

HIGA-04

Shindig

A 1-Round D&D LIVING GREYHAWK[®] Highfolk Regional Adventure

Version 1.0

Round 1

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Based on a module idea by Brian O'Connell

A small mining community of Gnomes in the Clatspur Mountains is hosting its annual Miner's Labor celebration. These hearty folk are known for their exciting gatherings more than their mining yield, and draw quite the crowd from all over the region. What better way to spend an evening is there than to mingle and make merry at the Miner's Shindig? An introductory regional module set in Highfolk for first level PCs only.

Based on the original DUNGEONS & DRAGONS[®] 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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Introduction

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

Preparation

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

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

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

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

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

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

the DM) to keep track of who is playing which character.

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

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

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

when the adventure is run in tournament format with winners and prizes.

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

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

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

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

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the

level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three

character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Highfolk. Characters native to Highfolk 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.

Adventure Summary

NOTE: This is introductory module for the region of Highfolk for first-level characters only. Only first level characters may participate. Magic item creation is not allowed at the end of this module. As this module is an introductory module, it is primarily designed as a role-playing introduction to the town of Highfolk. Much of the outcome of the module is left to the imagination and adjudication of the DM. Reasonable plans should be offered a good chance of success.

The Gnomish Consortium has planned a great celebration for Needfest this year. Wanting to feed the needy gnomish and dwarven families of the Sepia Uplands and Clatspur Mountains, the Consortium has asked for volunteers to help pass out the gifts they have planned for the needy. The adventurers who volunteer for this charity mission (the PCs) will be celebrated later that night at an outdoors Needfest Festival. As the PCs explore the hills of Highfolk, they meet with the various families and a few other volunteers. Afterwards, they come to a sprawling outdoors Festival. Children of the families have been put up in an area a bit off of the party so that the parents could enjoy a night filled with ale and revelry.

Unbeknownst to anyone at the party, a small orcish party has been watching the festivities, waiting for their chance to cause some chaos and bring a Needfest gift to their chief; namely a few choice gnomish children. They have hired/bullied a kobold into creating a distraction in the middle of the party while they sneak in and steal some of the children. The nanny watching the children is knocked unconscious during the attack, and when she comes to, she runs screaming to the party begging someone to rescue the children. A rescue party (the PCs) is quickly organized, and sent on the hunt for the orc tribe. They find the orc cave relatively easily and from there it's a simple dungeon crawl rescue. The complication is making sure none of the children are hurt during the melee. After they save the children another

small celebration is held the next day to hand out Needfest gifts.

Introduction

You wander along the dusty streets of Gildenhand. Everywhere you walk, you see happy gnomes running around, chattering with excitement about Needfest Eve - coming up in a week. It's early morning, and as you explore the city looking for adventure, a posted notice catches your eye. (Give the PCs Player Handout 1.) It seems the Gnomish Consortium is looking for volunteers to help them donate supplies to some of the poorer gnomish and dwarven mining communities for Needfest. After the delivery is made, the Consortium is hosting a party to celebrate all of the miners, and they are asking someone to take the leftover supplies to the party. Today's volunteers will also be celebrated. Anyone interested in donating their time should report immediately to the Consortium Hall.

As all the PCs have stopped to inspect the notice, give them a chance to introduce themselves and then proceed to Encounter One. The adventure is over for those not wishing to volunteer.

Encounter One

You arrive at the Consortium Hall in no time. Gildenhand is the largest mining settlement in Highfolk, housing roughly 800 people, nearly all of which are gnomes. A well-dressed gnome comes darting out of the Hall and comes to an abrupt stop before you. "Are you here to volunteer?" he demands.

The gnome the PC's are talking to is Bilmnor, the quartermaster of Gildenhand. He oversees all the supplies for the community. He is a friendly gnome and pretty laid back considering all he has to keep track of. If the PC group is primarily medium sized races, this gnome is rather surprised that they are volunteering, but decides to give them the benefit of the doubt. He details their mission, gives them a map of the 10 villages they are to deliver to, thanks them for their time, and tells them he'll see them at the celebration in a week. He has set up five wagons of supplies, mostly food, and one wagon of gifts (profit sharing) and supplies for the festival. If the PCs do not

have anyone that can drive the wagons, five gnomish wagon-drivers accompany them.

Wagon-drivers: Gnome, Male, Com 1.

The PCs may have questions for Bilmnor about their duties. Use the below as a guide for his answers.

Q: *Who are you?*

A: ***"I am Bilmnor, the quartermaster here in Guildenhand."***

Q: *What exactly will we be transporting for you?*

A: ***"Well mainly you will be transporting the food and supplies needed for each of the towns you will be stopping at to hold their annual Needfest parties."***

Q: *How much are we going to get paid for this?*

A: ***"Um .. you saw the note that said you would be volunteers right? So you um ... won't be getting paid for this."***

Q: *Is there anything else we should know?*

A: ***"Well it can get pretty cold up in the mountains this time of year. You may want to consider picking up some cold weather gear if you already don't have any."***

Q: *We don't have any cold weather gear because we are poor, is there any way we can get some?*

A: ***Bilmnor laughs for a moment. "That's pretty funny - you don't have any cold weather gear and it's the dead of winter out. Oh well, I tell you what. Since you are helping us out I think I get you all some cold weather gear to use so you can deliver the goods."***

Once the party is done asking Bilmnor any questions they might have, he brings them some gnome drivers if they are in need of any and sends them on their way.

Encounter Two

The weather for your journey is sunny and brisk, and everything in the Sepia Uplands sparkles with fresh ice crystals and small patches of snow. Looking at your map, this seems like it will be a rather pleasant journey; it will give you the chance to explore the hills and mountains of Highfolk, meet people, and perhaps get a taste for real adventure.

At this point, the PC's have been journeying for roughly half a day and are well out of sight of Guildenhand. Give each of them a Spot check compared to Logan Wood and his companions' Hide checks. Logan ambushes the party on the road, and this encounter can go several ways.

APL 2 (EL 4)

Logan Wood: hp 27; see Appendix One.

Militiamen (10): hp 3; see Appendix One.

Creatures: This small band is a militant group of halflings under the leadership of Logan Wood. Logan was a simple farmer before a bunch of tall folk ruined his life. Since then, Logan has rounded up a band of like-minded individuals intent upon stopping the injustices done to short folk. Note that Logan uses the word "tallie" to refer to humans and elves. The halflings are obnoxious, pushy, and mean. They demand the PCs submit to personal questions and possibly a search of their belongings to prove they aren't out to get shortfolk.

- If the party is almost all tallies, Logan automatically assumes that they are going to rip off the gnomes and try and steal all their food. He's very aggressive and threatening, though in essence a coward, and if any of the PCs make a move to attack him or his band, he runs away. He does threaten them repeatedly, trying to scare them, telling them he'll come after them if they try to short change any of the small folk. The PCs can be coerced by Logan's threats, attack him, or try and reason with him.
- If the party is half shorties and half tallies, Logan will try and convince the shorties that the tallies are evil and will eventually steal from them. It's up to the PCs to come to terms with each other and decide if they want to believe Logan or not.
- If the party is all shorties, Logan offers to accompany them and act as their bodyguard, wanting to protect them from all the evil tallies in the world. He makes for a surprisingly fun, if cowardly, companion through this whole adventure.

Development: While the success of reason with the rude and suspicious Logan Wood is left to the hands of the DM, combat is humorous and short-lived. Logan curses and disappears in a puff of smoke using his *cape of the mountebank*. The rest of the band scatters in random directions,

dropping their weapons, running into each other, wetting themselves, and otherwise attempting to incompetently defend themselves while trying to escape.

Encounter Three

You arrive at your first destination, a tiny dwarven mining village named Craghaven. As you walk through the main, and only, street of the town, several dwarven children run around happily playing a game of tag. Mothers sit outside their houses gossiping while they keep an eye on the children, and you see several older dwarven miners playing a game of dice over several cups of ale outside the local tavern. All in all, the village is a run down, but still charming. The Mayor, obviously expecting you, comes walking down the street, carrying stout mugs of ale in each hand for you.

Mayor Riner: dwarven male Com6; hp 33.

Have the PCs role-play giving out food and supplies to the poorer families. It should be about nighttime, so the mayor offers to put the PCs up at his house for the night. The entire atmosphere of this encounter should be jovial and festive.

The next morning the PCs set off for the next village. Give a general idea of them hitting the next 9 villages without them really spending too much time role-playing it. Tell the players in general about the region (see Appendix Two), giving them some familiarity with this area. It is important that the threat of goblinoid attack be clear, despite its absence.

Encounter Four

You arrive in Lunadore early, several hours before the festival is supposed to start. On your way, you've passed several gnomish and dwarven mining families, along with a few humans; all seem to be heading toward the fest. It is Needfest Eve, and the high spirits of the holiday are infectious. Children run around excitedly, chasing each other playing. Several huge tents have been set up outside the village and one, ostensibly for the dancing hall, stands out, larger than the rest. Gnomes and dwarves mill about it, getting everything prepared for the night. You bring your wagons

over in that direction and several of them hail you cheerfully.

The PCs are given the task of decorating the Needfest Tree, set up in the opposite corner of the main tent from the bar. Several ornaments, handmade by the children and women of the mining communities are given to them in a large box.

The festival commences in the early afternoon. Alcohol runs freely, and celebration is in the air. The younger children of the families have been given their own tent for the night, with an older gnomish nanny to watch over them. The slightly older children also have their own tent with games set up for them.

You're quickly caught up in the spirit of the holiday, and are soon bustling around with all the gnomes and dwarves to get everything set up perfect. You spot a rare human in the mix, but no half-orcs or elves. The gnomes that have traveled with you thus far unload the wagons quickly and take them, along with the horses, off to the stables to rest. You catch them sneak a keg, and they run out, giggling mischievously.

GM Note: If Logan and his band are with the party read the following:

Logan instantly gets himself a beer and takes charge of the organization. He's obviously in his element, taking care of all his "wee folk." His companions bustle around, decorating, cleaning and mostly making sure the bar is set up perfectly. Tons of ale and wine have been set out, in fact the alcohol seems to overwhelm the food by quite a bit.

Mayor Gudshin of Lunadore approaches the PCs to thank them for their hard work and offer them a drink. He says it's rare to see so many of the taller folk going so far out of their way to help others, and it warms his heart. He chats with them a bit, and if the PCs ask about the continuing goblinoid threats, he exclaims that even those beasts would have to be quiet on the eve of Needfest.

The mayor wanders off, calling jovial greetings to everyone he passes, and praising them for a job well done. More people are starting to gather for the festival, and a rather husky dwarven woman with a full beard approaches your group, a keg tucked under her arm.

The dwarven woman by the name of Dilbra Alesmaller flirts mercilessly with whoever the most comely male PC is, regardless of race. She congratulates them on their job, and tells them to come see her anytime they're in Lunadore and need a good ale.

You continue hanging the various ornaments and decorations on the tree. Just as you're about to finish, a heart-melting sight catches your eye. A tiny gnome child, with an obviously lame leg, hobbles towards you, his wide eyes staring at the beautiful tree. He gives you a childish smile and hobbles closer, asking if he could help at all. Just about the only thing left to do is put a bright crystalline star on the top.

Gnome child (Tiromy Kettleken): male gnome Com1; hp 2.

A steady stream of gnomes and dwarves come by to socialize and greet you, and thank you for volunteering. Before you know it, the party is in full swing. Countless drinks have been offered to you, and the amount of alcohol these little folk can put away is frankly amazing.

Well into the party, after the sun has set, a kobold, set up by the orcs to create a distraction while they steal the children, cuts the tent behind the Needfest Tree, hides in it, and jumps out, attacking the nearest gnome or dwarf. The PCs can make a Spot check (DC 10) to spot the kobold as he makes his ambush. The tent is 40 by 80 foot square, so the PCs may be split up and should be distanced from the tree, in opposite corners from the bar. The kobold, not wanting to be anything more than a distraction, fights for subdual.

APL 2 (EL 3)

Klunk: hp 13; See Appendix One.

After the battle with Klunk, the PCs have two options on how to deal with him, assuming they don't kill him.

- They can try to intimidate Klunk to find out why he attacked by intimidating him. (Intimidate check DC 15)
- They can just feed the poor thing because he is VERY hungry and just wants something to eat. If they give him some food he will tell them everything they need to know without a second thought. (He is that hungry)

All Krunk knows is that the orcs found him, and bullied him into making a distraction, or they were going to eat him. After the kobold is questioned (if not dead), the mayor of Lunadore runs him out of town, and remarks that on any other day, he would've been killed.

As they finish questioning the kobold, the nanny wakes up and runs screaming into the party to tell them that the orcs have attacked the children's tent and stolen several of them.

An older gnome woman bursts into the door of the tent, a huge knot swelling on her forehead. "ORCS!!" she screams, obviously hurt and terrified. "They've stolen some of the children! They attacked me some time ago, knocked me out, and when I came to, children were missing!!" With that, she falls to the ground, obviously unconscious again.

If the woman is brought back to consciousness, she has little information for the PCs. Four orcs attacked the tent; one hit her with the hilt of his greataxe and knocked her out. When she came to, 8 children were missing.

The mayor steps up, instantly taking control of the situation, trying to calm the upset families. He asks for a rescue party to volunteer, stating that the orcs are easy to track through the snow to whatever cave they went. The PC's are asked to help, being obvious adventurers, and hopefully are willing to rescue the gnome and dwarf children. The Mayor warns that time is of the utmost importance, since with winter food has been scarce and several attacks have been made in the past, usually ending with the victims being eaten.

Development: The PCs are likely injured from the fight with Klunk. Darus Grainsmith (human male Clr2 of Phyton) heals any damage that the PCs may have taken from the kobold before they set off.

Encounter Five

When the PCs get to the scene of the crime, the large footprints from the orcs are obvious. Children are crying all over, woken up by the attack. The tent is mostly torn down, and several of the families are coming to take the children that haven't been kidnapped.

From here, the PCs follow the tracks through the snow that the orcs have left. The tracks are easy to follow. Make a show of having the PCs make Search or Track checks. Regardless of their

rolls, they are successful in following the trail. They come upon a cave (Player Handout #2), which they can see one lone orc sentry guarding. If the PC's are quiet, they can sneak up on all of the tribe without alerting anyone to their presence (roll opposed Hide versus Spot rolls, however the orc is not very attentive and suffers a -5 penalty as he dozes). The PCs should keep in mind that while they attack, their primary mission is to keep the children alive.

The cave the orcs have taken over is nestled within one of the mountains of the Clatspurs. The entrance tunnels inside for roughly 30 feet and then curves sharply. Inside this curve an orc will be hiding (probably not well; make opposed Hide versus Spot checks). If the PCs fail their Spot, he ambushes them as they walk past. This noise likely alerts the other orcs, who arrive investigate within 3 rounds.

Inside the cave is a filthy living area for the orcs. Dirty bedrolls and greasy bones are scattered throughout the area, and the few bits of furniture have obviously been stolen and are too small for the orcs. They have constructed a rough cage, and all 8 of the children are within, thus far unharmed (see DM Map 1). There is also a treasure chest that the orcs have stolen from the gnomes; inside, the PCs find money, gems and precious stones (all belonging to the gnomes).

Creatures: There are five orcs here along with the eight children. While the first sentry is not observant, the second is, and is attempting to hide. The orcs are all normal with the exception of the brutish hot pink skinned Chieftain, Grolich.

APL 2 (EL 3)

Grolich: hp 10; see Appendix One.

Orc Guards (4): hp 4; see Appendix One.

Tactics: Tactics of the chieftain might include threatening the children to get the PCs to back off, as they must figure out a way to overcome him. He is evil, hungry, and not afraid to get his minions killed to feed himself.

Chest Trap (EL 0)

The chest is gnomish built, and has an odd trap on it that, when set off, turns your skin a random color with a *prestidigitation* spell. Tell the PCs that the orc chieftain is absurdly colored pink when they walk into the cavern, since he has to set the trap off every time he wants to stash goodies in the chest.

Practical Joke Chest: Affects person touching the chest, *prestidigitation* turns skin random color for one hour, Will save resists (DC 11); Search (DC 21); Disable Device (DC 25).

Treasure: In addition to taking the orcs' gear, the PCs may also loot the chest, which contains: 145 Highfolk minted gold pieces (called solars), a rough sapphire worth 50gp, a large moonstone worth 25gp, and several small obsidian pieces worth 40 gp each.

APL 2: L: 39 gp; C: 29 gp; M: 232 gp.

Conclusion

If the children are rescued:

You bring the children back to Lunadore, and everyone hails you as the new heroes of the village. Mothers cry with relief as you set their babies in their arms, and the gnomish fathers show a rare moment of seriousness as they thank you from the bottoms of their hearts. Most families retire for the night, though several of the dwarves wish to toast you with ale till dawn. Come dawn, the children all rise and everyone in the village meets back in the party tent, by the Needfest Tree to give gifts to the children. The mayor invites you to pass them out, and a crowd of children surrounds you as you give them toys and candy. Last night's horrors mostly forgotten, everyone seems filled with Needfest joy.

If some of the children are slain:

As you tell the mayor of your failures, all the bright decorations and cheery festivities of Needfest seem significantly less chipper and warm. The mayor thanks you sadly for your efforts and moves off to tell the families of the children they've lost.

If the PCs return with any surviving children, they are rewarded with 100 gp per PC.

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 One

Volunteering for the Job

APL 2 - 25 xp

Encounter Two

Dealing with Logan Wood (whether combat or negotiating)

APL 2 - 120 xp

Encounter Four

Defeat Klunk

APL 2 - 90 xp

Encounter Five

Defeat the Orcs

APL 2 - 90 xp

Encountering the trapped chest

APL 2 - 25 xp

Story Award

Save all of the Children

APL 2 - 50 xp

Discretionary roleplaying award

APL 2 - 50 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Five

APL 2: L: 39 gp; C: 29 gp; M: 232 gp

Conclusion:

APL A: L: 0 gp; C: 100 gp; M: 0 gp

Total Possible Treasure

APL A: 400 gp

Appendix One: NPC Statistics

Encounter One

Drivers, male gnome Com1 (up to 5): CR 1/4; Medium-size Humanoid; HD 1d4+1; hp 3; Init +0; Spd 30 ft; AC 12 (+2 leather); Atks -1 melee (1d6-1 [crit 19-20], short sword); SQ gnome traits; AL NG; SV Fort +1, Ref +0, Will +0.

Str 8, Dex 10, Con 12, Int 11, Wis 11, Cha 11.

Skills: Handle Animal +4, Ride +6. *Feats:* Skill Focus (Ride).

Equipment: short sword, leather armor.

SA: *Spells*—Cast *dancing lights*, *ghost sound*, and *prestidigitation* each 1/day.

SQ: *Gnome Traits (Ex)*—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Encounter Two

Logan Wood, male halfling Com4/Ftr1: Small Humanoid (3 ft. 1 in. tall); HD 1d10+4d4+5; hp 27; Init +3 (Dex); Spd 20; AC 18 (+4 Chain shirt, +3 Dex, +1 Size); Atks +3 melee (1d6 [crit 19-20], short sword), or +5 ranged (1d4, darts); AL CN; SV Fort +4, Ref +4, Will +0.

Str 10, Dex 16, Con 13, Int 11, Wis 8, Cha 14.

Skills: Climb +4, Craft: Woodcarving +3, Listen +3 Ride +4, Spot +2. *Feats:* Simple Weapon Proficiency, Alertness, Dodge

Equipment: Chain shirt, short sword, 6 hand carved darts, *cape of the mountebank*, pouch containing 2 sp.

Militiamen (10), male halfling Com1: Small sized humanoid (3 ft. 2 in. tall); HD 1d4; hp 3; Init +1; Spd 30; AC 11 (+1 Dex); Atks +0 melee (1d6, misc. cooking gear), +1 ranged (1d4, rock); AL CN; SV Fort 0, Ref +1, Will -1.

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

Skills: Profession: Farmer +5. *Feats:* Skill Focus (Profession [farmer]).

Equipment: Misc. Cooking Gear or rock.

Encounter Four

Klunk, male kobold Mnk3: Small-size Humanoid; HD 3d8; hp 13; Init +5 (Dex, Improved Initiative); Spd 40 ft; AC 12 (+1 Size, +1 Dex); Atks +0 melee (1d6-2, unarmed strike), or -2/-2 melee (1d6-2, unarmed strike); SA stunning attack; SQ evasion, fast movement, still mind; AL LE; SV Fort +3, Ref +4, Will +3.

Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills: Climb +2, Hide +5, Jump +2, Listen +4, Move Silently +5, Tumble +5. *Feats:* Blind-Fight, Improved Initiative.

SA: *Stunning Attack (Su)*—3/day, Klunk may attempt to stun a living creature for 1 round. The creature is unable to act unless it succeeds in a Fortitude save (DC 11).

SQ: Darkvision 60ft, Light Sensitivity (Ex)—Kobolds suffer a -1 to attack rolls made in bright sunlight or within the radius of a *daylight* spell.

Encounter Five

Grolich, male orc Bbn1: Medium-size Humanoid (orc); HD 1d12; hp 10; Init +0; Spd 40 ft; AC 13 (+3 studded leather); Melee +4 +1 *greataxe* (1d12+4 [crit x3]); SA rage; SQ darkvision 60 ft, fast movement, light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1.

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

Skills and Feats: Intimidate +3, Listen +3, Wilderness Lore +3; Alertness.

SA: *Rage (Ex):* 1/day, Grolich can fly into a screaming blood frenzy for 5 rounds. Grolich gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grolich is winded.

SQ: *Light Sensitivity (Ex):* Grolich suffers a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Equipment: Studded leather armor, +1 *greataxe*, shortbow, 20 arrows.

Orc Guards (4): Medium Humanoid (Orc); HD 1D8; hp 4; Init +0; Spd 30; AC 13 (+3 studded leather armor); Atks +2 melee (1D12+3 [crit x3], *greataxe*) or +0 ranged (1d6 [crit x3], short bow); AL CE; SV Fort +2, Ref +0, Will -1.

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

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

Equipment: Studded leather armor, *greataxe*, shortbow, 20 arrows.

Appendix Two: Regional & Needfest Background

The Gnome Hills

The hilly area of the northwestern Vesve is known as the Gnome Hills, aptly named for the large number of small folk that dwell here. Ore is minted here into coin, and, though it is difficult to tell in the middle of winter, there seems to be a great deal of farmland as well. PCs may see several areas of gnomish innovation as they pass, and a few small schools of basic magic.

The Sepia Uplands

This is a hilly area in the northernmost part of the Highvale, and it touches both the Clatspur Mountains and the Vesve Forest. It is commonly a home of the gnomes, but humans also find work (and rarely) fortune there. Several small goblinoid tribes and other monsters lurk about, making their homes in small caves, and plaguing the miners looking for precious metals and gems. Metals are minted here as well, and gems are polished and wrought into jewelry to be sold in the major cities of Highfolk. The peasants here seem slightly more militant, a little harder considering their lives are threatened by the goblins on a weekly basis.

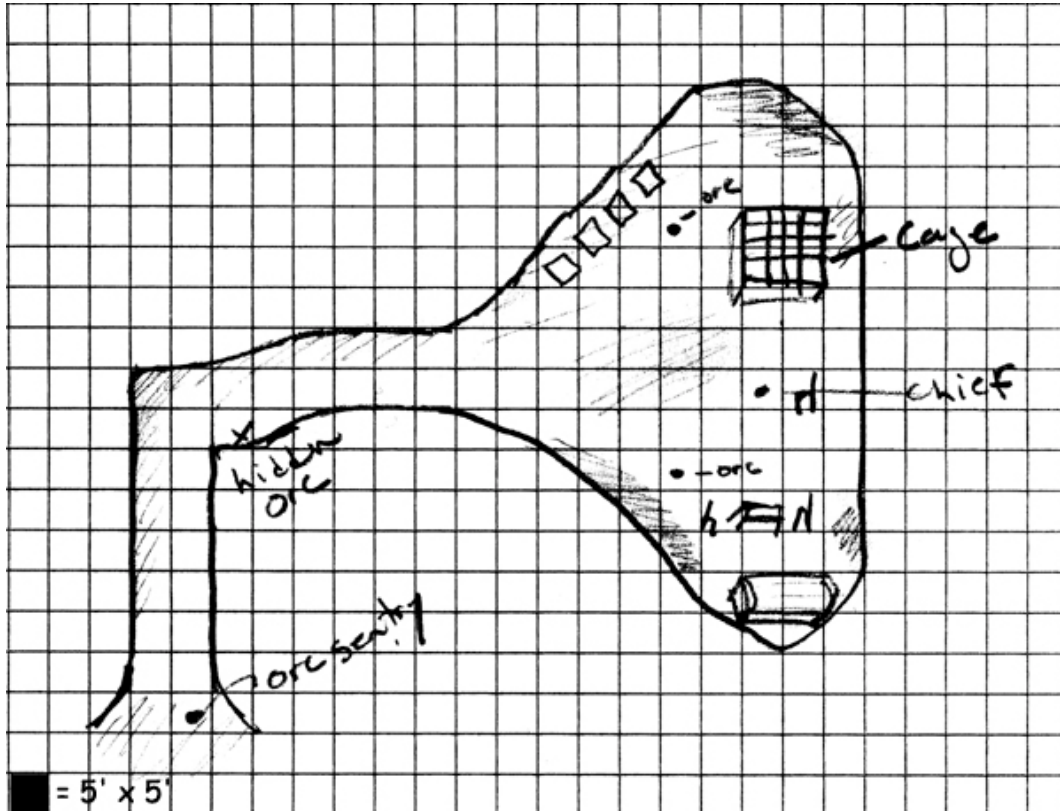
Needfest

- On the fourth night of Needfest it is the Winter Solstice and Celene is full in the sky.
- Needfest begins with '*Mummergein*'. People wear disguises and try to remain unrecognized, in order to celebrate the wondrous and strange effect that magic and magical creatures have in the world. Nevertheless, it should be noted that actual use of magic in such disguises is considered cheating, and is frowned on in most areas. There is dancing and general carousing, and the high point is a parade and the Performance of the Mummers, a play in which good and evil battle. Evil wins but the youngest speaking child resurrects good and removes the evil from the bad actor. It is rare but not unknown for some members of evil cults to take steps at this point, and vigilance is usually tight in larger cities. One exception is The Empire of luz, which holds a variant play in which their evil lord fights good and wins. This is usually enacted by having priests in ceremonial masks publicly

fight, defeat, and then sacrifice a lightly armed prisoner amidst general rejoicing.

- The rest of the holiday is devoted to general merriment, and the last night before the months are again counted in the calendar is very special. This is the *Feast of Unreason*, which is honored by many diverse faiths (Boccob, Lydia, Lirr, Norebo, Olidammara, Ralishaz, Trithereon, and even Rao and luz!) for different reasons. In general, however, the mode of celebration is the same: servants are promoted to the head of towns, villages, and even royal courts, where they preside over the feast's duration. They orchestrate silly laws {i.e.. having farmers push their carts, wearing only one shoe, etc.} which must be obeyed, though traditionally they are followed about by a 'true' authority who can overrule any proclamations deemed to be disastrous. Popular everywhere, even in the Great Kingdom, but ruthlessly suppressed in the Theocracy of the Pale. This is a very popular Greyhawk festival, where it is colloquially known as "Zagy's Feast." The Mad Archmage retains his distinction as the only actual ruler to ever be elected to preside at these festivals, and his influence can still be felt today. Mages report that their spells occasionally misfire in odd and/or humorous ways during this period, though such misfires never occur in life threatening situations unless one has greatly offended Zagy or Boccob.
- Needfest is also known in some places as the *Feast of Telchur*; this holiday honors Telchur's valiant battle in creating winter, and celebrates the beginning of winter's waning. In some places, an elaborate play commemorates this event (Great Kingdom). In others, remembrance of family and recital of the family tree is an important part of the day (Keoish principalities, Geoff, and Ulek). Most places, however, celebrate primarily with an open house dinner after dark, the giving of presents, chain lighting of candles, and singing and folk dancing. The goal is to make the sun feel like he is missing the fun so that he comes back before it gets too cold.

DM Map #1: Orc Cave



Player Handout #1: Posted Announcement



Player Handout #2

