

PERI6-02

# Supply Run

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Perrenland Regional Introductory Adventure

Version 1.4

### Round 1

by Frank Mikes and Greg Jones

Edited by Bruce Paris

The Kershane Pass is at the crossroads between Perrenland and Highfolk. It is also the site of one of Perrenland's bloodiest battles, and home to four different Clans. With luz no longer attacking The Pass, tension between the Clans is increasing. Are you willing to help the Auszug in this time of trouble and travel through The Pass to resupply the soldiers of Perrenland? A Perrenland Regional Introductory Adventure for 1<sup>st</sup> Level characters only.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at [bpaparis@ozemail.com.au](mailto:bpaparis@ozemail.com.au); for LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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This adventure retires from RPGA-sanctioned play on December 31, 2007.

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## PLAYERS READ NO FURTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

## PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

## LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of
 

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

## TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

## Adventure Background

The Kershane Pass is home to a number of different groups of people: the Kershane elves, the Fellkatz Vossers, the Guurhok hobgoblins and the Roodenhund Roodbergs. The pass is named for the Kershane elves, who were the original inhabitants of the area, having established a small Kingdom in the Pass over 1,000 years ago. These elves, and their capital city, disappeared from the Oerth over four hundred and fifty years ago, and have only recently reappeared. They have since become a part of Perrenland, given clan status and a seat on the Cantonal council (which advises and elects the Voormann).

The Fellkatz Vossers are a sept of the Vosser Clan, which also dates back a thousand years. While the history of that period is a little vague, it appears that the Fellkatz and the Kershane lived in relative harmony. The Flan people of the Fellkatz developed under the guidance of the Kershane elves and created several peaceful settlements in The Pass.

In the early 2<sup>nd</sup> Century CY, the Clatspur range, in which the Kershane Pass is situated, was inundated with huge numbers of monstrous humanoids. The most aggressive and successful

of these monstrous humanoids was an alliance of hobgoblins called the Guurhok. The Guurhok attacked the elves of the Kershane and their Fellkatz allies, using their quick reproductive cycles and long-term attrition to wear the elven nation down. Added to this was the remarkable level of discipline and training that the Guurhoks had, and the fact that they worshiped Hextor rather than a goblin deity. The Guurhok plan of attrition worked, and in the year 142 CY they were able to lay siege to the city of Kershane.

During this siege, the Oeridian people of the Rood tribe attacked the Guurhoks and routed them from the field, saving the elves of the Kershane and their fair city. To celebrate the victory, the Rood people were invited into the city, something that had never been offered to a human before. Seeing the mass of wealth and the magical wonders that the Kershani owned, the Rood chieftain Tilfius Rood was overcome with greed. During the celebration the Roods attacked their hosts, killing all they could find. In a final desperate manoeuvre, the elven Archmage Dian unleashed the power of the greatest artefact of the Kershane people, the Kershinarim. Such was the power of this artefact that all of the remaining Roods were slain, and the remaining elves were trapped within the ruins of the city. Nobody would enter or leave the city for another four hundred and fifty years.

The Rood tribe moved into this vacuum of power and claimed much of the Kershane Pass for themselves. Over the next four and a half centuries they managed to claim almost the entire Pass through repeated attacks and warfare upon the remaining Kershani and Fellkatz people. At the time of Concatonization, the Rood tribe became the Roodberg Clan, and they were granted rulership of the Clatspurg range, including the Kershane Pass.

In more recent times, it has been revealed that the Guurhok Nation has been a long time ally of the Roodbergs, often assisting in the defence of the Pass. The Guurhok have also been implicated in attacks upon a number of Perrenland towns and people, including the slaughter of a detachment of the 6<sup>th</sup> Auszugen. However, due to their timely help at the siege of St Cuthbert's Monastery (594 CY), the Guurhok have been granted Clan status within Perrenland in a similar manner to the Kershani.

With all four of these groups living within the same small geographic area, each with some manner of claim to rulership of The Pass, tensions

are high. Only the threat of Luz and his White Eye bugbears prevents a Clan War. However, the war is still a threat, and the Pass needs to be protected from invasion. To manage this, the troops of the four clans have been stationed in different areas of the Pass, each with their own field of responsibility. Unfortunately, supplies are running low, and the delivery of supplies is constantly made more difficult by the combination of Luzian raids and the internal difficulties between the four clan groups.

## Adventure Summary

**Introduction:** The PCs are asked to deliver some supplies to the four different clan groups that reside within the Kershane Pass: the Kershani, The Guurhok, the Roodenhund and the Fellkatz. This task takes several days of travel, and the PCs are paid for their time.

**Encounter One:** The PCs deliver the supplies to the Guurhok Nation. The PCs have the opportunity to talk with Gundag, one of the hobgoblin leaders.

**Encounter Two:** The PCs are ambushed on the road by a group of goblin renegades. Upon defeating the goblins, the PCs find indications of where the goblin camp is situated.

**Encounter Three:** PCs may attack the goblin camp, or fight off some scavengers.

**Encounter Four:** The PCs meet the Kershani. This is a difficult meeting, as the Kershani are wary of outsiders. If the PCs gain the trust of the Kershani, they are asked to take a scrying device to the Roodberg fortress.

**Encounter Five:** The PCs reach ForGardt, the Roodberg fortress. The Roodberg commander requests that the PCs do not deliver the supplies to the Vossers. He claims that the Vossers are beaten, and that the supplies will just end up in the hands of the White-Eyes.

**Encounter Six:** If the PCs travel on to the Vossier encampment, they are spotted on the way by an Luzian patrol. The Vossers create a diversion while the PCs get the wagon under cover. The PCs can now hand over the supplies they have for the Vossers. The PCs are asked to escort one of the wounded back to the Monastery.

**Encounter Seven:** The PCs are attacked by Luzian scouts while returning to ForGardt.

**Encounter Eight:** The PCs return to ForGardt, and if they held back supplies from the Vossers, then this is now revealed.

**Encounter Nine:** The PCs return to St Cuthbert's. If they gave the supplies to the Vossers, the Roodbergs send a pair of dire weasels after them.

**Conclusion:** The PCs return to the Monastery and receive their payment.

## Preparation for Play

**IMPORTANT DM's NOTE:** There are a number of special effects in play within the nation of Perrenland at this time. See *DM's Aid One* for details.

## Introduction

The PCs have recently arrived in the Kershane Pass looking for employment opportunities. By coincidence, they arrived in time to witness the unveiling of a commemorative statue dedicated to Taanar VonOostl.

*You have arrived at the Monastery of St. Cuthbert on a chilly, spring day to witness the unveiling of a statue to commemorate the battle that took place here. Soon an officer of the Auszug steps onto a temporary platform next to the covered statue and speaks:*

*"My friends," he says looking at the crowd, "A few short years ago, valiant Perrenland defenders defeated the combined forces of evil luz and his mother Iggwilv near this very spot. The leader of that force was Taanar VonOostl and here, today I am proud to dedicate this statue to him!"*

*He pulls a cord and the cloth drops, revealing a statue of a stern-faced man in armour. He is looking defiantly to the East.*

Allow the PCs to introduce themselves at this point. There are plenty of people willing to answer questions, and any questions concerning employment are answered by offering directions to the Quartermaster of the garrison.

*After the ceremony you head back to the town. The Monastery of St. Cuthbert has always been surrounded by a small town, but now the town itself is also surrounded by the shanty huts of refugees; the poor, often forgotten victims of war. Along The Pass to the East, farms, towns and villages were left in ruins by the invading*

*forces. It is said that skirmishes still take place, just 50 miles away, in the hills where the Clatspurs meet the Vesve Forest.*

*As you move through the streets you come upon an elderly halfling in a worn, Auszug uniform. He is attempting to load a wagon. The tray of the wagon is at least a foot over the halfling's head and he is having a hard time loading what is obviously heavy cargo into it. Dropping a barrel, he mutters a curse ...*

If the players don't do anything at this point he turns towards them after a moment and say, **"Hi there, would you mind lending me a hand?"** Hopefully, the players will take the hint and help him load the wagon.

There is an awful lot of cargo to load from the warehouse but, with all of PCs helping, it happens fairly quickly.

A DC 10 Spot check has the PCs notice that each box or barrel has one of four different symbols on it. A claw, like that of a bird; a tree with a large crescent moon above it, almost shielding it; a mountain with a star above and on either side of it; and a cat walking on two legs.

If any of the PCs ask what these symbols mean, the Halfling will say:

**"Those are the markings of the Clans that these supplies are going to: The Guurhok Hobgoblins, the Kershane Elves, the Roodenhund Roodbergs and the Fellkatz Vossers!"**

*After the loading is finished, the halfling leans against the wagon. "Thank you kindly my friends, I could not have done it without you. My name is Gunnie Wintlesock and you might be able help further if you are free for a week or two and would like to earn some coin?"*

Hopefully the PCs take the hint and say "Yes!".

**Gunnie moves the wagon into the warehouse and then leads you to another building with guards at the door. They let you move past, with Gunnie in the lead, but still look stern and hard. They are obviously veterans of the war. Inside an office, Gunnie confers briefly with another halfling who then gets up and opens a door. "Uberdritte Ottomere, I have Uberrotter Wintlesock here with some people to see you."**

*Inside the office is an older man with a pot-belly, wearing the colours of Clan Roodberg*

*with an Auszug officer's tabard over the top. He looks at Gunnie and says, "I see you may have found some volunteers!"*

*"Finer people you will never find sir!" the halfling says and, with a start, you realise that he is talking about you!*

*"So, are you people willing to take a supply wagon from here ... to the front line on the edge of the Vesve Forest? The pay isn't good, but you can be sure that there are hundreds of soldiers who want these supplies and they will protect you at all costs."*

Hopefully, the PCs agree to this proposal. Once they do, Ottomere briefs them on the mission and provides them with a map (**Player's Handout #1**). They leave at dawn the next morning and will first reach the Guurhok encampment. Ottomere stresses that the hobgoblins are allies and are wearing blue on red as a kind of uniform. They are soldiers helping to hold the pass, now that most of the regular army has left.

Further up The Pass is an area protected by the Kershane Elves. Ottomere tells the PCs that the Elves are somewhat reclusive and that the PCs should not be too concerned if they cannot find them. In the past, the Elves have always approached the *supply wagon* when they wanted supplies. This happens somewhere near the Sedhane Forest.

Near the end of the pass, at the very border of The Vesve the PCs arrive at ForGardt; a newly reconstructed Roodberg fortress commanding the Nestor River crossing. The bulk of the supplies are destined for this fortress.

Finally, the PCs must journey a little further north where the Vossers have a camp. The Vossers are still fighting skirmishes with the luzian army, assisted by the Elves of Highfolk. There are not many of them but Ottomere will point out that these are the troops who are in most desperate need of the supplies!

Extra food and tents will be provided, but he stresses that the supplies in the wagons are solely for those trusted with the defence of Perrenland, and pilfering is a hanging offence in a time of war.

**Development:** Make sure that the players understand that Ottomere is a Roodberg. This is important for the conclusion, and Ottomere's reactions. The players should realize that the actions and attitudes of the Roodenhund sept are NOT supported by the majority of Clan Roodberg.

## Encounter One: The Guurhok

The PCs travel for about a day and a half before reaching the meeting point with the Guurhok, nearly twenty miles from the Monastery.

*Leaving the Monastery of St. Cuthbert, you travel across the mighty Kershane River. From here, the trail climbs the mountains before you. The air is crisp and clean and, after a day and a few miles, the only signs of habitation are burned-out wagons, farm stads, and the occasional skeletons (some of whom still clutch rusted weapons and wear rusted armour).*

None of the weapons or armour are useful, but some could fetch a few gold pieces as mementoes of the war. The GM should use this opportunity to determine which characters are driving the wagon and which are riding or walking, the marching order.

The characters have to make camp somewhere along the road and this allows you to determine the watches they are setting (eg. light sources, etc). Nothing will happen during the night but a GM can have some fun making characters paranoid.

The next day, at around midday, the group reaches the Guurhok camp.

*As the sun finally reaches its zenith above you, an abominable smell is carried along the wind from the East. It gets worse as you continue travelling, and is almost unbearable as you crest a ridge. Before you are four large humanoids with red-orange skin, holding spears and wearing red and blue studded leather armour. They stand before a low stone wall about 80 feet away with several more spears stacked along the wall next to them. Beyond seems to be an entire village of these creatures.*

The hobgoblins do not attack unless attacked first, but do not take kindly to anyone of elven heritage. They mutter comments in their own language (Goblin) and give angry stares, but that is all. If confronted angrily by an elf, they flee. All characters and the wagon are allowed to freely enter the Guurhok camp.

One of the guards speaks passable Stamtaal (Common) and will guide the PCs to the supply point. It is little more than an open area with several boxes and barrels with eight guards around it. The PCs have to unload the supplies

themselves, while the guards watch with interest (but do not help). If the PCs ask for help the guards respond (most of them speak Stamtaal):

***“Our orders are to guard and not to touch supplies!”***

***After a while, a hobgoblin leader appears. Strangely, he is not one of the large, burly hobgoblins you have seen around the camp. But rather he is much shorter and slimmer than his fellows, yet dressed in red and blue as are the others. His clothes, however, actually seem clean and well cared for (if somewhat gaudy and extravagant). Walking next to him are two of the largest hobgoblins in the camp. They are carrying wicked-looking spiked clubs.***

***“Greetings, I am Gundag. I am sorry that you have been kept waiting, allow me to offer the hospitality of my people.” Gundag then barks off a number of orders in Goblin.***

Any PC that understands that language knows that he has just instructed that guards to unload the remaining supplies for the Guurhok, and only those supplies.

***Gundag offers you all food and wine, and engages you in polite conversation about recent events in Perrenland, and in particular the war against Old Wicked.***

The PCs find Gundag to be remarkably cultured and intelligent for a hobgoblin. He feels cursed with intelligence, for while it has allowed him to raise himself to become sub-chief of the Guurhok and even become one of the chief negotiators with Clan Roodberg, he feels isolated among his own people. He detains the PCs as long as he can by talking about anything that might be on their minds. He desperately tries not to offend them and extends any conversation as long as possible.

This roleplaying encounter is designed to show that while most hobgoblins are truly monsters, some can be different. Play Gundag as if he were “a slightly nerdy kid from school”. He is smart - but has no close friends. Eventually it is time for the PCs to go, and Gundag bids them farewell.

### **All APLs**

**Gundag:** Male hobgoblin Brd4; hp 22; Bluff +8, Diplomacy +12, Sense Motive +8, Speak Goblin, Common, Elven, Old Oeridien.

## **Encounter Two: The Renegades**

As the PCs continue their journey through the Kershane Pass, they are attacked by goblin renegades. These goblins want no part in the Guurhok alliance, and wish to follow the traditional goblin ways as dictated by the holy scriptures of Maglubiyet, the goblin deity.

This encounter takes place about 12 miles, and one day’s travel, past the Guurhok camp. This is an “ambush in waiting” from a group of four goblins. These goblins are unaffiliated with any of the four clans of the Kershane Pass and have been hit even harder by the famine than the Perrenders. Hunting and gathering has become extremely difficult in the Pass over the last year, and so they have turned to banditry.

The encounter distance, and whether or not the PCs are surprised, is determined by their spot checks. The encounter distance is the PCs Spot check, minus 15 (the goblin’s hide), multiplied by 10ft. eg. PC spot of 16 would be 10ft., 17 would be 20ft, etc. The goblins attack once the PCs come within 30ft., so unless a PC gets an 18 or better, the party is surprised.

**Creatures:** There are four goblins here, who are in desperate need of supplies. They attack the PCs from ambush if possible, as soon as the PCs get within 30 feet of them.

### **APL 2 (EL 3)**

**Mograt:** Male goblin Rgr2; hp 13; see *Appendix One*.

**Goblins (3):** ; hp 5 each; see *Appendix One*.

**Tactics:** Unless discovered the goblins wait until the PCs and the wagon are within 30ft. They then throw their spears, and Mograt fires his crossbow. The three normal goblins will then draw clubs and try to jump into the wagon and take control of it, while Mograt keeps firing.

If by some chance they *do* gain control of the wagon, they try to get it one mile up the path where it can be driven behind a small, isolated (and well hidden) gully where they have their camp.

Any goblin reduced to two hit points or less will attempt to flee. Any captured goblins reveal their plan and their hidden campsite (where PCs who have lost the supplies can recover them). The leader flees if two of his cohorts are downed or

flee. If the leader is killed, then all the remaining goblins flee.

**Treasure:** The goblins have little of value, being renegades themselves. The exception is Mograt's crossbow, which he pilfered from a dead Auszug soldier.

APL 2: Loot – 5 gp, Coin – 0 gp, Magic – *Small Light Crossbow* +1- (195 gp).

**Development:** If the PCs follow the fleeing goblins, or look for tracks, go to Encounter 3a. Otherwise, go to Encounter 3b.

The PCs may decide to head back to the Guurhok camp after this and confront Gundag. If confronted, he will apologize and tell the PCs that these are renegade goblins who have no association with the Guurhoks. Gundag will happily execute any prisoners that the PCs bring back. He offers the hospitality of the camp and has a cleric heal any wounded PCs.

#### All APLs

**Mollek:** Male hobgoblin Clr3 (Hextor); hp 21; Spells: *Cure Moderate Wounds* x1, *Cure Light Wounds* x2.

## Encounter 3a: The Goblin Camp

The PCs can enter this encounter in one of three ways. They can follow any fleeing goblins; they can interrogate any captured goblins; or they can look for tracks. Following fleeing goblins is easy, so long as the PCs keep moving (i.e. no pausing to cast buff or healing spells).

If the PCs capture a goblin, it can be successfully interrogated with a DC 12 Intimidate check. If the PC is of Medium size, then he/she receives a +4 to this check. Success indicates that the goblin reveals the location of the camp, who is there and why they attempted to raid the wagon.

If the PCs look for tracks, they will require a DC 14 Search check, or a DC 10 Survival check if they have the Track Feat. Once found, the path that leads back to the goblin camp is easy to follow.

The path is less than a mile long, before it suddenly opens into a small box-canyon. The path is the only way in or out of the canyon, so the goblins cannot retreat any further. The PCs can attempt an ambush if none of the goblins escaped, otherwise the camp is alerted.

The camp is small, and there is only the shaman and some non-combatants here. If the PCs speak goblin, they can attempt to negotiate with the shaman, otherwise the shaman will attack to protect his people.

**Creatures:** There are three heavily pregnant goblin women and a dozen goblin children in this camp, plus the goblin shaman. None of the women and children are armed, and killing them should be considered an evil act. The shaman will attack unless the PCs speak goblin and attempt diplomacy.

#### APL 2 (EL 2)

**Nork the Shaman:** Goblin Clr2 (Maglubiyet); hp13; see *Appendix One*.

**Goblin Women (3):** hp 3, 3, 2; non-combatants.

**Goblin Children (12):** hp 1 each; non-combatants.

**Tactics:** Unless the PCs try to negotiate, the shaman will start by casting *protection from good*, then engage in melee combat. He will fight to the death to protect the women and children.

**Treasure:** While there is a lot of basic equipment in this camp, none of it has any real value. The only loot worth taking belongs to the shaman.

APL 2: Loot – 8 gp, Coin – 0 gp, Magic – *Potion of Cure Light Wounds* x 3 - (4 gp each).

**Development:** If the PCs try to negotiate with Nork, they will need to speak in Goblin, and make a DC 12 Diplomacy check to convince Nork that they are genuine. If the PCs fail this check, Nork assumes they are lying and will attack.

If the PCs get Nork to talk, they can then negotiate a peaceful surrender with a DC 15 Diplomacy check. Alternatively, the PCs can try force a surrender by succeeding on a DC 15 Intimidate check, with a +4 modifier if the PC is Medium size. Nork realises that he is in a bad situation, and accepts almost any terms that mean his people will live.

## Encounter 3b: That's my roadkill, I saw it first!

If the PCs ignore the path to the goblin encampment, then they are attacked by wolves, who are intent upon the bodies of the dead goblins. The wolves are willing to risk the presence of live people due to hunger.



These scavengers would be gone by the time the PCs return from the goblin camp, so this encounter is not run if the PCs choose to do Encounter 3a.

This encounter occurs after the battle against the goblins, but before the PCs start moving again. The PCs should have time to cast healing spells, but should not begin travelling.

**Creatures:** Hungry wolves have picked up the scent of the dead goblins and have come to claim the bodies. They are hungry enough to fight for the food.

#### APL 2 (EL 2)

**Wolves (2):** hp 13 each; see *Appendix One*.

**Tactics:** The wolves attack the PCs to get at the dead goblins. If the PCs throw the bodies to the wolves, then the wolves drag them into the woods and leave the PCs alone. If either wolf is reduced to 2 hit points or less, it attempts to flee.

**Treasure:** The wolves have no treasure.

## Encounter Four: The Kershane Elves

In the evening of the day after leaving the goblin camp the PCs enter a valley with a small creek running through it. They can attempt to make a DC 22 Spot check to notice a figure crouching in some bushes ... watching them ...

If none succeed, ***an arrow suddenly streaks out and hits the side of the wagon! An elf seems to appear out of the undergrowth and says, "Drop your weapons on the ground and none of you will be harmed! I am Renalidil of House Nelinor Kershane!"***

There are four more Kershane Elves hiding in the area (which requires a DC 22 Spot check to notice), but they do not attack unless the PCs attack. Renalidil demands that the PCs unload the Kershane Elves supplies. If the PCs refuse he makes comments about "insolent Perrenders" and say that if they do not oblige, then they will have to be blindfolded and brought to the Elven camp. It is the PC's choice.

During this time, Renalidil is arrogant in the extreme. If there is an Elf in the party he asks how they can tolerate being with such terrible companions.

There are four basic resolutions to this situation:

- If the PCs attack, the Elves fight back - but will essentially melt back into the surrounding terrain after several rounds.
- If they are insulting to the Elves (but don't attack), then the goods are unloaded and the PCs are allowed to move on.
- If the PCs refuse to cooperate at all, they can simply move off without delivering the supplies to the Elves. In this case, the Elves will not prevent it but the PCs do not receive the fee that they normally would have for delivering supplies to the Elves.
- If the PCs agree to unload the goods or agree to be blindfolded, and led to their camp WITHOUT insulting Renalidil, then they hear Renalidil's proposal below:

***After the supplies are unloaded, Renalidil approaches you and says, "Perhaps I have misjudged you. We are, in truth, grateful for what you have brought, and you do appear to be friendly. You must understand that it has been centuries since many of my people have had to deal with people beyond our territory. Our history is one filled with the treachery of outsiders, and it is difficult for those of us who remember the death of our parents (at the hands of Tilfius Rood and his men). Let me thank you once again, and ask if perhaps we could prevail upon you to do us a favour?"***

If the PCs seem amenable to this he continues:

***"The Roods, or Clan Roodberg as they are now known, have constructed a great fortress at the east end of the Pass. The Roodbergs have not been our friends for over 450 years and we cannot say we trust them now having placed this fortress to the East and surrounding us with their monstrous allies, the Guurhok, to the North and South. They profess that they are friends, but history has taught us to be wary of the Roods and their offers of friendship."***

***"Since our kin are turned away at the gate of this fortress, we have no way of knowing what happens there, or what the Roods are truly up to. Thus we would like you to place an ear of our own there. Would you be willing to do this for us?"***

Renalidil will not be unhappy if the PCs refuse. If they accept, he hands them a small, wooden token about the size of a coin and asks them to secrete it in the Roodberg Commandant's office. He explains that it is magical and that it allows the

Kershane Elves to hear what is said in the office. Renalidil does not offer any financial reward for this and PCs asking for one are curtly refused (with some of Renalidil's arrogance returning).

## Encounter Five: ForGardt

This encounter occurs in the evening, two days after the PCs encounter with the Elves.

***As the path begins to lead downward, you see the valley laid out before you. It has been two long days since you met the elves of the Kershane, and according to your map you should be close to the Roodberg fortress of ForGardt. Like many other towns and fortifications in the pass, ForGardt was razed during the luzian attack in 494CY. It must have taken a great deal of effort for the Roodbergs to have reconstructed the fortress so quickly.***

***The path turns north where a fortress, almost gleaming in the sunshine, sits proudly atop a hill that the deep cleft the river has carved runs past. But it is only as you get close that you can appreciate the true scale of the fortification. Towers soar eighty feet in the air and the walls team with armoured men. Ten guards ride out to greet you as you approach and form an escort to lead you into the fortress.***

***The massive gates are opened and your wagon clacks over the drawbridge. ForGardt is even more impressive from within. The walls are smooth and straight, clearly it has not yet seen a battle. No arrow has scarred the stone, and no hurled rock has dented these walls.***

***More cheerful Roodbergs wait for you in the main courtyard. One steps forward and says, "Greetings brave travellers! We are indeed grateful for your arrival and you'll find our hospitality here far superior than any found on the road so far, let me assure you of that. But I am remiss, my name is Klaus Herrag and while these men unload the supplies I am ordered to direct you to Commandant Rolf Roodenhund. He has assured me that he is very keen to meet with you."***

The PCs can be as friendly or as paranoid as they like but unless they do something incredibly stupid they are extremely well treated by the Roodbergs. Once they are ready Klaus directs them to Commandant Roodenhund's empty office.

***"Ah, our Commandant is always busy." Klaus says with a smile, "I hope he isn't on another one of his surprise inspections! Well anyway, please wait here and I will find him." Klaus leaves you alone in the room.***

This is an excellent time to plant the magical listening device the PCs have if the Kershane Elves gave it to them! A DC 10 INT checks reminds the PCs of this.

***A few minutes later Klaus and Commandant Roodenhund enter the room. "Ah, my friends!" Roodenhund greets. He is a short, roundish man with a massive walrus moustache and iron grey hair. "I am pleased you are here. The supplies you have brought are most welcome. Most welcome indeed, and we shall show our hospitality by inviting you to a feast tonight. But please, first we must have business. Tell me what your trip has been like to get here?"***

If the PCs mention the attack of the Guurhok, Roodenhund is shocked, and sympathize with the PCs. He volunteers to have any wounded PCs healed as soon as possible. If the PCs mention the Elves Roodenhund chuckles a few times and speaks many times of 'cowardly Elves'; and comments afterward that he has heard that the Orcish word for Elven archer and coward are the same!

If the PCs reveal that the Elves wish to spy on him (and show him the magical device they were provided), then he has it removed from the office and says that it is sad that allies cannot trust each other in dark times like these. He then reassures the PCs that they have done the right thing. The Kershane Elves have shown again how they cannot be trusted. Someone who refuses to give trust cannot expect to receive it. He rewards PCs who reveal this to him with gold, and says that he will not forget the trust they have shown in him today.

***Finally, Commandant Roodenhund sits back in his chair. "I fear darker times lie ahead for you my friends. We have very little control to the east. It was left to Clan Vossier to press the attack and as usual they have stuffed it up. Not that I am ungrateful, they bought us enough time to rebuild this fortress, but they do not know when they are beaten. You see, there is a very thin line between bravery and foolishness and I'm afraid the Vossers have crossed it. They refuse to retreat and have suffered hideous losses."***

***“Unfortunately each loss strengthens our enemies. The few White Eyes that have managed to penetrate this far have all held Vossers swords and wore Vossers armour.” He then picks up and looks at the manifest of cargo in the wagon. “Yes, I would expect this. Among the other gear the Vossers are asking you to deliver a magic sword, two wands and several dozen potions and scrolls to them. I implore you, do not deliver these goods to the Vossers for if you do, they will be used against us within the next two weeks. I also fear that the Vossers may be selling these items to the forces of luz for favours on the battlefield.”***

Let the PCs argue this one out with Roodenhund. Of course, if they agree not to take the magic items he has no objections and will praise the PCs again. If they do object (as they are likely to) then read the below.

***“All right, all right!” The Commandant says, “I appreciate someone that follows orders. I understand, but at least look at the situation before giving the enemy powerful weapons. I will have the remaining goods transferred to another wagon; one with a secret compartment. When you leave, the magic items will be hidden in that compartment which is below the wagon’s seat. See what the Vossers are like before you give them powerful magic that will likely be used against Perrenland, that is all I ask.”***

The PCs are then led to comfortable quarters inside the fortress. All their needs are catered for including healing and cleaning. As night falls they are asked to attend the feast. Food on plates is piled high, food the PCs have brought to the fortress. Everyone drinks to the PCs and they are often clapped on the back or have mugs raised to them in salute.

At one part of the feast, one of the soldiers with bardic talents jumps up and begins to sing a new song, ‘Warrior Rolf’, which refers to the Commandant and his many heroic deeds in the Battle of the Kershane Pass. Commandant Roodenhund has the humility to look somewhat embarrassed by this.

The bard then moves on to tell several Vosser jokes at which the men laugh uproariously. An example of one joke is below.

***A man goes into a butcher shop and is looking at what the butcher has for sale. He is thinking of having his wife prepare brains and bacon, a***

***traditional dish. He sees that there are three brains trays, one is labelled goat brains - 2 kleinmarks each. The next one is labeled cow brains – 4 klienmarks. The final tray is labeled Vosser brains – 80 grossmarks. The man wonders why Vosser brains are so expensive because it is well known that no Vosser is smarter than a cow or a goat. So he asks the butcher and the butcher said it is simple. We had to kill 100 Vossers before we found one with a brain.***

If any PC decides to check on the wagon or horses at any time, they find them in the castle’s stable. All will be well, in fact, the new wagon is a little nicer than the old with better padding on the bench seat and a brake that works better. They also notice (in a large stall/cage) a pair of Dire Weasels. They are well chained and muzzled. The guard, if asked, says that they were captured in an old lair up in the mountains about 3 months ago and that the soldiers have been trying to train them.

The night passes uneventfully and, in the morning when PCs will continue their journey to Vosser territory, several of the troops wave a fond farewell to them.

## **Encounter Six: Into the Wilderness**

***Rattling over the bridge that spans the River Nestor the wagon passes into another old battlefield. Broken skeletons and rusted arms and armour litter the area while a few, thin scavenger birds pick through what happened here a few years before. This is where the two armies initially met, and the tough Perrenders were forced to fall back to St. Cuthbert’s, suffering terrible casualties.***

The bodies have been well looted, but no effort has been made to bury them. Anyone making a DC 10 Heal check will be able to tell that many of the skeletons are of bugbears!

***After ten more hours of travel you rise over a small, barren hill. About 350 feet ahead, a large group blocks the path you have been following in what seems to be a barricade made of trees and rocks! They see you at the same time and suddenly start yelling. But these troops do not wear any Perrender colours, and many of them are bestial creatures. These must be the White Eye bugbears that you have heard so many stories about! They quickly organize***

***themselves and start running toward you! As they do, a voice comes from the side of the road to your left: "Quickly, come this way. Bring the wagon, quickly!" A man in a dark brown cloak waves you to a rocky slope that leads down into a ravine.***

There are 25 bugbears and 10 humans in the luzian forces, and they will run toward the PCs. The humans will stop at 100' and fire shortbows while the bugbears will keep moving.

The man in brown is Dan Volkman, one of the Vossers force resisting against the luzians. He will not wait to explain anything, but will run down into the ravine himself. Once the PCs are through he will pull on a rope attached to a pole, this will bring down a landslide over the mouth of the ravine which will make it very difficult for the luzians to follow. After that he will introduce himself and suggest that they hurry to the Vossers camp.

He leads them through the foothills until they come to a small creek. He will follow this upstream until it exits from a cave. There he wades through calls out "**Tonder!**" He receives the countersign of "**Flosh**" and enters the cave. The water is only knee deep and there is a ledge inside the cave where the water flows past. On this ledge, roughly 35' x 50', are the 40 or so members of the Vossers contingent. Cook fires are going as well as several everburning lights.

Once again the PCs are greeted as heroes with rugged good cheer, but this is far rougher than ForGardt. Comments like, "*Welcome to our home, the locations good but the neighbours are a bit noisy,*" or "*What took you so long? We ordered this stuff ages ago. Hey, if it takes more than 30 minutes is it free?*"

The PCs will be introduced to Tollan Keldrich, the leader of this band, while the Vossers quickly set about unpacking the wagon. If the PCs have left the wands, sword and potions in the secret compartment the Roodbergs hid them, Tollan asks if they heard about his 'father's sword'. He explains that he asked his family to send it to him months ago, but he does not blame the PCs if he can't find it. If the PCs turn it over to him he thanks them gratefully.

The Vossers host the party to simple meals and a place to sleep, and agree to let Dan guide them out in the morning. They would appreciate it if the party could take one of their wounded men, Foster Von Helstri, back with them. Foster has lost his right leg above the knee and four fingers off of his left hand. Foster is a wizard and while he can

still cast spells with one hand, the loss of his leg makes him a liability. None of the clerics here have the ability to heal such a serious wound, so he needs to be taken back to St Cuthbert's Monastery. Despite his injuries, Foster is friendly enough and is happy to regale the PCs with stories of the battles against luz!

In the morning, Dan guides the PCs back through mountain passes until they reach the main path to ForGardt. It only takes about an hour but they realize that with the path they took, they are now only 7 hours away from the castle.

## Encounter Seven: Return to ForGardt

Since the PCs were spotted by the luzian border patrol, bugbears have been out scouting the area looking for any sign of them. One scouting patrol was sent to watch the road to ForGardt, and spot the PCs on their return journey!

***You are less than an hour from ForGardt when, rounding a bend in the road, you see a pair of bugbears with shields that bear the mark of the White-Eye Tribe. The bugbears notice you at the same time, and one of them reaches for a horn, while the other prepares to charge!***

Have the PCs roll for initiative. This encounter begins at 60'. The road is 15' wide at this point. Going off the road counts as being in difficult terrain – half movement, no running or charging.

**Creatures:** The two bugbears facing the PCs are younger members of the White-Eye Tribe. They have been given instructions to alert the rest of the unit to the PC's location, and not to engage them. However, the bugbears are young and keen to make a reputation for themselves. They attack, counting upon success and the idea that victory is the best excuse!

### APL 2 (EL 4)

**White-Eye Bugbears (2):** hp 16 each; see *Combat Appendix One*.

**Tactics:** One of the bugbears takes the first round to blow on his horn, and then charge into combat in the second round. The other bugbear charges immediately. The bugbears do not co-ordinate well, as this is their first real fight.

**Treasure:** If the PCs are quick (1 round after battle), then they have time to loot the bodies of the bugbears before the next luzian patrol shows up.

APL 2: Loot – 4 gp, Coin – 0 gp, Magic – +1 Leather Armour x2 - (97 gp each).

**Development:** The PCs are now racing for ForGardt against the luzian patrol. If the PCs make every effort to move quickly, they get to the fort without being attacked. If they decide to wait, have another bugbear come out of the woods and attack them. If this still doesn't work, repeat as necessary.

## Encounter Eight: ForGardt Redux

*Once again you see the bulk of Castle ForGardt before you. A number of the bugbears have come out of the woods and are chasing you, but they break off pursuit when the fort comes into sight. As you clatter across the bridge the Roodberg soldiers greet you with good cheer and kind words.*

On entering, the PCs notice that none of the Roodbergs pays even the slightest attention to Foster. They are studiously ignoring him. The wagon is brought to the stables again, and Klaus Herrag move to inspect the wagon, revealing the secret compartment.

If the PCs kept the items hidden, he smiles broadly at them and holds up the sheathed sword. *“Well done my friends. You have stopped the weapons of our ‘allies’”, he fills the word with scorn as he looks at Foster, “from being used against us.”*

*Meanwhile Foster looks on in horror. “You kept supplies from us?” He then begins to swear and curse at you. The Roodberg soldiers merely laugh at the display until one of them cuffs the wounded mage. “Know your place dog!” Foster falls to the ground and the Roodberg’s laugh even louder.*

The items are kept by the Roodbergs but the Commandant provides a letter stating that he is holding the goods so that they did not fall into the hands of the enemy.

If the PCs turned over the supplies to the Vossers, Klaus looks up from the compartment. *“What is this? You have given supplies to our enemies? How could you?”*

*Foster then stands, “That’s right dog! These people did their job, something you Roodbergs could learn from. You could have*

*helped us at any time but . . .” At this point a Roodberg cuffs him and he falls to the ground.*

*Klaus calls for peace and says, “It is alright. These good people were under orders and only did what they were told. Although they have hurt us we cannot blame them for that.”*

Either way, the PCs receive accommodation for the night and healing if they require it. Foster is not be assisted unless the PCs insist upon it and, if they do, he will be sneered and laughed at the entire time. For the most part, Foster tries to stay with the PCs and avoid the Roodbergs.

## Encounter Nine: The Return Journey

If the PCs turned the Vossers' goods over to the Roodbergs, the return trip is unpleasant but not hazardous. Foster glares at the PCs and calls them “thieves and traitors”! He states that he will report them for dereliction of duty and says that he would do a lot more if he wasn't wounded. The PCs may even believe they did the right thing in withholding the magical items.

However, if the PCs gave the items to the Vossers then, a few hours after they leave, the Roodbergs release the two dire weasels they have been holding in the stables. The dire weasels are tormented and then sniff the sheets the PCs slept in. They track the PCs down and try to kill them. They reach the PC's camp at dusk, before the PCs ready for bed. The dire weasels attack without warning and fight until killed:

*You are setting up camp after your first day of travel back towards the Monastery of St Cuthbert. Suddenly, you hear the sound of animals charging down the road. Looking back the way you came you can see two massive weasels charging towards you, each as long as a human is tall!*

If the PCs have planted the listening device for the elves, the elves have heard of this plan and have sent help to the PCs. An Archon, Lantern (summoned by the elves) will arrive the round after the weasels begin their attack.

*Suddenly, a ball of light comes flying out of the woods, shooting beams of light at the dire weasel nearest to it!*

**Creature:** The dire weasels have been starved and abused by the soldiers of ForGardt,

and attack until killed. Due to lack of food and tracking the PCs all day, the dire weasels count as *fatigued* for this combat. As such, this encounter is worth one less EL than normal.

### APL 2 (EL 3)

**Dire Weasels (2):** hp 13 each; see *Appendix One*.

**Lantern Archon:** hp 4; see *Appendix One*.

**Tactics:** The dire weasels each attack a different PC. In the event that there is an elf in the party, they are targeted first, as the bedding of such a person would have been the first choice of the soldier to give to the weasels. Otherwise, they attack the closest opponents.

The Lantern Archon, if it arrives, moves within 30' of the dire weasels, but stays at least 15' above the fight. If it cannot get a clear shot at a dire weasel, it uses its spell-like ability to cast *aid* on the most needy PC.

**Development:** If the Lantern Archon arrives, it tells the PCs the following (before returning to its own plane):

***“Hello, I am Teniel, and I was sent here by your friends among the Kershani. The dire weasels were sent after you by the soldiers of ForGardt. This was done at the orders of the garrison commander due to your decision to provide the Vosser warriors with their equipment. When the Kershani heard of this, they asked me if I could aid you worthy folk. I came as quickly as I was able, and now that the danger has passed, I must leave. Goodbye, and good luck for the future.”***

The Lantern Archon leaves at that stage as it feels the call of its home plane. It does not answer any questions, as it does not know any more than it already told the PCs.

## Conclusion

The remainder of the journey back to St Cuthbert's is uneventful for the PCs. When they reach the town, they will likely head straight to the office of Uberdritte Ottomere. Upon reaching the office, the PCs are shown straight in.

***Ottomere smiles as you enter his office. “Good fellows, I am glad to see that all went well on your mission. Tell me all about your journey.”***

Give the PCs the chance to relate what has happened. He notes everything down as the PCs relate the events to him.

If the PCs mention the goblin renegades, he says, ***“I will pass the information on to the Guurhok, as they are very efficient at dealing with renegade goblins in the area of the Pass.”***

If the PCs mention that they were unable to deliver the supplies to the Kershani, Ottomere probes to find out why. If the PCs admit to difficulties with the elves, Ottomere states, ***“You were warned that the elves are isolationist. You were asked to deliver the supplies, not create an incident. Now I will need to send another supply wagon to the Kershani.”***

If the PCs tell of putting the scrying device into Roodenhund's office, Ottomere is not impressed. ***“I understand why you did this, but you really should not have. I will have to find a subtle way to ensure that the device is removed before the Roodbergs find it.”***

If the PCs mention Roodenhund's request, Ottomere gets VERY upset. ***“Please do not mention this to anybody else. Tensions are already high enough between the clans. However, be certain that the matter will definitely be looked into.”***

If the PCs admit to not handing over the Vossers' equipment, he is even more upset. ***“I can understand that you thought you were doing the right thing, but those troops desperately needed those supplies. I only hope they can manage until we can get some more to them.”***

If the PCs tell Ottomere about the dire weasels, he says, ***“The Pass is dangerous, I am glad that you managed to defeat the monsters.”***

If the PCs met the Lantern Archon, and relate what he told them, Ottomere is furious. ***“Roodenhund has gone too far this time. I will see him stripped of his command and court-martialled. This bloody revenge mentality of the Roodenhunds will be stopped!”***

If the PCs point out that Ottomere is a Roodberg, he will state, ***“The Roodenhund sept has made a number of choices that the rest of the Roodberg Clan does not agree with. This continual assault upon fellow Perrenders is one such, and it shall not be tolerated!”***

Once the PCs have finished their report, Ottomere pays them and thanks them. ***“Thank you for your effort in this regard. Here is your pay, 50gp each. I hope that you will all consider signing up. We could use good people such as yourselves. If you would like to enlist, see Gunnie, he will help you with the paperwork.”***

## The End

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

### Encounter Two

Defeat the Goblins

APL2 90 xp

### Encounter Three

Defeat Goblin Cleric OR the wolves

APL2 60 xp

### Encounter Seven

Defeat the Bugbears

APL2 120 xp

### Encounter Nine

Defeat the Dire Weasels

APL2 90 xp

### Story Award

Objective(s) met: Delivered the correct supplies to the Guurhok, Kerhani, Roodbergs and Vossers

APL2 15 xp for each group

### Discretionary roleplaying award

APL2 30 xp

### Total possible experience:

APL2 450 xp

## Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

**Encounter Two: The Deserters**

APL 2: L: 5 gp; C: 0 gp; M: 195 gp - +1 *Light Crossbow* (195 gp)

**Encounter 3a: The Goblin Camp**

APL 2: L: 8 gp; C: 0 gp; M: 12 gp – potion of *cure light wounds* x3 (4 gp each)

**Encounter Seven: Return to ForGardt**

APL 2: L: 4 gp; C: 2 gp; M: 194 gp – +1 *Leather Armour* x2 (97 gp each)

**Conclusion: Payment from the Auszug**

APL 2: L: 0 gp; C: 50 gp; M: 0 gp

**Total Possible Treasure**

APL 2: L: 17 gp; C: 52 gp; M: 401 gp - Total: 470 gp (450 gp max)

\*\* It should be noted that all of the items above can be freely bought by any adventurer after any adventure – according to the latest version of the *Living Greyhawk Campaign Sourcebook*.



## Appendix One – APL 2

### Encounter Two

**Mograt:** Male Goblin Rng2; CR 2; Small Humanoid (Goblinoid); HD 2d8; hp 13; Init +2; Spd 30 ft.; AC 15, touch 13, flat-footed 13; Base Atk/Grp: +2/-2; Atk +3 melee (1d4, club) or +6 ranged (1d6+1/19-20, light crossbow); Full Atk +3 melee (1d4, club) or +6 ranged (1d6+1/19-20, light crossbow); Space/Reach: 5ft./5 ft.; SA Favoured enemy (elf) +2; SQ Combat style, darkvision 60ft., wild empathy; AL CE; SV Fort +3, Ref +2, Will +1; Str 11, Dex 15, Con 10, Int 10, Wis 13, Cha 8.

*Skills and Feats:* Hide +7, Listen +6, Move Silently +7, Ride +7, Spot +6, Survival +6; Point Blank Shot.

*Possessions:* +1 Small Light Crossbow, club, leather armour, 20 bolts.

**Goblin:** CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk/Grp: +1/-3; Atk +2 melee (1d4, club) or +3 ranged (1d4, javelin); Full Atk +2 melee (1d4, club) or +3 ranged (1d4, javelin); Space/Reach: 5ft./5 ft.; SQ Darkvision 60ft.; AL CE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

*Possessions:* Club, leather armour, small wooden shield, javelin.

### Encounter 3a

**Nork the Shaman:** CR 2; Small Humanoid (Goblinoid); HD 2d8; hp 13; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk/Grp: +1/-3; Atk +2 melee (1d4, club) or +3 ranged (1d4, javelin); Full Atk +2 melee (1d4, club) or +3 ranged (1d4, javelin); Space/Reach: 5ft./5 ft.; SA Spells; SQ Darkvision 60ft.; AL CE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 11, Int 12, Wis 15, Cha 11.

*Skills and Feats:* Concentration +5, Heal +7, Knowledge (religion) +6; Extra Turning.

*Possessions:* Club, leather armour, small wooden shield, javelin, healer's kit, holy symbol, spell component pouch, potion of *cure light wounds* x3.

*Spells Prepared* (4/3+1; base DC = 12 + spell level): 0—[*create water* (2), *mending*, *detect poison*]; 1st—[*protection from good*\*, *cure light wounds*, *doom*, *endure elements*].

\*Domain spell. *Domains:* [Evil (cast evil spells at +1 caster level); Chaos (cast chaos spells at +1 caster level)].

### Encounter 3b

**Wolves (2):** CR 1; Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk/Grp: +1/+2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); Space/Reach: 5ft./5 ft.; SA Trip; SQ Low light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

*Skills and Feats:* Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1\*; Track, Weapon Focus (bite).

**Trip (Ex):** A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action, without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot attempt to trip the wolf.

### Encounter Seven

**Bugbears (2):** CR 2; Medium Humanoid (Goblinoid); HD 3d8+3; hp 16; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk/Grp: +2/+4; Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); Full Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); Space/Reach: 5ft./5 ft.; SQ Darkvision 60ft., scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

*Skills and Feats:* Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (morningstar).

*Possessions:* +1 leather armour, morningstar, small steel shield, javelin, horn.

### Encounter Nine

**Dire Weasels (2):** CR 2; Medium Animal; HD 3d8; hp 13; Init +3; Spd 40 ft.\*; AC 15, touch 13, flat-footed 12; Base Atk/Grp: +2/+3; Atk +4 melee (1d6+2, bite); Full Atk +4 melee (1d6+2, bite); Space/Reach: 5ft./5 ft.; SA Attach, blood

drain; SQ Low light vision, scent; AL N; SV Fort +3, Ref +7, Will +4; Str 12\*, Dex 17\*, Con 10, Int 2, Wis 12, Cha 11.

*Skills and Feats:* Hide +8, Listen +3, Move Silently +8, Spot +5, Survival +1\*; Alertness, Stealthy, Weapon Finesse.

**Attach (Ex):** A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC.

**Blood Drain (Ex):** A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

**Fatigued:** The dire weasels start this combat *fatigued*. As such, their Str and Dex has been adjusted, and they cannot charge or run.

**Lantern Archon:** CR 2; Small Outsider (Archon, Extraplanar, Good, Lawful); HD 1d8; hp 4; Init +4; Spd Fly 60 ft.(perfect); AC 15, touch 11, flat-footed 15; Base Atk/Grp: +1/-8; Atk +2 ranged touch (1d6, light ray); Full Atk +2/+2 ranged touch (1d6, light ray); Space/Reach: 5ft./5 ft.; SA Spell like abilities; SQ Aura of menace, DR 10/evil and magic, darkvision 60ft., immunity to electricity and petrification, magic circle against evil, teleport, tongues; AL LG; SV Fort +2(+6 against poison), Ref +2, Will +2; Str 1, Dex 11, Con 10, Int 6, Wis 11, Cha 10.

*Skills and Feats:* Concentration +4, Diplomacy +4, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4; Improved Initiative.

**Aura of Menace (Su):** Any hostile creature within 20' of the Lantern Archon must succeed on a DC12 Will save to avoid the effects of the Aura. Those who fail suffer a -2 penalty on attacks, AC and saves for 24 hours or until they hit the Archon that generated the Aura.

**Light Ray (Ex):** The light Ray has a range of 30' and will overcome damage reduction of any sort.

**Spell-like Abilities:** At will – *aid, detect evil, continual flame*. Caster level 3<sup>rd</sup>.

## Judge Aid One Perrenland Specific Effects

### The Eruption of Mount Hellspaar And Hell's Gloom

In PER4-06 *The Hollows Unveiled*, the previously dormant volcano Mount Hellspaar erupted. This spread volcanic ash high into the air over Perrenland and caused an effect which came to be known as "Hell's Gloom". In PER6-06 *The March of the Hollows*, a Shrine dedicated to Joramy was consecrated at the base of Mount Hellspaar. Joramy was pleased, and the goddess caused Mount Hellspaar to settle and Hell's Gloom to disappear. Therefore, the effects found in previous Perrenland adventures do *not* apply in this adventure – nor from this point forward. The "Divination Effects Found In Perrenland" now also seem to no longer apply.

### The Nightmare

Many folk, including the PCs, have been having vivid nightmares of their friends and loved ones being slaughtered, and rising as undead to fight in the legions of the Famine Queen (Iggwilv). The nightmare has recently taken on a new visage. At her side is Iggwilv's daughter, Drezlna. At the start of each adventure, each PC has this nightmare the night before play begins. If they fail a DC 15 Willpower save they suffer a –1 profane penalty to all saving throws for the next two days. This is a fear effect and may be suppressed or dispelled (caster level 10) in the normal manner.

### The Freeze of the Famine Queen

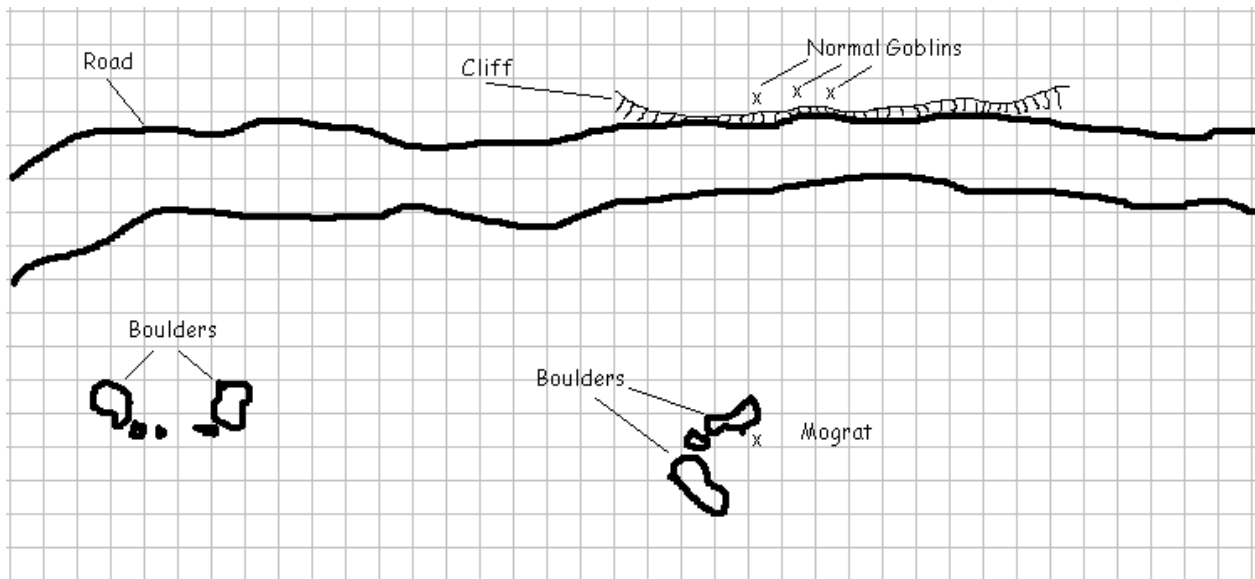
Due to Hell's Gloom blocking out the sun, Perrenland has faced two years of perpetual Winter. This has led to the following effects on regional adventures (though the effects are set to go into slow decline now that Hell's Gloom has ended):

- The southern and eastern coastal fringe and shallow areas of Lake Quag out to about 2 miles are frozen into a layer of ice and all ports with the exception of Clatsberg City are frozen shut. The freeze in the west currently extends to just north of Hugelrote.

- Ice skimmer is now the only way to re-supply and unload what shipping is still operating.
- Small icebergs still litter Lake Quag creating navigational hazards.
- Crops that were set for harvest are blighted, but recovering. Most of Perrenland has not been able to harvest any food since last season. Southern Quagfludt, the Kershane Pass and Northern Yattenheid are the only places that have produced a harvest.
- The shortage of food is creating widespread hunger across Perrenland and many fear famine.
- Hoarding has become common but has yet to be outlawed.
- The price of all food items has doubled and the price of any item from the Player's Handbook (PHB) has increased by 150% (except during initial character creation and intro scenarios) in all Perrenland regional adventures.
- Lifestyle and up-keep costs have also doubled except where a PC is granted free up-keep. If a PC is using a lifestyle discount of some form, the discount applies after the costs have been doubled. i.e. Adventurers standard at 50% discount would cost 12 gp rather than 6gp.
- The survival DC for PCs who live off the land has risen to 25.
- PCs who pay for upkeep who instead voluntarily declare at the start of the game that they have donated their up-keep to the needy do not suffer negative Charisma effects. Instead they gain the same Charisma bonus they would normally have gained as if they had paid the appropriate lifestyle as they are deemed to be a generous patron of the folk. However they begin the game suffering from the effects of fatigue due to hunger and with subdual damage equal to 1/3 of their hit-point total rounded down. See PHB p 308 for fatigue effects. Note: As well as resting for 8 hours in game, PCs must also eat an appropriate meal to remove these effects.

PCs who can cast create food and water or heroes feast can declare at the start of the game that they have done so to help the needy. These PCs gain charisma benefits from this act of generosity as if they had paid for the next higher lifestyle. This PC is assumed to have cast these spells immediately before the adventure introduction begins.

# GM Map 1: Goblin Ambush



# Player Handout 1: Map of the Kershane Pass

