

SHL4-Intro1

Just Can't Stop

An Introduction 1-Round D&D LIVING GREYHAWK[®] Shield Lands Regional Adventure

Version 1.09

Round 1

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Dancing is an excellent form of entertainment and exercise. It can also drive one to a powerful sense of passion and conviction. However, those whose passions push them beyond caring for anything else lose sight of life and the pleasures therein. Are you willing to do what you can to help remind them of that? An Introduction module set in the Shield Lands.

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. 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. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. 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 face that either your character was not as challenged as normal, or relied on help by higher-level characters to

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 two 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.

Time Units and Upkeep

This is an introduction, one-round Regional adventure, set in the Shield Lands. Characters native to the Shield Lands 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 Background

Before the Minions of the Old One were driven out of the region around Gensal, there was a dance troupe based in Gensal whose favorite dance was the Dance of the Joyous Occasion. The Minions of the Old One slaughtered most of the members of the troupe except for a small handful, lead by Colin Vendal. After being tortured and then killed, the members of the troupe were reborn in death and set to bring others along their idea of passion, which was the dance. While most of the remaining members of the troupe still had the ability to dance, only Colin was able to keep his mind. In his new position of unlife, he vowed to bring other capable beings to his way of thinking. However, the Minions of luz decided to curse him further by making it a condition that he could only rise up and dance when someone performed that piece.

	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

reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or

Adventure Summary

The PC's are in Gensal to help with the rebuilding effort. They come across an aspiring bard named Ana Trelorna, whose favorite song and dance happens to be the Dance of the Joyous Occasion because it is so uplifting. This particular dance is not well known, however. It has a few difficult chords in the music and vigorous steps in it that for the untrained are either too difficult or painful to perform. Unfortunately for her, Ana does not know about Colin and the dance troupe. The magical power that keeps Colin and his companions undead, awakens and eventually begins to adversely affect her performance. The PC's will help her find other venues in which to perform. However, the magic of the curse will bring a couple of Colin's people to town to dance with and then attack the people. The two undead may be defeated, but they will eventually rise and return to their resting place, a cabin not too far away from town. The PC's can follow them to their cabin where the magic will work against them and possibly cause them to dance to where Colin works and rests, a cave set in a hill just north of the cabin. There, Colin will either recruit them to help them out as they are living or he will attempt to bring them to his way of thinking through undeath.

Introduction: Helping Out

Farm families have been getting settled into Gensal for some time now. The exodus from Tent Town to here has been quite an undertaking, but assurances of a better life and requests to help rebuild have been quite persuasive. Some of the farming families have been asking around for help (moving boxes, working on walls, putting up roofs, etc.).

Encounter One: Get Out!

Let the party members introduce themselves at this point and explain why they are in Gensal: Are they there to scout out the town, to help the settlers, etc.? Based upon how they respond, read or paraphrase the following text (for example, adventurers who are NOT volunteering may just be passing by, etc.).

You have just helped your third family move in to their new home. Tired and more than ready for a bit of respite, you decided to look for a tavern to relax in and have a few drinks. Looking down a street, you see a sign with a mug of ale on horseback and holding a lance. Sounds of revelry reach your ears and since you're not certain you'll find another tavern, you head towards the Jousting Mug. As you approach, you begin to hear yelling and suddenly the door to the tavern bursts open. A large man wearing an apron is holding the arm of a young woman who is carrying a lute in her free arm.

"I have told you before...you're bad luck and you're not allowed to play here anymore."

"What have I done? I'm just trying to earn a living."

Gandor Meadow, the owner of the Jousting Mug, has nothing against bards, or this one in particular. However, this one has been bad for business. The bard in question, Ana Trelorna, came to Gensal to ply her trade and to help raise the morale of the new citizenry. She is fairly talented.

However, soon after she arrived, she began to have trouble playing one of her favorite songs 'The Dance of the Joyous Occasion'. The song is an older one, and was commonly played before the war. It's a lively dance song played to lighten spirits. It was taught to her by one of her instructors and it has been her favorite song to play ever since. Since arriving in Gensal, whenever she plays it, strange things happen...the room becomes cold despite a warm fire, some have even reported seeing an apparition dancing around with the music.

She had this trouble the first couple of nights at the Splintered Lance Inn and then came over to the Jousting Mug where, for the last two nights, this trouble has continued. As a result, Gandor no longer wants her playing in his tavern.

Ana Trelorna: CG human brd1

Gandor will not listen to anything that involves letting Ana back into the Jousting Mug. She has been in his tavern a few times over the past couple of weeks and has almost ruined his

business because of it. Short of using magic, Gandor will not be persuaded to reconsider.

Ana will stand there in stunned silence. After a moment or two she will sit down on a bench outside the tavern and begin to sob. If asked, she will say that she never meant any harm. All she wanted to do was "...to entertain people and bring them some joy in these hard times..." The players, if they try to get her to do something else will find she has an "It's the only thing I know how to do" type of mentality. She will beg them to help her find someplace else to perform saying that even though Gensal is small, she still has a job to do.

Encounter Two: Dance of the Dead

Through various sources, such as a Gather Information check (DC 10), by asking passersby (or if one of the PC's go into the Jousting Mug or the Splintered Lance), they will hear of a festival in the streets that evening. Some of the farmers are celebrating the new land and a new home and decided to make the celebration as big as possible.

Arrangements for the street dance are being held by a couple of farmers, Sen Purl and her husband, Cab Purl (they also have a small daughter Sharlon, four years old). Sen knows a local fiddler, Schneb, who is going to perform, but thinks adding an additional talent would be great. Sen is not concerned over 'superstitious nonsense' if asked about Ana's musical problem...

Let the party explore the village. They can assist the locals in building a stage, setting up shop, etc. The street dance itself is at the end of other festivities. Describe the festival as having games for children and adults (such as darts or lawn bowling) and lots of food stands. Gensal should be a happy village, glad to be celebrating its rebirth.

If the party does NOT tell Ana about the opportunity, Sen will actually have heard about her being in town and will have sought her out. Depending on what the party does (If they escort Ana to the party, for example, or have spent time at the party already), read or paraphrase the following:

That evening, Ana's spirits visibly lift as you reach the area for the party. You hear some music and dancing, but when you get close, you see that it is one of the farmers, a corpulent man with muscular arms, playing on a fiddle. He's a decent enough performer, although not very inspiring. When you approach, a couple of the farmers, Sen and Cab, rush up toward you.

"Our prayers have been answered. Dear Lady," one of the farmers says speaking straight to Ana, "Schneb is a decent fiddler, but we would appreciate it greatly if you would play for us."

Ana smiles and says, "Lead on! Come my new friends...I'll sing you a tale of..."

A couple more farmers come up to you all and start to pull you toward the festivities. You never did get a chance to have that drink and there is apparently a wagon full of kegs over in the middle of everything.

The night passes pretty uneventfully. Feel free to describe the farmers having a good time, Ana playing the crowd for all she is worth, and the occasional young lass or lad coming over to the PC's to ask one of them to dance. Feel free to have fun with this part, but gauge the players. Get them nice and comfortable...after all, it is a party. A suggestion would be to try to get at least one of the PC's dancing.

Around midnight, in honor of the new day, Ana introduces a song called the Dance of the Joyous Occasion. The steps are simple enough to learn, but after she shows them to the crowd, some of the farmers give up and get a drink. As Ana starts playing, the urge to dance is powerful, but not abnormally so.

Give the PC's a chance to dance this if they'd like and then move on. The dance itself is lively, and dance partners are swung gracefully back and forth, similar in some respects to a fast moving waltz.

A few minutes into the dance, more people arrive. Some go to kegs, some to the food and even a couple make their way to the dancing area. The two of them seem drawn as if mesmerized... led along by marionette

strings. One of the farmer women, who is actually making an attempt at dancing, stops and screams as she points to the two newcomers. You cannot immediately tell why she screamed. The pair seems to dance perfectly in time and tune with the music, even better than some of the farmers.

A couple more people scream and point and as you get a better look, you realize why. The dancer's faces are dark and sallow...gaunt and pale to the point of dancing with the dead...both figuratively and literally. Ana then stops playing and takes a few steps back, stunned in horror. As she stops playing, the "dancers" stop their effortless dancing and turn to the nearest person and try to eat them.

APL 2, EL 2

Zombies (2): HP 16, 16. MMpg 266.

These are standard zombies except they have 5 ranks in Perform (Dance).

Tactics: The zombies will attack anyone who was dancing first and then move on to other targets. They will react to being attacked, but if no one damages them, they will continue after a dancer, whether that is a PC or farmer. If the PC's can either perform the song themselves, DC 15 Perform (whichever instrument they have) or if they can persuade Ana to start playing the song again, DC 15 Diplomacy or Intimidate, the two zombies will both stop their attack and start dancing again. If they are dancing, they will only attack if attacked.

If the zombies are destroyed, by burning or some other way, the magic of the curse will reform them. (The only way to break the curse is to destroy Colin later on See Below). After being destroyed the first time, the zombies will reform in a few minutes and then begin leaving to go back into the hills around Gensal. See Encounter Three, below.

Developments:

If the PC's decide to keep beating the zombies or if they do not wish to follow them, the festivities return to normal. Have the PC's roll a spot check, DC 10 to notice a scrap of cloth with a bit of flesh attached. If no one makes it, a farmer will find it. It appears to be from the creatures that have just been defeated. Either

someone in the group, DC 15 Knowledge Local or History – Shield Lands or Bardic Knowledge, or Ana will recognize some of the symbols on the scrap of cloth as being from a dance troupe that used to reside in Gensal many years ago. They had moved from the school in Critwall out here in order to bring their love of the dance to those outside of the big city. Looking in the direction the zombies had come from the PC's see another piece of cloth a bit off. The PC's can either follow the trail of bits of zombie to its end or they can go and report this incident right away. If they go and report, relate to them a summary of the rest of the module, as if they are hearing the story second hand, otherwise, read the next section:

Encounter Three: Trail to the Grave

After the action subsides, the farmers gather round you and congratulate you on a job well done. Ana even comes over and thanks you and offers to play a song in your honor. The farms try to make you feel as if you accomplished something without actually embarrassing you. These accolades are stopped a few moments later as you hear a scream. As you turn to look for the source, you see that the undead you have just defeated are standing back up. As the horror of what is happening sinks into the crowd, the undead shamle away from the scattering crowd and leave the area.

The two zombies are under the effect of the curse placed on the dance troupe so many years ago. Yes, the zombies can be "defeated", but they will rise again to go and rest before the next time they dance. If burned, the rotted flesh reforms. If hacked apart, the limbs rejoin. The zombies will not attack anyone unless they are attacked or if someone plays the Dance of the Joyous Occasion again, at which the zombies will start dancing and then attack anyone near them.

The PC's need to decide what to do here. If they attack, repeat from previous scene and continue. If they do not, the zombies will just shamle away. If the PC's do not follow the zombies at this point, have a child move after them out of curiosity. If the PC's follow them,

there is no need for being sneaky as the curse wants them to follow the zombies, who will do nothing to stop them, as long as the above conditions are not met.

If the PC's follow them, read or paraphrase one of the following:

The shambling forms lead you out of the settlement of Gensal, away to the East. After twenty minutes of following them through the lightly wooded hills, you can see the forms are moving directly towards a cabin, settled into a dense portion of the woods.

or

The trail of of the zombies leads you to a cabin in a particularly dense section of forest in the surrounding land. It does not appear that anyone living has been here in a very long time. How it has so far missed observation is a question for a different day. The cabin is only one story tall. As a matter of fact, you could say it is the size of a large shack. The window next to the front door seems to wink at you as the slivers of light that reach it sparkle and dance around.

If the PC's do not stop them read on, otherwise, deal with accordingly.

As the zombies approach the cabin, the door swings open as if welcoming them back home. The zombies shamble inside and the door closes behind them.

If the PC's wish to go up to the door, they will find that it is not locked or trapped. There is one window on each side of the one story cabin. Looking in any of them, you will see a small living area with two beds, both of which have someone sleeping in it. These are the two zombies, but unless they light up the inside they will not be able to tell.

Any PC who enters the cabin, will have to make a Will save, DC 15, or begin to dance the same dance that the zombies were performing. This is a treated as a spell, an enchantment and as mind effecting.

This cabin used to be owned by Colin (See below). The curse is so strong that any living being that enters the cabin will be forced to

dance, which will eventually take them to Colin so that either they will join him or die. That person will still have their faculties but will not be able to control their feet and legs. If allowed to, they will dance out of the cabin and into the wilderness, toward a small group of hills. If none enter the cabin or if every PC makes their Will save, one of the zombies will get up and dance away in that direction. If destroyed, repeat above. If followed, or in the case of a PC dancing, continue to encounter 4.

If the PC's do not investigate the cabin, read the following:

The sounds of the forest around you seem to become a bit quieter for a moment or two. You would expect a bird cry, insect buzz or animal rustling, but what you actually hear is a creaking sound. As you look around to pinpoint where it came from, you see that the door of the cabin is opening and shambling figures are coming out of the cabin. However, these are dancing, with no music playing, and heading off into the wilderness toward a small group of hills.

If the PC's attack the zombies again, they will not defend itself and just continue to dance in the direction of the hills. If destroyed they will fall...and a few minutes later, get up and try to dance away again.

Encounter Four: Rising Cresendo.

If the party follows the dancing zombies beyond the cabin, read or paraphrase the following to them:

You do not have too long to wait before you reach your destination. A small hill comes into view. The one(s) dancing begin(s) the trek up the hill, continuing to dance and sway in what would look like an awkward pattern if you hadn't been watching it for so long. The dancer heads directly toward a small cave at the top of the mountain and goes right in.

In order to make certain that only people who can dance, whether on their own or under the influence of the curse, can make it up the hill, Colin and the troupe used what magic they

have to create patches of grease on the hill in strategic spots. Anyone who knows the dance of The Joyous Occasion will be able to make it up easily.

If it is a PC that is the “dancer”, pull them aside and read the following:

As you dance into the cave, you see a bed, small table and chair just inside the cave entrance. When you reach the table and chair, you begin to slow down and begin to take off any cloak, hat and or gloves that you may have. Once complete, you feel yourself sit down in the chair and the “compulsion to dance” flows away from you. As you are able to stop and take a breath, you get your bearings and see that the cave continues downward for a few feet into darkness

Scene cut to the other players by continuing below. The “dancer” PC is free to continue on into the cave, or whatever else they want to do, even leave the cave. (If they continue on into the cave, have them interact with the ghouls in encounter 5 by themselves for the time being. Take them aside and continue as necessary and do not scene cut long enough for the others to reach them.

Ask the PC's if they wish to follow the dancer up the hill, which is about fifty feet to the top. If they do, at the first ten foot mark, have them make a Reflex save, DC 15, or fall down per the spell Grease of which there are patches of all over the hill. After the first person falls, give them a Spot check, DC 15, in order to see that the hill is covered in spots with grease. If asked about how the dancer made it, they can notice that the places where the dancer moved to did not have any grease. Anyone with Perform (Dance) can attempt to copy the dance without falling, DC 13. If someone without the Perform skill still tries to climb the hill that way, give them a spot check every ten feet, DC 15, in order to find another safe spot. If they fall for any reason, they take a d6 damage as they land on the bottom for every 20 feet of hill they climb, rounding down.

Encounter Five: Join the Group

Once someone continues on into the darkness that is the back of the cave, read the following:

The darkness does not last long. The corridor slopes down a bit and ends in a small chamber that has a table with a lit lamp sitting on it. As you enter this room, two things assail your senses. First, you hear what sounds like music coming from a chamber ahead. Second, the stench of death is heavy here. It is palpable to the point of tasting it, and you feel as if you could slice it with a knife. As you enter the table room, you hear a voice coming from ahead of you. “Come on now. You’ve known that dance for years and you’re just now getting rusty?”

If the PC's attempt to sneak ahead, do make the requisite opposed hide/spot move silently/listen rolls. They may be dead, but they're not stupidly dead. If one or more of the PC's are successful in sneaking up to see, read the following to them only:

As you continue down the slightly sloping corridor, the music becomes louder and clearer, but so does the stench of death. Now that you can make out the music a bit better, you notice that it happens to be the same music that Ana played for you earlier, The Dance of Joyous Occasion. As you peer into the chamber the flickering candlelight from a table in this room allows you to see that there are two figures. One is playing a lute and the other is trying to perform the dance that is the Dance of Joyous Occasion. The dancer seems to be constantly messing up, a step here or a step there, and the lute player seems exasperated and ready to bash the lute over the other's head. The two men are wearing heavy cloaks, which do not seem to be impeding movement at all. Throughout all of this, however, the stench of death still lays heavy upon the senses. Apparently the two men do not notice.

Unless the PC's can sneak into the room without being seen, the cloaks hide the true nature of the two “men”. Once the ghouls know that someone is there, proceed with the following.

“Ah, finally,” one of the men says. “new recruits. It has been quite some time. Come in, come in.”

The lute player introduces himself as Colin Vendal, leader of the Dance Troupe of Gensal. He introduces the dancer as Randal Denoumate. He will express his happiness that they are here and ready to work. Once the introductions are complete and the PC's start asking questions, assuming they do not attack right away, Colin will ask them if they really are hear to join them.

If they say they are, Colin will ask them to demonstrate the dance. If they cannot make a Perform (Dance) check at DC 10 in order to dance the Dance of Joyous Occasion, he will sigh and express sorrow at not getting any good help and then say to Randal, "Bring them to me."

As the dancer moves forward, the PC's can get a better look at him and notice that his skin is decaying and tight across his face and his teeth are sharp and pointed.

If they say they are not here to join them, he will ask them to reconsider. Assuming they still refuse, he will say. "If you will not join us in life, you WILL join us in death." Both Colin and Randal throw back their cloaks and reveal their undead nature.

CR 2, EL 3

Creatures: Colin Vendal and Randal Denounmate, 1st level Bard Ghouls HP: 19, 19. See appendix for stats.

Tactics: Both Colin and Randal will start off by activating Inspire Courage for the other. (they both have Requiem from Song and Silence). If a PC falls or succumbs to paralysis, neither will chow down on them. They are recruits, not food.

Treasure: Colin wears a belt pouch containing 600 gp in loose coin as well as a silver medallion worth 1800 gold pieces.

Conclusion: The Walk Home

As you begin the trek back to Gensal, you find yourself wondering just how long this has been going on. How many new "recruits" could be around? Is there anything else that the Old One's Minion's could have left behind for you to deal with? As you reach the cabin you notice that the undead that were there before are gone...only a pile of dust lies on both of the

beds. With this sign that this particular chapter is over, you know that whatever is thrown at you, you will fight to reclaim this land.

Fin

Experience Point Summary

Encounter Two

Defeating the Zombies
APL2 160 xp

Encounter Five

Defeating the Ghouls
APL2 200 xp

Story Award

Finding the cabin
APL2 45 xp

Discretionary roleplaying award

APL2 45 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 Five: Join the Group

APL 2: L: 300 gp; C: 100 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 300 gp; C: 100 gp; M: 0 gp - Total: 400 gp

Items for the Adventure Record

Item Access

All items from the PHB, tables 7-3, 7-4, 7-5, 7-7, 7-8, and 7-9 with the exception of spells

Any +1 weapon or armor of a type listed in the PHB

Any potion from the DMG table 8-18 valued at 500gp or under

Any scroll from the DMG tables 8-24 and 8-25 valued at 500gp or under

+1 Ring of Protection

+1 Amulet of Natural Armor

+1 Bracers of Armor

+1 Cloak of Resistance

Encounter 5 – Join the Group

APL 2

Colin Vendal and Randal Denounmate: 1st level Bard Ghouls

Male Ghouls Bard 1; CR 2, medium undead; HD 1+13; hp 19; Init +2, Spd 30 ft. AC 14 (touch 12, flat-footed 12); Atk +2 (Bite 1D6+1 plus paralysis) Full Atk +2 (Bite 1D6 +1 plus paralysis), 2 claws +0 (claws 1D3 plus paralysis) Fort +0, Ref +4, Will +3, SA: Ghoul fever, paralysis SQ: Darkvision 60ft, undead traits, +2 turn resistance Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7, Proform (lute) +5; Alertness, requiem

Possessions: belt pouch, cloak, lute.

See Monster Manual page 118

Feat from “Song and Silence”:

Requiem [General]

You can extend your mind-affecting bardic music and virtuoso performance effects so that they influence even the undead. All bardic music effects on undead creatures have only half the duration they normally would against the living. **Note:** this feat/ability is granted to Colin and other undead of his company via the curse.

Some Notes on Gensal

Gensal is a small keep and a village. It was occupied by luz until approximately two years ago. Since that time it has been under the command of Knight Bannerette Lemanda (She is under consideration for a post on the Council of Lords).

Unitl approximately 2 months ago, Gensal housed merely a few hundred troops inside of its walls, nearly a third of which were mounted knights. Now that force has swollen to nearly 400 troops. Additionally, fifty families (approximately 300 citizens) have been moved in to repopulate the area.

The party in this adventure will not be able to explore the keep.

The village itself is very ramshackle. Most of the structures are temporary at best and are built on the ruins of the former village. Everywhere are the shells of former houses, most of which were made from stone lowers and wood uppers. In the occupation (and during the various battles here) these buildings were for the most part destroyed. There are currently about 20 good structures in the village and maybe 10 to 15 more under construction. Most of the populace lives in tents during this time of regrowth, and do so in the surrounding farmlands that they are working.

The town has a tavern (The Jousting Mug) which primarily serves food and drink, an inn (The Splintered Lance) which just has rooms and an attached stable, and a general store. Players may buy any armor or weapons from the Players Handbook in town, as well as actual goods on Table 7-8 not costing more than 50 gp. No "Special Substances and Items" or "Tools and Skill Kits" or services are available.

