

COU5-S01

A Day Late and A Doggie Short

A One-Round D&D LIVING GREYHAWK[®] County of Urnst Regional Adventure

Version 3.0

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Take a coach ride into the countryside of the County of Urnst. An all-expenses-paid trip thru a settled land of farms and ranches, to pick up some livestock and return it to Radigast city. An introductory adventure for 1st level characters.

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

	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

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 a standard one-round Regional adventure, set in the County of Urnst. Characters native to the County of Urnst 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

A Day Late and a Doggie Short is a LIVING GREYHAWK adventure intended for parties composed of first level characters. It is an introductory adventure, designed to accustom

both starting characters and players to the LIVING GREYHAWK world in general and to the County of Urnst in particular.

Adventure Summary

Background:

A little over a year ago, in the Bandit Kingdoms, a goblin war-leader named Salash gained control of a small band of mounted goblin warriors. As is often the case with new leaders, Salash has conceived of a plan to increase his personal reputation and attract more followers. To this end he has brought a portion of his followers over the northern border of the County of Urnst.

Traditionally, goblins tribes have formed alliances with worgs in order to gain cavalry, as worgs are stronger than wolves, and better able to carry a rider. The goblins are often the junior partner in this arrangement, the worgs taking a larger share of the loot (at least in the opinion of the goblins).

The goblin war leader that Salash replaced had started to crossbreed riding dogs with wolves in an attempt to gain mounts able to carry a goblin warrior. The biggest problem in this plan was the gaining of breeding stock in riding dogs. What few dogs the goblins have been able to capture or steal have not been enough. Salash knows that if goblins are able to gain breeding stock in superior riding dogs, it will vastly increase the power of the goblin tribe that has these mounts.

After a year of spying, following rumors and gathering information in unlikely places, Salash has been able to locate one of the breeding farms that supply the County of Urnst with Superior Riding Dogs (see the DM aids for more on the County of Urnst Kennel Club). A week ago, Salash and his raiders slipped over the border from the Bandit Kingdoms and have

passed unnoticed through the lightly settled lands and up to the edge of the farm. Salash left most of his raiders concealed some distance away; he took only his two best scouts (and their mounts) and moved up to observe the farm. (The goblins left in hiding a short distance from the farm are the goblins the characters encounter in Encounter 7).

From hiding, Salash and his scouts “cased the target” and waited for their best opportunity. Just before dawn (while the characters are asleep in the Inn in Encounter 8), Salash and his goblin sergeant took potions of *sneaking* and slipped into the farm and into the kennel building. The goblin druid waited with their mounts just outside the farm. In the kennel, Salash found half a dozen puppies ready for transport. He and his scout scooped them up and slipped quietly away in the night. These were the puppies the characters are being hired (in Encounter 1) to travel to the farm and pick up.

Encounter 1:

Characters are hired to retrieve some puppies from a County of Urnst Kennel Club (CUKC) farm three days coach ride from Radigast and return with them. (Low pay, but most expenses paid). The characters are provided with coach tickets, given a briefing and sent on their way.

Encounter 2:

A “boxed text” encounter. The characters meet the coach and settle in their seats. A small character will be invited to ride on top of the coach, nestled amongst the baggage. If there are more than 4 medium sized characters, one will be invited to ride up on the driver’s bench.

Encounter 3:

The coach the characters are riding in stops for a mid-day meal with another coach (a west

bound coach). A farmer here has tables set out under a large shade tree and provides a small meal (the cost is part of the ticket). Persons “living rich” get better food and good ale. A druid riding on the other coach asks for the players aid with a puzzle. If the characters can solve it, he rewards them with *goodberries* from a spell he casts.

Encounter 4:

Another “boxed text” encounter. The afternoon, night and the next morning pass uneventfully. Lodging in common room of the Brynefold Inn is part of the cost of their coach ticket. (Characters living rich get a private room, and slightly better food).

Encounter 5:

Again the characters stop for a mid-day meal with another coach (another west bound one). And again, a farmer here has tables set out under a large shade tree and provides a small meal. Persons “living rich” again get better food and good ale.

Encounter 6:

Just prior to arriving at the second inn the coach is ambushed on the road by goblins riding dog/wolf crossbreeds. The Goblins were just looking for some food/loot/fun, and not expecting a coach full of characters. The Goblins will try to flee when they decide they can’t handle the characters. The coachman is very much at a loss as to where the goblins have come from, but is very happy the characters were along. “Bandits are one thing, but these were Goblins! Their like hasn’t been seen in these parts sense the Greyhawk Wars!”

Encounter 7:

After reaching the second inn, the players hear a tale from an older man and compete with him, telling their tale of how they defeated the

goblins just hours ago. The local Sheriff (a halfling outrider) will arrange healing for any injured characters (and the coachman) in exchange for any information they might have about the encounter. He states that he will head out first thing in the morning to check the encounter area and track any Goblins that escaped.

Encounter 8:

The characters arrive at the CUKC farm two hours after dawn and learn that the puppies they are to pick up were stolen last night (just a few hours ago). The coach leaves them (it continues east) here with the instructions that they can catch any eastbound coach within the next week using their return tickets. When the characters check with the farm workers they will learn that someone slipped into the kennel last night and slipped out unnoticed. The Head Breeder thinks it was a halfling master thief unless/until the characters mention goblin wolf riders in the area, and then he becomes very worried. These puppies are special breeding stock and can’t be allowed to fall into hands outside the County.

Encounter 9:

The Head Breeder contracts the characters to pursue the dog thieves and recover the puppies. Payment is discussed. She will provide any equipment the characters might need; riding dogs for small characters and riding horses (not war-horses) for medium characters as well as saddles and harness, and tracking dogs to assist any characters with the feat Track, or to track if none of the characters have the ability. She states that she is sending a rider to inform the local Sheriff (who the characters know went in pursuit of the goblins they saw yesterday).

Encounter 10:

Players mount up and head out. A character with Track will be able to tell the number of persons being tracked (players do not get this information if they are just using dogs to track). Two sets of small boot tracks from the farm joined up with several sets of riding dog prints, and headed west. When the characters follow trail, they will find that it heads west, but stays well north of the coach road.

Encounter 11:

The trail meets other dog tracks coming from the west, and then turns north. If any of the goblins or wolves that escaped in encounter 7 were injured, then these goblins will be moving slower.

Encounter 12:

Trap/ambush. Two Goblin Trappers (Rogues) and any goblins from encounter have been left here to lay traps to slow pursuers, and the characters fast pursuit has caught them before they finish all the traps. The goblins are off their mounts and will have to fight on foot until they can get mounted. If they are able to get mounted they are likely to flee (in a random direction. They are defeated and will be fleeing to the border and will likely be tracked down by the sheriff in the next few days). The puppies' trail continues to lead north.

Encounter 13:

The characters catch the Goblin leader and guards. This is the "Final Fight". If the characters are doing badly, the local Sheriff will arrive to finish the fight and heal any "downed" characters.

Encounter 14:

The characters return to the CUKC farm to a heroes' welcome celebration. They will receive any additional healing needed and gain a reward from the Sheriff.

The characters will then return to Radigast City on the next westbound carriage and see the puppies safely to their new owner.

Introduction

The characters find themselves at the offices of the County of Urnst Kennel Club (CUKC), an organization dealing with the raising and training of guard/riding dogs.

A little while ago you entered the outer offices of CUKC, and were ushered into a small meeting room with a large table and 7 chairs. Yesterday you applied for a job here and you were one of the few persons asked to return today to meet your possible employer. The rest of the people here appear to be here for the same reason you are.

In the center of the table sets a tray holding an ale pitcher a number of mugs. Counting the mugs still on the tray and those already in front of some of the other people at the table shows that there is one mug for each chair around the table (7).

The players should take time at this point to introduce their characters and themselves to each other. A brief description of how each character looks should be included, though this can be skipped if all the players and/or characters know each other. (The idea of table tents should be introduced to beginners, and they should be encouraged to use them.)

Encounter One

A slightly overweight human male enters the room and moves to the nearest empty seat. Sitting down he takes a mug, pours himself an ale and smiles broadly at the other people in the room. Dressed in the clothing of a well-to-do merchant, he appears a little out of place in this group of adventurers. Still smiling broadly at the adventurers, he clears his throat and

begins speaking. “Good day! May Pelor bless this meeting with his warmth and light!

“I am Edward Favaren, master merchant and head of the Favaren merchant house in Radigast. Several days ago I contracted the Kennel Club to assist me in locating a number of able-bodied persons that would be willing do a job that my current staff is unable to. I have been lead to believe that each of you is looking for employment and have no unusual problem with dogs. Is this true?”

Any character that does have some problem with dogs will likely not be able to adventure in this module. In this case the player should be advised to run a different character.

Merchant Favaren will explain that the characters are hired to retrieve some puppies from Drisco’s Dog Ranch, a County of Urnst Kennel Club (CUKC) farm two and a half days coach ride from Radigast and return here to the CUKC offices in Radigast with them. The puppies have been paid for by Favaren, and will be trained by the CUKC trainers here as guard dogs for use in his warehouses in Radigast. The dogs are a special breed, and quite expensive. The characters are basically being hired as currier/guards.

“The pay for this currier job is 24 gold nobles each, a handsome sum for what is effectively a weeks easy work. Travel expenses will be covered, as well as food and lodging. You will be traveling by commercial coach, which leaves in the morning. If you accept this job, my associate will be in to finish your briefing and provide you with coach tickets for the morning coach. Anyone not wishing to take the job should be excused at this point.” After waiting a few seconds to see if anyone needs to leave he continues. “Are there any further questions that I can answer?”

Merchant Favaren will answer any questions the characters might have to the best of his abilities, but this is a minor matter to him and he needs to be on about his other business. He has been having some trouble with another merchant house, and has found that shipments with guards never seem to be bothered. Thus he has started hiring guards for most important shipments.

As Merchant Favaren departs the room, a thin human woman of mixed blood (Flan-Oridian) enters. Dressed in browns and tans, she seems to be a minor worker in some merchant house – House Favaren one would guess. She moves to the chair that Merchant Favaren had just recently occupied and sits. Placing a leather folder holding some papers on the table in front of her, she opens it and glances up at you. In a voice that seems to match her looks, she introduces herself and sets to business.

This is Jynix (pronounced “Gin-icks”), a human female employee of the Favaren merchant house. She looks to be exactly what she is, a clerk or minor bookkeeper.

Asking each of the characters for their names, Jynix checks a list of names she has in her folder and provides each of the characters with a parchment coach ticket. She then goes over the basics of the mission with the characters and will answer any questions they have to the best of her abilities.

She will ask each of the medium sized characters if they have mounts, and will advise them not to bring them. It seems that coaches with outriders have tended to attract too much attention from bandits lately. Jynix will assure characters with mounts that they will be well stabled (paid for by house Favaren) while they are away on Favaren business.

Encounter Two

This encounter is not an interactive encounter for the characters. It provides the characters with the information they need, without needing responses from them. Parts of it should be read as “boxed text”, and the characters seating on the coach (“marching order”, sort of) should be worked out. If the judge and the players wish they could role play a lot here, but it is not furthering the adventure any if they do so, nor hurting it any if they skip the role playing here (though they may enjoy it, so feel free to spend some time on it if you can).

The coach looks like a slightly larger version of a western stagecoach, pulled by four heavy horses. Each pair of horses are “in harness”, causing them to be “squeezed” into one 10 foot by 10 foot area (see the Coach Template in the Appendix). Doors on each side of the coach can be opened as a move action. Inside it will hold four persons comfortably, six if there is some squeezing, eight with a lot of squeezing (effectively it is a 10 foot by 10 foot room). Outside the drivers bench will hold 2 persons comfortably, (though there is only the one driver) three with some squeezing (which Zeb will not allow). Baggage and cargo is normally stored on the roof of the coach, and for the trip out to Drisco’s Dog Ranch it occupies the entire roof (otherwise there would be room for persons to ride there as well).

The coach moves at an average speed of 45’, just a little faster than a riding dog. This means that creatures with a 40’ move (barbarians and riding dogs) would shortly be outdistanced and will have to ride in the coach.

The driver pulls the coach to a stop in front of the station and sets the wheel brake. An older

human male, his bright green eyes squint a bit as he looks over the number of characters waiting, but he brakes into a broad smile anyway. “Well, looks to be a full load this morning don’t it. We’ll just be getting ya aboard then, and getting on our way.” He speaks with a gravelly voice, perhaps having breathed a little too much road dust in his day. “I’m called Zeb, though in a pinch you can just yell for the coachman and I expect I’ll answer. If ya want to pass me any baggage I’ll lash it down up here with the cargo for this trip. I expect ya can sort ya’rself out inside as to who sits where.”

Character placement on the coach: Zeb will invite one small character (a halfling or gnome) to ride on top of the coach, nestled amongst the cargo and baggage (if there is more than one small character, he uses the same selection criteria as he does for the character to ride on the bench with him). Several cloth packs in the cargo make for a very comfortable little nest, which just happens to be concealed from the sight of anyone on the ground (+20 on any hide checks for small creatures). If there are more than 4 medium sized characters, Zeb will invite one of the characters to ride up on the bench with him. He picks the best-armored archer or crossbow armed character, choosing a lightly armored archer over a fully armored character with no missile weapon.

Wolf animal companions not riding in the coach will cause problems with sheep along the way (or rather with the shepherds and dogs tending them). Zeb knows this and will mention it to anyone with unusual animals. Horse animal companions can be tied to the back of the coach, but Zeb does not want riders trailing along with him. (Although if a character insists, he will not say anything else about it. The customer is always right in the end...)

During the trip, Zeb will tend to ramble on with stories of the open road, bad weather and halfling bandit gangs. He does like to talk, and he can spin a tall tale when he gets started.

Encounter Three

The day has turned into one of those classic days that poets write about. Bright sunshine, warm weather with just enough breeze to keep things cool. A few fleecy clouds drift across an otherwise brilliant blue sky. Peasant farms dot the countryside, their houses often clustered around the occasional manor house or keep of the country nobility. Over the sound of the coach and it's horses can be heard the occasional song bird.

Just before noon the coach crests a hill and below can be seen another coach just off the road, stopped in the shade of a large oak tree. The small cluster of buildings nearby, as well as several large fields of grain show that this is a prosperous farmstead. The coach heads down the hill and two large tables with benches come into view under the tree. The coach the characters are riding in approaches the tree, Zeb calls out in a loud voice "Got a full load today Raven! And I'm in need of something wet to cut this dust from my mouth!"

This is a standard stop, something the coachman and the farmer has done hundreds of times, in all kinds of weather. The farm is a minor holding of House Bryne (they are a noble house who owns major holdings in Radigast), and is managed for them by a male human named Raven, a veteran of the resent civil war. He gained his appointment here due to his heroic actions in getting several Bryne children safely out of Radigast City during the devil occupation there.

The characters stop here for a mid-day meal provided for by Raven (the Bryne family is

paid by the coach company). The household here (several children and hired hands) set dishes out and serve the food on two tables placed under a large shade tree (an oak). The cost for this service is part of the coach ticket. Persons "living rich" get better food (a cheese plate and a bowl of hot fruit cobbler with heavy cream in addition to standard fare), a padded bench to sit on and good ale.

The other coach here is the westbound coach, which today has only one passenger, a human male druid named Caiyan (pronunciation – "Kay-in").

The other coachman is a young male human who goes by the name of Skeeter (pronounced Ski-Ter), though he doesn't talk at all if he can help it. He'll sit with Zeb and let him do all the talking needed.

Caiyans' animal companion is a light horse, and is being tended by a stable hand. When lunch ends it is brought out and tied to the back of the other coach. Caiyan himself is very well dressed ("living rich") in finely made leather and silk clothing. When he joins the characters table he will bring a fine bottle of wine with him (local vintage) and share with anyone caring to join him.

At this point the DM must make a choice as to which path this encounter (Encounter Three) will follow. This is partly dependent on whether the characters have a non-druid spell caster among them. If they do, choose path A. If not, or if the DM would like to challenge the players with a logic puzzle choose path B.

Path A:

If the characters have a spell caster among them, Caiyan offers the characters a spell trade.

“Like yourselves, I am a bit of an adventurer. In the past, I have often found it to my advantage to have access to spells that a druid such as myself cannot normally cast. With the aid of an unusual ring I found early in my adventuring, this is possible. Called a Lesser Ring of Spell Storing, it will hold a number of spells cast into it. At a later date, these spells can be cast by the ring wearer. When the ring is empty, I will approach a band of adventurers, such as yourselves, with the following offer. You cast spells into my ring that I normally cannot cast, and I will cast the spell Goodberries three times for you. The berries from these spells will last 5 days, and can be used in place of rations, or to provide healing at any point during those days. Would you be willing to charge my ring for me?”

If the characters agree to fill his spell storing ring, he will reach across the lunch table and pass them a small gold ring set with three moonstones. It will hold three spell levels. If the characters make a valid attempt to fill the ring with spells (0 level spells count as _ a spell level each), he will then reach into the bowl of blueberries on the table and cast *Goodberries* three times. Extracting 15 berries, he will pass them over to the characters with the following instructions:

“No more than eight of these can be used each day to heal a single individual, but they can be used to heal any living creature. And they will only be good for five days from right now! And good luck in your quest, whatever it may be!”

Path B:

Caiyan asks for the players aid with a puzzle. If the characters can solve it, he rewards them with *Goodberries* from spells he casts at the table.

When the characters sit down to eat, Caiyan will speak to them. If the characters have set

at the other table, he will pick up his food and slide over to sit with them.

“I have a bit of a problem that I need to discuss with someone. Would you kind persons mind if I troubled you with the background, and perhaps you could see some solution that escapes me?” If the characters agree to hear him out, he launches into his tale. *“Recently I have been retained to judge a horse race. This in itself is in no way unusual. I do several of these each year, and am well know for doing a fine job of keeping these things honest. But, like I said, this one is very strange.”* Here he takes a drink of his ale and seems to order his thoughts.

“It seems these two nobles in Radigast one evening, over an evening brandy, had a bit of a disagreement about the speed of their respective carriages. Unlike most debates of this type, they each claimed to have the SLOWEST transport. Well, one thing led to another, and several brandies later, a bet was made. A race was to be run to prove whose carriage and team of horses was the slowest! I was summoned to judge the race. Perhaps you see my problem at this point? I need to judge a race in which each side hopes their team will lose. How do I ensure that each carriage is raced as fast as they will go, realizing that they want to cross the finish last?”

The answer to the above problem is to have each of the drivers switch carriages. Each driver will then do everything he can to ensure that the carriage he is driving goes as fast a possible. Thus if he wins the race, his carriage (not the one he is driving) will have finished last, and his team will have won.

If the characters are able to solve the puzzle (with the provided answer, or with something novel), he will then reach into the bowl of blueberries on the table and cast *Goodberries*

three times. Extracting 15 berries, he will pass them over to the characters with the following instructions:

“No more than eight of these can be used each day to heal a single individual, but they can be used to heal any living creature. And they will only be good for five days from right now! And good luck in your quest, whatever it may be!”

Encounter Four

Like Encounter Two, this encounter is not an interactive encounter for the characters. It will provide the characters with the information they need, without needing responses from them. Parts of it should be read as “boxed text”, and should be presented as already done (thus the past tense used in the boxed text). If the judge and the players wish they could role play a lot here, but it is not furthering the adventure any if they do so, nor would it be hurting it any if they skip it (though they may enjoy it, so feel free to spend some time on it if you wish).

The afternoon was uneventful, with the coach traveling on thru quite countryside, grain fields giving way to vineyards and pastures holding sheep tended by sleepy shepherds with their dogs. Occasional copses of trees would have provided a bit of shade, but the road avoided them, perhaps to deprive would be bandits of hiding places. Just as evening fell, the coach approached a small cluster of houses. The largest of these proved to be a small country inn. Thus you passed the night in the thorp of Brynefold, and slept in the common room of the Brynefold Inn.

(Characters living rich got a private room, and slightly better food).

Lodging for the night in common room was part of the cost of the coach ticket, and after a quick breakfast, the coach was again on its way. This morning proved to be as uneventful as yesterday afternoon, and you begin to look forward to lunch just to provide a brake from the creek of leather springs and the rattle of the coach wheels.

Encounter Five

Again the characters stop for a mid-day meal with another coach (another west bound one). This second "farm" is more of a vineyard, most of its' 600 acres given over to the growing of grapes.

The vineyard here belongs to the family Hershhold, and currently has a minor noble from House Yarne (Faun Yarne) visiting. As she is being entertained at the “big house”, it is unlikely that the characters will see her (except possible from a distance). She might be sighted riding the grounds with several members of the Hershhold family staff and her guards, inspecting (asking the persons serving lunch might turn this information up). She's an attractive Suel human woman (blonde/blue) and is here seeing to the affairs of her betrothed, (Zeli Torquann). They have made an active offer to purchase these estates from the Hershhold family.

The Hershhold family have tables set out under a pair of large shade trees (elms) and are providing a simple meal. (Persons “living rich” again get better food and good ale.)

Except for the lack of any passengers on the other coach, this encounter is much like Encounter Three. The other coachman is a female human named Korace (pronounced Core-Ace) of about 35. She is basically a younger, female version of Zeb.

At the lunch table the characters may overhear the following CLUE. Have them each roll two listen rolls: **the first (DC 15)** for what Korace says:

The driver of the westbound coach says, "I tell you Zeb, it was a goblin wolf rider! It ducked back behind a stand of trees, but I seen it plain as I see that tree over there! Must of shadowed my coach for four miles this morning..."

Here she is interrupted by Zeb saying **(DC 10) to hear:**

"Halfling bandits again Korace. Probably some of the old Split-Foot gang got out of jail again and they've picked up a scout on a riding dog. Nothing for me to worry about, but I'll tell the Sheriff at Cloverton when I get there."

Encounter Six

Just prior to arriving at the thorp of Cloverton (the second inn, Cloverton Inn) the coach is ambushed on the road by goblins riding dog/wolf crossbreeds (treated as riding dogs).

Terrain for the ambush site. Gentle rolling hills, open fields to each side of the roadway. While there are no trees or large bushes within 300 feet of the roadway, the grass/grain of the fields is quite tall (two to three feet) and could provide concealment for small creatures.

The Goblins were just looking for some food/loot/fun, and not expecting a coach full of characters. The Goblins will try to flee when they decide they can't handle the characters.

The coachman is very much at a loss as to where the goblins have come from, but is very happy the characters were along to deal with them. "Bandits are one thing, but these were Goblins! Their like hasn't been seen in these parts since the Greyhawk Wars!"

Riding Dogs (4): hp 13, 13, 13, 13; see *Monster Manual* page 272.

Goblins (4): hp 5, 5, 5, 5; see *Monster Manual* page 133. These goblins carry 3 javelins each.

Skills and Feats: These goblins have the Mounted Combat Feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

Tactics: The goblins (mounted) are hiding in the tall grain 40 foot off of the road and will spring out to hurl javelins at one of the coach horses (the left lead horse) hoping to kill it and stop the coach from escaping. The Hide roll needed for the characters to beat with a Spot is 20 (at 40'), but remember to modify this by -1 for every 10' of extra distance. All spot rolls from inside the coach are made at -10. Basically, if the characters on the outside of the coach make a spot roll above 20, they notice 1d4 of the goblins at a distance of 40' plus 10' for each point above 20 (for example: a roll of 24 means they spot the goblins at 80' from the coach). Characters inside the coach will subtract 10 from their rolls.

If the goblins are spotted, they will hurl javelins while charging as part of the surprise round (the surprise action for the mounts would be to move, the action for the goblins to throw). Any characters that spotted the goblins will get to act in the surprise round, taking their action on their initiative. Characters that did not spot the goblins are surprised.

If the goblins get surprise (remain hidden until they are 40' from the coach) they will hurl javelins in the surprise attack, then charge on their initiative. Second and third javelins will be hurled at persons on coach, while the dogs will be used to attack the horses or any persons on foot.

These goblins will flee when they realize they are outnumbered! (Remember to count Zeb when counting numbers of characters, even though he does not fight and will hide if able.)

Any goblins (and dogs) that escape from this encounter appear in Encounter 13. The two goblins from that encounter are observing this fight from a great distance (several hundred yards) and will collect any rider-less dogs.

Treasure: from the sale of goblin equipment and bounties (on the dog/wolves as well as on the goblin bandits)

loot(40 gp), coin-(100 gp), *magic items*- (value 0 gp).

Encounter Seven

Arriving at the second Inn for the night, you hear the tale of an old man from the center table in the inn. The man is short, crouched over and shaky. He speaks softly until he reaches a certain point in the story, then gets louder, though his voice is scratchy with age. "Ah tell ya, it was about the size of a mountain and it breathed fire, burning villages all over the countryside!! The locals called him Drogtor. I heard he ate a noblewoman once, a really important one too. But we got him, ah tell ya."

At this point the old man tells his story, he is a little eccentric and exaggerates in several places. He basically tells the story of how he slew Drogtor by himself with nothing but his sword. The DM should over play this so that when the players get a chance to tell the story about how they triumphed over the goblins, they are forced to make it good to compare with the old man's tale, otherwise, the few other travelers at the tavern will not share information with them so freely. (They will need a Perform skill check DC15 to "outdo" the old mans' tale.) Give them a -2

circumstance penalty to Gather Information rolls if they do not please the crowd and a +2 if their Perform check was 20 or more. Remind the characters that they can aid each other with these rolls.

Note: **If you are stressed for time** or the players do not wish to role play this, they can Gather Information without telling their story and just speak with the Sheriff, continue with the box text below and make changes as you see fit.

After telling their tale, have the players roll a Gather Information roll DC 10 to get the following "Clues":

*Dog tracks were found leading towards the farm they're headed to.

*The bartender, if spoken to, is *sure* that there have been Halfling bandits running around on dogs.

At this point the players meet the local Sheriff. The judge should play him as any television detective that they like (suggestions would be Dirty Harry, Kojac, or Columbo). Give him some personality, and the players will enjoy him greatly. The following text can be altered to fit any Sheriff personality.

After talking with the other travelers and sitting down for dinner, a halfling in a vest with a shining star on it stands, approaching from the back of the bar, chewing on half of a cigar. The bar gets silent the moment he stands, and then returns to its medium roar. Though short, his intimidating stare does a number on everyone around him. The bartender, after seeing him stand, lowers his head and places a beer respectfully on the bartop before sneaking off to the back. He approaches you and removes the cigar from his lips, using it to point while he speaks. "That's quite the tale you spin and being the

Sheriff 'round these parts, I figure I best be interested in goblin antics. Name's Sheriff Rhenarr, any of you in need of healin'?"

At this point Sheriff Rhenarr, a tough guy with an intimidating stance, interrogates the characters about the goblins and offers healing to those who have been hurt in the last battle. He will answer questions to the best of his knowledge, which isn't much, and the DM may want to play him suspiciously to convince the characters that he may be somehow involved with the goblins.

The Sheriff will offer to take any goblins they have captured in the previous battle (if any) and will tell them little about where they're going to be kept and that they probably will not be able to see the goblins later, this is where the suspicion plays. He intends to take the goblin captives the easy way or the hard way, but he will take them in.

He then states that he will head out first thing in the morning to check the encounter area and track any Goblins that escaped.

Encounter Eight

Two hours after leaving the Inn, the coach rounds a gentle curve in the road and passes a small clump of trees. About a mile ahead, you can see a cluster of buildings. It appears to be a large farm, or ranch, somewhat larger than the ones you have been stopping at for lunch each day. Zeb calls down from his bench "Comin' up on ya destination folks! That there is Drisco's Dog Ranch!"

The characters learn that the puppies they are to pick up were stolen last night (just a few hours ago).

The coach leaves them (it continues east) here with the instructions that they can catch any

eastbound coach within the next week using their return tickets.

When the characters check with the farm workers they will learn that someone slipped into the kennel last night and slipped out unnoticed. The female Head Breeder, Tayune (pronounced Tay-oon) thinks it was a halfling master thief unless/until the characters mention goblin wolf riders in the area, and then she becomes very worried.

Her concern is due to the fact that "these puppies are special breeding stock and can't be allowed to fall into hands outside the County"! Normally the guard dogs will be "fixed" just before they start their training, but these were being moved to Radigast City before that and so still count as breeding stock.

Encounter Nine

Because the Dog Ranch is currently short-handed, Tayune will contract the characters to pursue the dog thieves and recover the puppies. Payment is discussed. She is willing to pay each of the characters 30 gp. for catching the thieves and recovering the puppies (10 gp for the thieves, 20 gp for recovering all the puppies) .She cannot provide people to help (not even a dog handler), but she will provide the equipment the characters might need for the pursuit; riding dogs for small characters and riding horses (not war-horses) for medium characters as well as saddles and harness, and (2) tracking dogs to assist any characters with the feat Track, or to track if none of the characters have the ability. One of the characters will need to use the Handle Animal skill (usable untrained) to get the tracking dogs to follow the trail. Remind the players that they can "take ten" on this roll.

Tayun states that she is sending a rider to inform the local Sheriff of the problem (the characters know the local Sheriff went in pursuit of the goblins they saw yesterday, so he is not likely to get any message soon.).

Encounter Ten

Players mount up and head out. A character with Track may be able to tell other information about the persons being tracked (**players do not get this information if they are just using the tracking dogs to track**).

A **Track check DC of 10** will reveal that more than one set of tracks from the farm joined up with more than one set of riding dog prints, and headed west.

A **Track check DC of 15** will reveal that two sets of small boot tracks from the farm joined up with several sets of riding dog prints, and headed west.

A **Track check DC of 20** will reveal that two sets of small boot tracks from the farm joined up with a dog rider leading two other riding dogs and headed west.

When the characters follow trail, they will find that it continues west, but stays well north of the coach road.

Encounter Eleven

An hours' ride west of the Dog Ranch, and the countryside is getting rough. The trail you are following appears to have been paralleling the road you came down this morning, but you are well to the north of it in broken country, full of small stands of trees and large patches of brush.

Because the trail turns north at this point, the characters need to make another Track roll. The tracking dogs will not fail to notice the change in direction and will turn the characters

north. If one or more of the characters have the Track feat, they may get additional information.

(The players do not get the following information if they are just using the tracking dogs to track) The trail meets other dog tracks coming from the west (the two goblin rogues and any goblin raiders that escaped encounter 7), and then turns north. If any of the goblins or wolves that escaped in encounter 7 were injured, then these goblins will be moving slower.

A **Track check DC of 10** will reveal that two groups of riders met here. The group the characters have been following and another group from the west. Both groups then turned north.

A **Track check DC of 15** will reveal that two groups of riders met here. The group (3) of wolf/dog riders the characters have been following was met here by another group of riding dogs/wolves that came from the west (the players should be advised of the number of riding dogs in the second group). Both groups then turned north.

A **Track check DC of 20** will reveal that two groups of riders met here. The group (3) of wolf/dog riders the characters have been following was met here by another group of riding dogs/wolves that came from the west (the players should be advised of the number of riding dogs AND RIDERS in the second group). Both groups then turned north, with the second group trailing the first.

Encounter Twelve

Trap/ambush. The lesser goblins (any that escaped from encounter 7) have been left here to help the rogues lay traps to slow pursuers, but the characters fast pursuit has caught them before they finish the traps.

The trail you have been following has led to a large stand of trees, almost a small forest, and now follows a small game trail among them. These are old growth trees, the kind you would expect to find with Druid or Wood Elf guardians. The path here is shadowed now, and what breeze there was outside the trees has changed into a whisper of leaves in the treetops, as if the trees were talking to each other.

The game trail the characters are on is five foot wide and counts as clear ground. Off this path the area is littered with undergrowth and shrubbery, tree roots and fallen leaves in holes. Movement off the path is hampered slightly (no charging or running), but not enough to slow normal movement.

Have the characters roll spot rolls here to see the rope ahead (**DC 0**). They detect it at a distance of 5 feet for each two points above 0 that their check is (50 feet if they rolled a 10 spot). When any one character sees the rope, they can call it to the attention of other party members (another spot, with an aid from the other character). The characters can “take ten” on these rolls.

Ahead of you on the path you see a rope hanging down from the tree branches above. Looking closer, you see a parchment attached to the rope at about three feet off the ground.

When the characters move up to the rope, they can see that the parchment has writing on it. They also see another rope, about 40 feet ahead (use the same Spot procedure outlined

above). The writing on this parchment is in **goblin** (it says “do not pull me”). Gazing up to see where this rope goes the characters will see that it runs up about 20 feet, and up onto a tree branch.

If a character does pull this rope, a bucket filled with goblin excrement will tip over on the branch above, “fouling” the character beneath (reflex save DC15 to avoid the contents). The only real effect of “fouling” will be to cause the character to smell REAL bad until they bathe thoroughly (or have a *prestidigitation* spell cast on them). This could have an effect on a characters Hide or Move Silently skill checks...

As you moved up to get a closer look at the rope hanging down you spotted another rope about forty feet further down the trail. Though this one doesn't have a parchment sign and shrubbery hides the bottom of the rope from your view from here.

If any goblins escaped from Encounter Seven, they will be using this rope to hoist a large rock into the tree branches as part of a trap they are building. If the characters pause a moment, they will see this rock slowly rise into sight, and should be able to figure out that someone is hauling it into the trees overhead. If they move closer to look, they will see the goblins pulling on the other end of the rope, though the goblins are concealed by undergrowth beside the trail (20% concealment). The goblins are very distracted and suffer a -5 circumstance modifier to their Spot rolls to see the characters.

While observing the second rope, characters will see a clump of dirt fly across the trail some 20 feet past it. If they watch a little longer, they will see a second clump of dirt fly and one fly back in reply. The two goblin rogues are digging pits (for pit traps), one on

each side of the trail. The fact that they have started tossing dirt into each others pit should be something of a comedy routine. If the characters continue to watch, dirt will continue to fly back and forth across the trail.

There is a completed trap (see below) located on the trail between the two pits.

Twenty feet past the two pits (which are 10 ft. by 10 ft. by 2 1/2 ft. deep), can be seen a large wooden chest. Very dirty, it looks to have been dug up by the goblins. This chest is trapped (see traps below) and contains only a number of rocks and a parchment note (see Handout #1).

The puppies' trail continues to lead north. The following goblins will be in addition to any that escaped from encounter 7.

Riding Dogs (2): hp 13, 13 see *Monster Manual* page 272.

Goblin 1st level Rogues (2):

CR 2 (3 with dogs); Small Humanoid (Goblinoid); HD 1d6+1 **hp** 7, 7; **Init** +4; Spd 30 ft., **AC** 17 (touch 15, flat-footed 13) [+1 size, +4 Dex, +2 leather armor]; Atk +1 melee [(small Club, Blud.) or +5 ranged [(small Light Crossbow 1d6, piercing)]; SA none; SQ Darkvision 60 ft.; AL N/E; SV Fort +1, Ref +6, Will -1; Str 12, Dex 18, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats: Craft (Trapmaking) +4, Handle Animal +3, Hide +12, Listen +3, Move Silently +12, Ride +10, Search +4, Spot +3. Mounted Combat: These goblins have the Mounted Combat Feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers (calculated in).

Possessions: Leather Armor, Club (small), Light Crossbow (small), 10 Bolts (small), 12 gp in mixed coinage.

Traps: this encounter includes two completed traps, which might be encountered during the fight, or after the characters have started searching the area for loot.

On the trail, between the two pits the goblins have finished a “basic arrow trap”.

Basic Arrow Trap: CR 1; mechanical: Proximity trigger; manual reset; Atk +10 ranged (1d6/X3, arrow) Search (DC 20); Disable Device (DC 20).

On the chest, the goblins have a Poison Dart Trap.

Poison Dart Trap: CR 1; mechanical: location trigger; manual reset; Atk +8 ranged (1d4/X2, plus poison, dart); poison (bloodroot, DC 12 fortitude save resists, 0/1d4 Con plus 1d3 Wis); Search (DC 20); Disable Device (DC 18).

Tactics:

The goblins are off their mounts and will have to fight on foot until they can get mounted. They will command any dogs without riders to “attack” (Handle Animal check at DC10, as a move action) and call their own mounts to them. If all the dogs are slain, they will flee on foot.

If the battle is going badly for the goblins and they are able to get mounted they will flee in a random direction. (They are defeated and will be fleeing to the border and will likely be tracked down by the sheriff in the next few days).

Encounter Thirteen

The characters catch the Goblin leader and guards. This is the “Final Fight”. If the characters are doing badly, the local Sheriff will arrive to finish the fight and heal any “downed” characters (if this is needed, handle

it as “boxed text” and move on to the next encounter).

With a fast pursuit, the players will not be able to sneak up on these goblins, but with a slow pursuit they will not catch them. Allow the 2 best characters (those with the best Spot Skill) to roll vs. the Goblin Sergeants’ Spot of 14 (he is taking 10 on his spot). If they beat him they see the goblins first and can react. If they loose, the goblins will see them and can react first. If it is a tie, then both sides see each other at the same time and there is no surprise.

Riding Dogs (3): hp 13, 13, 13 see *Monster Manual* page 272.

“Salash” Goblin Leader 3rd level Aristocrat: CR 1; Small Humanoid (Goblinoid); HD 3d8 hp 16; Init +2; Spd 30 ft., AC 17 (touch 13, flat-footed 15) [+1 size, +3 Dex, +4 chain shirt]; Atk +3 melee [(small Longsword 1d6+1, Slashing) or +5 (+6 within 30’) ranged [Small Comp. Longbow 1d6+1 (+1 within 30’), piercing]; SA none; SQ Darkvision 60 ft.; AL N/E; SV Fort +1, Ref +2, Will +4; Str 12, Dex 16, Con 10, Int 12, Wis 12, Cha 12.

Skills and Feats: Bluff +7, Gather Information +7, Handle Animal +7, Hide +4, Listen +1, Move Silently +6, Ride +11, Spot +1. Mounted Combat, Point Blank Shot.

Tactics: Be the Boss (lead from the back, avoid melee, run if all the other goblins are down). Wait till the Entangle spell is cast, and shoot at any creatures entangled.

“Stub Bumble” Goblin Lieutenant 1st level Druid:

CR 1; Small Humanoid (Goblinoid); HD 1d8 hp 8; Init +2; Spd 30 ft., AC 15 (touch 13, flat-footed 13) [+1 size, +2 Dex, +2 leather armor]; Atk +1 melee [(small Club 1d4+1, Blud.) or +3 ranged [Sling1d4+1, Blud.]; SA

none; SQ Darkvision 60 ft.; AL N/E; SV Fort +2, Ref +2, Will +4; Str 12, Dex 14, Con 10, Int 10, Wis 15, Cha 10.

Spells: (3, 2) *Cure Minor Wounds* x2, *Create Water*, *Goodberries* (cast), *Entangle*

Skills and Feats: Handle Animal +4, Heal +6, Hide +6, Knowledge (Nature) +4, Listen +2, Move Silently +6, Ride +10, Spot +2. Mounted Combat.

Tactics: Cast the Entangle spell to best effect, and shoot at any creatures it entangles. Run like hell if Salash goes down – FLEE IF THE BOSS BUYS IT.

Goblin Sergeant 2nd level Rogue:

CR 2; Small Humanoid (Goblinoid); HD 2d6+2 hp 9; Init +4; Spd 30 ft., AC 18 (touch 15, flat-footed 14) [+1 size, +4 Dex, +3 leather armor]; Atk +2 melee [(small Club, Blud.) or +6 ranged [(small Light Crossbow 1d6, piercing); SA none; SQ Darkvision 60 ft.; AL N/E; SV Fort +1, Ref +6, Will -1; Str 12, Dex 18, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats: Craft (Trapmaking) +5 Handle Animal +3, Hide +13, Listen +4, Move Silently +13, Ride +11, Search +5, Spot +4. Mounted Combat.

Tactics: Wait till the Entangle spell is cast, and shoot at any creatures entangled. Run like hell if Salash goes down – FLEE IF THE BOSS BUYS IT.

Encounter Fourteen (Conclusion)

If the Sheriff **did not** have to show up and save the characters in Encounter 13 read the following:

As you strut victoriously back to Drisco’s Dog Ranch (or limp in carrying the bodies of your companions), you are greeted by several

joyous farm workers, including Tayune herself. She looks at you with an appreciative smile and speaks in a soft tone. "Thank you so much, now these young pups can be returned to their rightful owner and the secrets of the County are once again safe in our hands." She then shows you to a barbeque held in your honor at the back of the ranch. Later there you meet Sheriff Rhenarr, with a mouthful of barbeque, stands and greets you with a nod of approval, lights his cigar and reaches to his belt, pulling off a small leather pouch and tossing it toward you. "A small token of the government's appreciation for ringin' in those goblins, y'all're welcome here anytime. Now let's get some of this here grub!"

If the Sheriff **did** have to show up and save the characters in Encounter 13 read the following:

As you strut victoriously back to Drisco's Dog Ranch (or limp in carrying the bodies of your companions), you are greeted by several joyous farm workers, including Tayune herself. She looks at you with an appreciative smile and speaks in a soft tone. "Thank you so much, now these young pups can be returned to their rightful owner and the secrets of the County are once again safe in our hands." She then shows you to a barbeque held in your honor at the back of the ranch. Sheriff Rhenarr looks over at you and, reaching to his belt, pulls off a small leather pouch and tosses it to you. "Y'all did a fine job out there, a fine job. Here's a token of the government's appreciation for ringin' in the goblins. Now what d'y'all say we go get some of that grub?"

The characters will then return to Radigast City on the next westbound carriage and see the puppies safely to their new owner.

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 6:

Driving off the goblin raiders, 90 xp.

Encounter 12:

Defeating the goblin ambush, 90 xp.

Defeating the traps (avoiding or springing both traps), 60 xp.

Encounter 13:

Defeating the Goblin leader, 120 xp..

Story Award

Recovering all the puppies, 45 xp.

Discretionary roleplaying award

Discretionary judges award 45 xp;.

Total possible experience:

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 One:

Agreeing to take the job and showing up.

L: 0 gp; C: 24 gp; M: 0 gp

Encounter Six:

Loot from the goblins, which might be gained here or might be gained in Encounter Eleven, depending on if the goblins escaped.

L: 10 gp; C: 10 gp; M: 0 gp

Encounter Seven:

This is bounty paid for goblin bandits (bodies or prisoners), which might be gained here or might be gained in Encounter Fourteen, depending on if the goblins escaped.

L: 0 gp; C: 40 gp; M: 0 gp

Encounter Nine:

This is payment from Tayune for catching the dog thieves and recovering the puppies.

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

Encounter Twelve:

Loot from the goblin rogues:

L: 10 gp; C: 14 gp; M: 0 gp

Encounter Thirteen:

Loot from the goblin leader and his guards:

L: 200 gp; C: 32 gp; M: 0 gp

Encounter Fourteen:

This is bounty paid for goblin bandits (bodies or prisoners from Encounters 12 and 13),

From Encounter 12

L: 0 gp; C: 20 gp; M: 0 gp

From Encounter 13

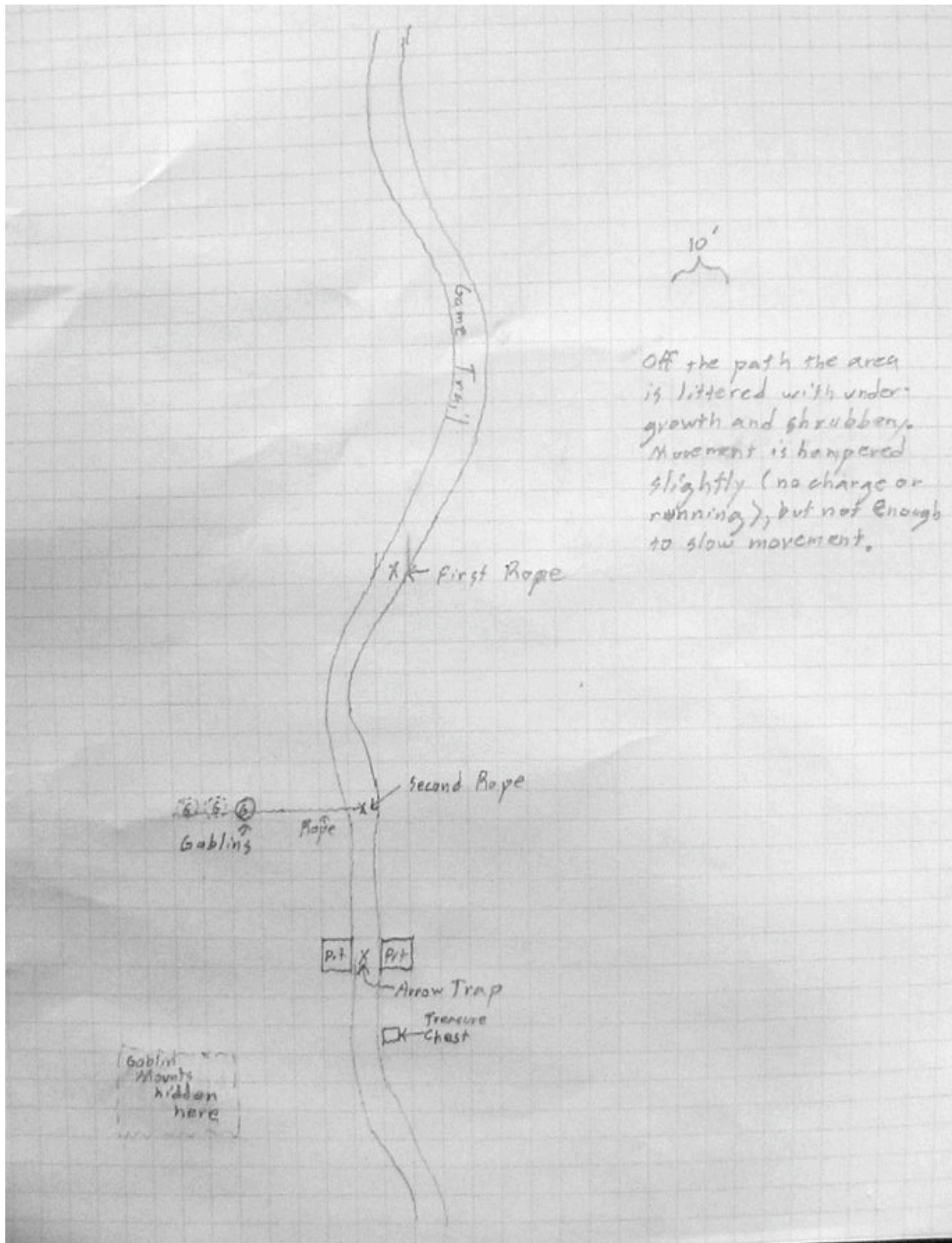
L: 0 gp; C: 40 gp; M: 0 gp

Total Possible Treasure

L: 220 gp; C: 230 gp; M: 0 gp -

Total: 450 gp

DM Aid — Encounter 12



Player Handout #1

(This is the note retrieved from the treasure chest in Encounter12)

To Whom It May Concern -stop- :

We have now gotten away -stop- we hope you had fun with our traps -stop-
you will never get the puppies back -stop- do not follow us anymore -stop-
ha ha ha ha ha! -stop-

sincerely;

A handwritten signature in black ink that reads "Salash". The signature is written in a cursive, somewhat stylized font. The word "Salash" is written in a single line, with a long horizontal flourish extending to the right from the end of the word. There are some additional scribbles and lines around the signature, possibly indicating a flourish or a mark of ownership.