs attacking them (treat as Improvised Ranged Weapon (5 ft. Inc) dealing 2d6 Damage). The other two are at the entrances to the front and rear of the barn.

PCs may take up to 10 soldiers with them (human warrior 3) to help.

Victory: +4 DV and OM rest of Battle

Defeat: -4 DV and OM rest of Battle.

After the Mass Combat:

If victorious the PC's army manages to capture a troll. A pathetic beast named Thrundogg (42 hp), Thrundogg's regeneration expresses itself in horrid cysts that grow over old wounds, as such he is a twisted beast who has been unable to grow to full Trollish height, as such he snivels and begs the PCs constantly (Treat as a troll with young template, and reduce his regeneration to 2).

Thrundogg can reveal the following to the PCs either through successful Bluff, Diplomacy, Intimidation, bribes (400 gp per point) or torture (1 day per point).

- Hargulka has united a number of trolls, but is having trouble keeping them fed.
- Hargulka's raiders are currently organizing to assault the PCs kingdom.
- The attack on Fangberry Farm was not ordered by Hargulka, but the army was growing hungry.
- Hargulka has organised the lizarfolk as a part of his forces (Only true if PCs failed to properly deal with area N).
- Hargulka currently has approximately 75 trolls under his command (enough for three CR 1 armies or one CR 3 army and one CR 1 army - this number takes into account those who died in the battle of Fangberry Farm).
- Hargulka plans to begin his assault next month or so, but if he discovers the trolls who have deserted he might be forced to start sooner.
- The location of Hargulka's lair.

The PCs now have a number of options, they can build up some more armies and assault Hargulka's lair quickly.

The PCs can spend the month building up the Defenses of their Kingdom.

They might try to take a second crack at diplomacy with the Lizardfolk.

Hargulka's assault is the following:

- He sends one army up through the forest, to attack the PC's eastern border.
- He keeps one army at Area U.
- He keeps one army at his lair in Area R.

PCs can discover the armies' locations with a successful Loyalty Check (thanks either to their Spymaster, or scouts sent by their General). Hargulka keeps one army with him at his lair.

Sample Battlefields:

Forest - If PCs have annexed the Hex PC's army gains the Battlefield Advantage. Otherwise, there is no advantage.

Forest Hexes allow for ambushes. Commander: Nagrundi -2 (If his army is defeated Nagrundi flees to Hargulka's lair)

Abandoned Ferry Station: Protected by a deep river on one flank, the Trolls gain +2 DV. (Commander: Wrungo +0)

Hargulka's Lair: The ancient Dwarven Battlements are still a serviceable fortification. They give Hargulka's Army a +4 bonus to DV. Commander: (Hargulka +2).

Area R

As the PCs approach area R you should describe the trees getting thin, and an abundance of tree stumps and cut down trees.

If the PCs approach the lair without an army at their back run the following encounter (perhaps they are scouting ahead). This encounter happens at a border hex between area R and any adjacent hex.

The Trapped Slaves

A massive tree lays felled at the edge of the forest. Pinned beneath it is a long chain, shackling a group of 5 humans and elves. They appear to be barely conscious.

The travellers can be freed from the tree with a successful strength check (DC 20) to lift the tree. Or with a few hours work to dig the slaves free.

These humanoids are travellers and merchants who were captured by Hargulka's trolls and made to work as slave labor. The tree they were felling was rotten on the inside and broke unexpectedly crushing one of the slaves to death and pinning the others to the ground by the chain. The trolls have left these slaves to starve to death.

The NPC most likely to do the talking is Caleb Northwood, an Elven Magus and member of the Kyonin court. He was on his way to the PC's Kingdom to broker a deal allowing Elves an opportunity to study the ruins the PCs had come across.

He was captured months ago by the trolls and made to work as a logger in Hargulka's chain gangs. Hargulka had been capturing travellers coming north from Mivon for months, pressing them into slavery or feeding them to his army if they were too weak for work.

Caleb informs the PCs that Hargulka has been making the slaves work endlessly to build pike-walls and palisades around his town. Many have died or been eaten in the last few months and at this point there are only about 40 living slaves left in the village.

He says that there is probably around 50-70 trolls living in the village most of whom are combat ready. Caleb can draw a map of the fort and its defensible locations.

He would prefer to be taken somewhere safe first though, and hopefully his information would obviate any need for the PCs to enter troll infested territory.

Hargulka's "Kingdom"

Consisting of a series of mud huts surrounding a hill with a fortified stone structure. Hargulka's city appears to be little more than a prison to hold slaves and for their troll masters to rest.

Structures:

Fort

Tenements x 3

Palisade Walls x1

Defense +4

Depending on how many armies the PCs brought with them Hargulka has either two tiny armies or one small army. When the PCs arrive with their armies in tow there is no opportunity for Ambush (Hargulka has cut down too much of the forest surrounding his fort for that).

Hargulka's army has +4 DV for the Palisade walls and +2 OM and DV for "Familiar ground". Hargulka acts as General of one army and Nagrundi will likely act as general for the other.

Mission:

With the possibility that Hargulka may use the slaves as shields or hostages it becomes imperative that they be rescued.

Trigger:

Before the first Melee Phase.

Development:

For the Slave camp use the map for Lizarfolk Village (Area N). There are forty slaves in these huts. N5 houses the Slave Keeper, the other huts house the slaves. The Slave Pens are guarded by a group of trolls (1 troll per PC, and 1 troll per 10 NPC soldiers brought along).

To rescue the slaves they must be led off the edge of the battle map. They are kept shackled together in groups of 5-6, and their speed is reduced to 10 feet as a result. A PC can spend a full-round action to make a disable device check to unlock a group from their chains, increasing their speed to 30 ft.

The Slave Keeper

Advanced Troll

Rewards: For each group of slaves rescued the PC's armies gain a +1 bonus to OM and Morale.

On Failure: For each group of slaves that die or are left behind the PC's army take a -1 penalty to DV and Morale.

Once the Mass Combat has been resolved make it clear to the PCs that the few remaining stragglers in Hargulka's force run into the Fort. Run area R as written but treat all the trolls as alerted. If the PCs ask to bring soldiers along mention that the soldiers are likely busy setting fire to troll corpses in order to prevent a mass regeneration. Hitting Hargulka now while he's weak is the best way to deal with him.

If that doesn't work be frank: If PCs bring armies into dungeons with them then the game will stop being fun for everyone. Mass Combat has its place, but at some point the PCs should step up and be the heroes.

Here are some changes to implement:

R4: Main Hall When the PCs climb the stairs to reach this room the troll within uses a readied action and a 10 ft. wide table to make a CMB check vs the PC's CMD at the top of the stairs.

If successful the PCs are bullrushed backwards, they must make an Acrobatics check (vs the Troll's CMB) or roll down the stairs taking 1d6 nonlethal damage for the fall.

R8: Troll Barracks

The two trolls in here have lifted the pallets to use as cover against the PCs. These trolls are armed with caravan ballistae. They use a readied action to fire at the first PC to enter the room (they take a -4 non-proficiency penalty to the attack).

Caravan Ballista Large Sized Two-Handed Siege Weapon

Damage: 2d8/19-20 x2.

Reload: Two Full-Round Actions.

They drop the ballistae after the first shot and run into combat.

One round later Kargadd joins the fray.

When the PCs look like they are about to win have the PCs make Reflex saves as Hargulka throws an 8d6 fireball into the room (finishing off the trolls inside (except Kargadd who can regenerate even from fire damage) and hopefully injuring the PCs.

R10: Hargulka's Room

Depending on your party you may want to give Hargulka a troll minion or a troll-hound to keep the PCs on their toes. Hargulka is frothing mad by this point and if the Baron/ess is in the party he focuses his attacks on his "rival".

Hargulka should be spitting threats the whole time:

"It's too late for your puny kingdom! After I kill you I will be king of your little ruined castle!"

"It's too late, the beast has been unleashed. Your city will be crushed under the talons of the Kameland's greatest beast! BAHAAAAHA!"

"She promised me victory! She wouldn't lie to me. Not to her king! SHE PROMISED!"

After being put down, as the players are inevitably search the corpse, have Hargulka's severed head roll upright, his eyes open with clear emerald green energy bursting forth. He speaks the following in loud sylvan:

"He comes, and he can't be stopped. The promise will be filled."

Treasure: Caleb's spell-book and other gear totalling 3,000 gp can be found in the treasure chest in this room. He would like it returned. If the PCs do so he is favorable towards them in negotiations earning a gift from Kyonin (choose an elf-themed magic item to give each PC in the following month).

Cut Scene

At this point cut to your kingdom, presumably some defenders were left behind. Describe the owlbear attack on your PC's capital.

If the PCs left behind defenders they can make an Offense Check vs DV 20. For each point they beat 20 they deal one damage to the Giant Owlbear in area V. Have the Owlbear make an Offense check (OM +10) vs the DV of any army in the city (they gain bonuses for defensive structures built in the city) or vs 10 + Defense of the city. For every point it beats the DV of the city or it's army it kills 10 people. For every 5 points it beats the DV of the city it deals 1 BP of damage to the structures.

If it fails to beat the DV of the defenders then instead assume there was 30 injuries but no fatalities as the PC's city manages to drive off the Owlbear in time.

Finishing the Saga

In area V6, the bodies are those of slaves and the ring is worn by a mashed up mess of a troll. At somewhere approaching -250 hit points the Owlbear often picks and eats at the troll preventing it from regenerating completely. With Hargulka defeated and the few surviving trolls fleeing west. The kingdom shall be safe for a few months. Give the PCs some well deserved downtime and a chance to finish exploring the map.

The Elk's Antlers, a somewhat militant cult worshipping Erastil, will soon set up shop in the Greenbelt. This group will soon start a free city at the Temple of Erastil. If the PCs don't move to claim the area, it will change from a free city to a small kingdom, with an eye toward claiming both temple and the statue of Erastil. Will be prickly, but could potentially ally with the PCs. They are suspicious of the PCs Neutral kingdom and the fact that Erastil isn't the dominant religion.

Agenda: Protect Erastil's sacred places.

Attitude: Indifferent.

Personality: Pious.

Tatzylford will soon be established as well. Loy Rezbis is currently my PCs' high diplomat. Eventually he will leave. Tatzylford will start as a free city. It may morph into a kingdom over time. May come into conflict with the Elk's Antlers over territory. Rezbis is well disposed to the PCs and will be willing to merge kingdoms when the time comes.

Agenda: Build a city and merge with the PCs' kingdom for protection.

Attitude: Helpful

Personality: Friendly

The Kingdom of Sootscale is home to a fecund, plotting people. Sootscale is welcoming kobold immigrants from across the continent. I originally hadn't planned on making them expansionist, but since my players are concerned about it, I'm not going to disappoint them. Sootscale is going to be weak, but still clever. They would prefer to stay allied with their friends (the PCs), but they also see advantage in allying with the very strong, very vicious Hargulka.

Agenda: Build a safe home for kobolds and a profitable relationship with neighbors.

Attitude: Helpful

Personality: Scheming

So much for the good guys. On the other side, we have:

Shadow of Dusk. Because Howl of North Wind is now a mythic throw rug in the baroness's castle, his second-in-command, Shadow of Dusk, is going to organize worgs and such in the southeastern portion of the Greenbelt. Howl was a pretty offensive dude. Dusk is going to be a bit more clever. He knows mere pride and force of arms won't overthrow the PCs. This faction won't establish a kingdom, but Dusk will likely seek a domain for himself and his kin.

Agenda: Establish territory free of intruders.

Attitude: Unfriendly

Personality: Predatory.

Extra quirk: Dusk will not respect the PCs if they show weakness.

Dancing Lady. Based in a ruined tower, the Dancing Lady does not rule a "kingdom," per se, but the region's nastier fey answer to her. Early on, she will send Grigori to stir up trouble in the PCs' kingdom to test them. Over the course of the module, wicked fey will create problems for the PCs. These will start with, say, an attack by a swarm of tooth fairies, but will escalate over time (e.g., redcap attacks). Meanwhile, good fey such as Tyg-Titter-Tut will be seen/heard from less often as they grow more frightened of the Dancing Lady and her evil fey minions. If the PCs interrogate the offending faeries, they will say they are there by order of the "Dancing Lady." The Dancing Lady serves Nyrrissa, so it is highly unlikely she will consent to positive relations with the PCs. Note: Dancing lady will likely have the Arcane mythic template.

Agenda: To maintain a home base for evil fey in the stolen lands. Protect the ruined tower, a place of power within the Stolen lands.

Attitude: Hostile.

Personality: Evil

Hargulka: This will run much as Dudemeister plots out above, but given that I'm running a Mythic Kingmaker, Hargulka will have fighter levels and a couple tiers of Marshal. Troll attacks will slowly ratchet up. In the beginning, they're at "trolls have been sighted near the borders" level, but as the PCs expand southward, they will escalate into full-on organized attacks.

Hargulka's fortress, in my campaign, will include a small city that is home to not just his trolls, but also a tribe of orcish hangers-on. The orcs' leader is Falgrush the Emissary, a half-orcish cavalier who has developed a rather strong sense of honor. He leads a troop of elite cavalry who will come to Hargulka's aid if things come to war.

Agenda: Dominate the Stolen Lands as a full-on Troll King. Raid and pillage and plunder.

Attitude: Hostile

Personality: Calculating and vicious

The Lizard Kingdom: These fellows know that they are weaker than Hargulka, and they have adopted a defensive stance. At the outset, they are effectively under a vassalage edict from Hargulka. If PCs discover their kingdom the Lizards will be willing to ally with them if they promise to overthrow Hargulka.

Agenda: Stay safe and hidden.

Attitude: Indifferent

Personality: Insular, suspicious

Hargulka will be an Advanced Troll Bard 5/Marshal 3. He will have his Necklace of Fireballs as well as a Ring of Fire Resistance.

Balagrug, a Hill Giant Barbarian, is Hargulka's bodyguard and general yes-man.

Ekgrar, a hobgoblin fighter, leads a the Bonescars, a tribe of hobgoblins that has thrown itn its lot with Hargulka. He is also Hargulka's de facto infantry commander.

Gr'Beb, a crazy goblin alchemist, who is the Grand Muckety-Muck of a group of goblins who scavenge and live on the fringe of Hargulka's society. He's in charge of education (such as it is) in Hargulka's Monster Kingdom.

Bai'Gren, a goblin cavalier. Another prominent goblin leader. In battle, leads a company of goblins mounted on worgs.

Nagrundi, a two-headed Savage (mythic) troll. Unchanged. He often insists on accompanying Hargulka into battles because he considers himself a master strategist.

Kargadd, a rock troll. Given his sunlight allergy (which Hargulka calls his "delicate condition," never leaves the caves. Also serves as a guard for Hargulka's caves.

Sednera, a goblin Witch 5/Archmage 1. Despite her small stature, she's been one of Hargulka's most trusted advisors for years. She handles his money and logistics for the kingdom.

Now, what about unnamed folks? These are Hargulka's resources, organized by monster type:

Trolls. 60. 50 combatants, 10 noncombatant children.

Hill Giants. 5 -- three combatant, 2 noncombatant children.

Hobgoblins. 750 -- 400 combatant, 350 noncombatant wives and children.

Goblins. 500 -- 200 combatant, 300 noncombatant spouses and children

Armies. I don't have stats available immediately, but drawing from the above, Hargulka has the following personnel available for armies:

50 trolls
3 hill giants
400 hobgoblins
200 goblins.

This is a lot of army for early in the AP, but the individual armies themselves are not that large, provided the players meet them with armies of their own.

Over time, the armies might improve with such things as masterwork equipment, healing potions, and such, as Hargulka builds out his kingdom.

Hexes and such. I want my players to feel like leaders of a kingdom, so I want to avoid turning this into an adventure where the parties fight Hargulka's minions in caves, then face him down in his throne room. Instead, they ought to meet on the field of battle.

Shortly after PCs meet Hargulka, his kingdom (starting from his home hex) will expand at the rate of one hex every three months. These hexes will generally be turned into farms, sawmills, or mines (as appropriate).

Farms. These farms, mines, and sawmills are generally worked by human slaves. In a given hex, there will be about 20-25 human slaves, overseen by a troll and five to ten hobgoblins.

Urgleton. The area in front of Hargulka's caves won't just be a trail leading to to the mountain with Hargulka's fortress. This is actually a thriving (sort of) town, **Urgleton**, with tenements, shops, trash heaps, and so forth.

Taking Urgleton will be a matter of defeating whatever army is there. If Hargulka's armies have been defeated, then any council members remaining will take refuge in Urgleton. If players attack an army-less Urgleton, then Hargulka and his fellows (excepting Korgadd) will not wait in the fortress to kill them. Instead, Hargulka (who is convinced that Nyrissa has given this land to him) will meet the players in Urgleton itself along with whoever remains of his ruling council, and he will battle the players to the death in Urgleton's streets.

Victory Condition. In order to defeat Hargulka's monster kingdom, the players must do more than defeat Hargulka. They must also defeat all of the named PCs above (excepting Kargadd). These individuals make up Hargulka's ruling council.

Each of Hargulka's armies will have one of the named council members commanding it, with Hargulka himself leading an army of trolls as a shock force. During such battles, if PCs can make a DC 25 Perception check, they can attempt to seek out the leader of the opposing forces and dispose of him. If PCs rout an opposing force without defeating the leader, their army will capture the leader, and PCs can do with that leader as they will.

I made the Talonquake ludicrously large to the point where it was obvious just stabbing at it or hitting it with spells would do nothing. The PCs had to make their way up its body, flying for those who had it and climbing for the rest (one PC has a climb speed, the others had to haul themselves up the hard way), to reach the two weak points it had - the glowing rune of Nyrissa on its forehead, and the nymph-hair ring on its claw. They sent the flying Barbarian after the ring since he had an adamantite greataxe, while the rest of the party - mostly casters, with the Samurai for defense - went for the rune. This required several Climb and Fly rolls, as well as Acrobatics any time the thing moved or if someone took damage.

The whole time the Owlbear is taking swipes at them with its claws or beak; mostly I used Reflex saves (DC 20 I think), stating that since it was so huge, it didn't care much about AC; if you were in the area when its attack came through, you got hit. A successful save vacated the area; if you missed the save by less than 5, you took half damage as you "rolled with the attack" (Evasion does not apply here). Fail by more than that and you take full damage. Once the party got onto its head, they started having to roll Acrobatics or Climb checks to hold on when it made bite attacks against the Barbarian. I believe I rolled something like 6d6 plus something for damage, regardless of attack, and for purposes of DR the attacks were always Magic and Chaotic. (Lower-level groups may want to lower that damage - my party was Level 11/Mythic Tier 1 at the time.)

The Barbarian started sundering the ring; the carving of the Jabberwock on the ring started shooting rays (half electricity, half acid damage; ranged touch attacks that did not provoke AoOs, dealt 6d6 damage and again lower level groups may want to adjust that) from its eyes at him. When he sundered through the first layer, the hairs inside started attacking him as per *black tentacles*. That went on until he finished destroying the thing. Otherwise I believe the ring was a 15-HD Large Construct/Animated Object with 0 movement speed, no melee attacks, and an AC around 25 (almost all Deflection - a shielding aura Nyrissa had put on it).

The rune was guarded by two heavily-advanced green Will-o-Wisps who had a number of spell-like abilities (*lightning bolt* and *fireball* I remember, again changed to be half-lightning, half-acid; they had others but I can't remember them). When the party destroyed those, a figment of Nyrissa's face appeared above the rune and began taunting/threatening them. They got rid of it and her with a really good Dispel roll; their original plan was to haul up all the PC and NPC casters they had on-hand and do a ritual to get rid of it, which would have also worked, but they had to improvise at the last second. Dispelling it required beating Nyrissa's Caster Level, which for most games would be DC 20. (My game is using Mythic so it was in the low 30s instead.)