

GEOIntro-2

Strangers in the Night

**A One-Round D&D LIVING GREYHAWK[®]
Geoff Regional Introductory Adventure**

Version 1.0

Round 1

by Michael McKweon

A small group of farmers outside of Hochoch is menaced in the night. Other "adventures" have laughed at the pittance the farmers have offered as a reward. Will the true heroes of answer the call and help the common folk?

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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 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 four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven 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 rule books 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*.

The author would like to thank his beloved wife Cassandra who puts up with his crazed hobby, and the Geoff Triad for making this a fantastic region

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 following 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.

CR	1	2	3	4
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	5	6	7

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

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

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

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

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

Time Units and Upkeep

This is an introductory one-round Regional adventure, set in Geoff. Characters native to Geoff pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Adventure Summary and Background

About a decade ago (CY 583), Metzerrakk was a goblin soldier in the Giant army. When the Shadow Dragon emerged from the Plane of Shadow nine years ago, it dispersed a large number of the humanoid tribes. Metzerrakk's tribe was no different. He was caught in the rift and transformed into a fade creature.

After many years of watching and plotting, Metzerrakk has escaped from fallen Derelion and the control of the Shadow Dragon that still dwells there. He wandered for several months until he left the eaves of the Dim Forest entirely and entered the cantrev of Arweh in southeastern Geoff. There, Metzerrakk started to do what comes naturally to goblins – he started stealing.

He has been stealing from a Flan family near the village of Newbridge for a few months now. The family elder, Eamonn, sent the three adolescent members of the family: Alwyn, Alwyn's sister Brianna, and their younger cousin Conner, to seek help in Hochoch. However the family does not have much in the way of payment. Once in Hochoch they are met with laughter. The PCs find the teenagers outside of the Boar's Knuckle tavern being geared at by the crowd. A local merchant Welsfin is among them.

The characters travel to the village of Newbridge with the three teenagers. There they meet a party of humanoids from the Giant Army. After defeating the orcs a squad of Knights of the Watch run into the party while on patrol. Watcher Vilnea Lea questions the party before sending them on their way.

Once at the steading they are greeted by Alwyn and Brianna's father Dynawd. Also present are Dynawd's wife Aeronwen, her mother Beti and Dynawd's uncle Eamonn, the family elder. The

family offers them food and tells them about the strange goings on in the night.

The PCs can search for clues at the steading and find the goblin's tracks, but are unlikely to be able to follow them. If the PCs set up watch that night, they find a friendly brownie who helps out around the steading instead.

The PCs can convince the brownie to help them and takes them to the lair of Metzerrakk. Traveling to the goblin's lair the party finds him inside lurking inside in the shadows. Once he is slain, the PCs can then return to the farmers and tell them that the threat is ended.

Introduction

The adventure begins in the town of Hochoch. The PCs can be together or separate – it matters little, as they all arrive at the Boar's Knuckle at the same time. Read the following.

Pelor's rays warm the bright sky and you as you wander the streets of Hochoch. With tales of the spring campaign floating about town, you are sure there is work about town for adventurers such as yourselves.

Early one morning you stroll over to the Boar's Knuckle tavern, always a place of gossip and tall tales. As you step near the front doors you see three Flan children standing on their knees. They appear to be picking up something from the dirt road. A hearty laughter erupts from inside.

The children are picking up copper pieces and a few silver pieces from the dirt. They offered what little money their thorp had to the adventures inside the tavern. The adventures and bar patrons rejected their offer as too little.

If the PCs aren't traveling in a group, they notice that up to several other people have also gathered around the children. These people are the other PCs.

When the PCs are about to talk to the children, go to **Encounter One**.

Encounter One: The Plight of the ap Cynnyths

Just as you were about to speak from out of the Boar's Knuckle steps a large Suel-Oeridian man with a large belly. His light curly brown hair looks matted. His worn leather vest barely contains his large stomach. In one hand he grasps a foaming brown tankard of ale.

"Five silver falcons to venture forth into the Dim Forest, <hick> They're not that crazy. They've better work, <hick> fighting giants. There's more valor in that."

He is obviously drunk. People from inside the Boar's Knuckle cry out: "You tell them Welsfin!", "I don't think I can eat enough rotten grain to make that job pay!", and "Tell them to go pray at the Temple of Pelor! Ha! Ha! Ha!!"

Two of the children start to cry. They look dejected and stare down, into the dirt road. The fat man walks over and sits on a stool, too small for his wide girth.

"I told you no one would help us!" the teenaged Flan girl cries, "Let's go back and tell Geemonn (gee-mon), we've tried to find people! I'm hungry and tired!"

"Yeah," replies the young Flan boy, "We've asked half the town. No one wants to work for food and shelter. They want gold! We've only got these 5 silver falcons."

"Five silver falcons <hick>," answers Welsfin, "To slay half the giant army!"

"That's a lie!" the oldest boy cries out, "It's always dark when they attack. There isn't that many. We can't see them all. I could fight them, if I only had a weapon!"

At this point, any appropriately heroic PCs should offer to help the children and their village. If not then their characters are obviously not cut out for adventure. The adventure is over and the PCs receive no rewards.

Alwyn, who is the oldest, tells the PCs that their steading is about a day's ride outside of Hochoch. Their great uncle, Eammon sent him, his younger sister Brianna and his young cousin Conner from their steading three days ago to Hochoch. The

kids refer to Eammon as "Geemon", short for Great Uncle Eammon.

The three children were to seek aid against some creatures that were attacking their steading. The creature has been raiding their farm and stealing their chickens. They are not sure exactly what type of creature it is. The creature strikes at night and is hard to see in the darkness. The steading is poor and all the children can offer is five silver falcons and food and shelter.

Alwyn, male human Com1: hp 7. Alwyn is 14 years old and wants to prove that he's a man and not afraid of anything. He believes that he's old enough to handle a trip to Hochoch. Eammon agreed.

Brianna, female human Com1: hp 5. Brianna is 11 years old and overly serious for her age. She is rather bossy and is constantly orders the other two children around.

Conner, male human Com1: hp 6. Conner is 12 years old. He's quiet and withdrawn around people he doesn't know very well. An active child, Conner likes to run and play.

Welsfin, male human Expert 2: CR 1; medium humanoid; HD 2d6+2; hp 9; Int +1; Spd 30 ft.; AC 11 (touch 11, flat footed 10); Atk melee +2 (1d4 tankard); AL LN; SV Fort +1, Ref +1, Will +3; Str 10, Dex 12, Con 12, Int 14, Wis 11, Cha 11

Skills: Appraise +7, Bluff +5, Diplomacy +5, Gather Information +5, Knowledge (local) (Geoff) +7, Listen +5, Profession (merchant) +2, Spot +5;

Feats: Dodge, Run

Possessions: inkpen, tankard, and sack

Welsfin is not a fighting man. He is drunk, but he's a coward and a braggart. He is unarmed. If the PCs attack him, Welsfin calls for the town watch.

If the PCs question him, Welsfin tells them that he is an merchant specializing in rare fruits from Zief and Ket. He has spent the last eight years in Keoland selling his goods. Last year with the liberation of Preston, Welsfin decided to return home of Hochoch, the town of his birth.

Welsfin has no information about the Giant army or the creatures in the Dim Forest. After the PC's question him, Welsfin returns to the Boar's Knuckle to get another ale.

If the PCs accept this quest, the children are overjoyed. They lead the PCs to their steading outside of Newbridge. It takes the PCs about a day to travel to their steading, if they are walking.

Go to **Encounter Two**.

Encounter Two: Knights on the Road

The PCs encounter the Knights in the afternoon of their travel to the steading.

You walk northwest from Hochoch and into the farmlands that surround the town. The rolling countryside rises from the Anniben Dwr (on-eh-ben door) and is dotted with small farms. Freshly plowed fields are everywhere and the road to Newbridge twists and winds its way between them.

After several hours, your ears catch the thunder of hoof beats. In a few seconds pass and a two mounted humans catches your eye. Their tabards bear an argent-colored owl. One is dressed in leather armor. The other is in shining full plate. They are both women.

In the common tongue, the plate mailed woman cries out towards your party. "Hold neighbors! We would speak with you." The pair rides toward you.

Have the PCs make a Knowledge (nobility) (DC 5) or Knowledge (Local: Geoff) (DC 10) to realize that these mounted warriors are Knights of the Watch. If the PCs make knowledge (Local Geoff) DC 20, they can identify Watcher Vilina Lea.

The two knights are out searching for a group of orcs who have snuck past the border keeps and have been causing trouble. They want to ask the PCs if they have seen any signs of the orcs.

When the knights get close, they rein to a stop to talk to the PCs. The PCs notice that both of the women are quite beautiful.

"Well met, neighbors," says the knight in plate armor. "We are seeking a group of orcs that have managed to slip past the border keeps. Have you seen any signs of orcs?"

The PCs should probably respond in the negative, because they haven't. If the PCs make up a story,

they then must make a Bluff check opposed by the knights' Sense Motive. Assuming the PCs tell the knights the truth, they say:

"Very well then," says the knight in plate. "Be careful. These foul beasts are murderers and worse. Keep an eye out." The knights wheel their horses and ride away.

If the PCs are foolish enough to attack the Knights of the Watch, the Knights attack for subdual damage. They take the PCs to Fort Resolve in chains.

Watcher Vilina Lea, Ever Alert Wolverine human female, Pal7: Medium Humanoid ; HD 7d10+7; hp 53; Init -1; Spd 20; AC 21 (-1 Dex, +3 large shield, +9 full plate); Atk +12 melee (1d10+3 [19-20/x2], bastard sword), +11 melee (1d8+2 [20/x3], heavy lance); AL LG; SV Fort +8, Ref +3, Will +6; Str 17, Dex 8, Con 12, Int 10, Wis 14, Cha 14.

Skills: Concentration +4, Diplomacy +4, Heal +6, Knowledge (Local) +1, Knowledge (religion) +1, Ride +9, Sense Motive +3, Speak Language +3.

Feats: Exotic Weapon Proficiency: Sword, bastard, Mounted Combat, Power Attack, Weapon Focus: Sword, bastard.

Languages: Common, Elven, Flan, Gnome;

Spells Known (Pal --/2): 1st -- *Bless, Bless Water, Bless Weapon, Create Water, Cure Light Wounds, Detect Poison, Detect Undead, Divine Favor, Endure Elements, Magic Weapon, Protection from Evil, Read Magic, Resistance, Virtue.*

Spells Prepared (Pal --/2, Base DC 12 + Spell Level): 1st - *Bless Weapon, Endure Elements.*

Equipment: +1 Full Plate, +1 Large Steel Shield, +1 bastard sword, masterwork heavy lance, 4 potions of *cure light wounds*, 2 scrolls of *magic weapon*, 2 scrolls of *protection from evil*. 2 javelins of lightning.

Dispatcher Quinlenn Alst, Stalwart Vigil, human female Rgr4: CR 4; medium sized humanoid HD 4d10+ 3; hp 25; Int +6; Spd 30 ft; AC 15 (+2 Dex, +3 studded leather armor) Atk +6 melee (1d8+1, longsword) or melee +5 (1d8+1 shortspear) or ranged +5, (1d8 composite longbow); SA none; SQ none; AL NG; SV Fort +4, Ref +3, Will +2; Str 12, Dex 15, Con 13, Int 12, Wis 14, Cha 12.

Skills: Hide +8, Knowledge (local: Geoff) +3, Knowledge (Nature) +6, Listen +5, Move Silently

+8, Ride +4, Sense Motive +2, Speak Language +1, Spot +5, Wilderness Lore +7;

Feats: Point Blank Shot, Precise Shot, Track, Weapon Focus (longsword);

Languages: Common, Elven, Flan;

Possessions: masterwork studded leather, longsword +1, shortspear, composite longbow,

Go to **Encounter Three**.

Encounter Three: Orc Attack!

The ap Cynyth children continue to lead the PCs toward Newbridge. After about an hour, the PCs run into that group of orcs that the knights were looking for.

Assuming that the PCs took the knight's warning to heart and are keeping an eye out, have the PCs make a Spot check (DC 15) to notice the orcs. If any PCs make the Spot check, they notice the orcs 210 feet away. Otherwise, the orcs sneak up to 60 feet away before breaking out of the brush and roaring a war cry.

Tactics: These are normal everyday orcs. They are mean, cruel, and a little short on brains. They already used their javelins, so they try to close with the PCs as quickly as possible and hew at them with their greataxes.

APL 2 (EL 4)

Orcs (6): hp 4, *Monster Manual* p.146.

The orcs know nothing of the fade goblin. They have been sent from the Giants in Pregreme to test the human patrol lines.

Treasure: 6 suits of scale mail and 6 greataxes. They have also have a small bag of golden lions (25 gps) and a silver ring. On the inside of the ring are the words "To my beloved Llelo. You warm my heart, Coifi". If the PCs take the ring to Newbridge or show it to Eamonn, they can return the ring to Coifi. She gives them 5 gps each for their kindness. They also get an XP award. If the PCs keep the ring, they can sell it to a jeweler Hochoch for 100 gps, but the PCs get no XP award.

Encounter Four: Steading of the ap Cynyth Family

Alwyn leads you toward his family's stading. You make your way past the village of Newbridge. After a few hours as twilight approaches you come to the edge of a wide clearing.

At the edge of your vision as the sun starts to set, you catch a glimpse of some humans tilling a field. A small group of thatched farmhouses and a barn lie at the far edge of the clearing. Two male and two female copper skinned humans dressed in peasant garb, slowly approach you. One of them has a long gray beard. The men hold longbows in their hands with arrows knocked. A big brown dog stands at their feet and growls towards you.

Dynawd calls to Alwyn in Flan. "Alwyn are you ok? Are these the adventures we seek?" If no one in the party speaks Flan Alwyn translates for them and identifies the man as his father. Alwyn asks for the party to put away their weapons and calls for the dog to heal. As soon as the farmers have identified that the party is not a threat, Eamonn speaks in Common to the party. If attacked the villagers fire their bows and calls for others in the stading to aide them.

"I am Eamonn, the elder of the ap Cynyth family. This is my brother's daughter Beti, her daughter Aerowen and her husband Dynawd. Welcome to our stading. We trust you will act as honored guests."

The stading is a large farmhouse with a barn, a smithy, a chicken coop, and a wood shed. See **Map of the ap Cynyth** stading in **Appendix 2**. In the center of the farm is a massive oak tree, which is the "family tree". See the Living Greyhawk Gazetteer for more information about the Flannae and their customs of a family tree.

Eamonn and Dynawd lead the party to a common room where the women lead by Aeronwen, prepare dinner for the party. They serve turnips, lamb stew, bread, cheese and cider.

Eamonn talks to the party and answers their questions. Embellish the dinner with stories and tales of the villagers. They offer stories of life in the refugee camps in Keoland and the Grand

March. The husband and wife tell of their painful separation.

If the PCs make a Gather Information Check of (DC 12) Eamonn tells them the following during dinner. Don't just read this list to them. Filter it through the conversation over dinner.

- We have lived here for six years. Since we returned from the refugee camps in Keoland. Our family was overjoyed upon seeing Gyruuff once again. Many died of hunger and disease in the camps. We were grateful that Lady Blackblade worked to bring food and warm clothing to the dispossessed people of Gyruuff.
- We grow wheat barley, vegetables and keep sheep, a few cows and pigs and chickens. The wheat we sell in town and the barley we use to feed the animals
- There is some creature prowling around the steading at night. Several of the other steadings have also noticed some creature skulking about in the dark.
- The creature stole some of our chickens and ducks just two days ago. It stabbed Dynawd who tried to stop the thing. The creature then fled into the night.
- After the thing stabbed Dynawd, that's when the family decided to get some help and sent the children to town.
- The creature is small, about three feet tall. It's dead quiet when it moves. Even when Dynawd shone his lantern on it, the creature was hard to see.
- And while the children were away at Hochoch, the creature opened the shutters and stole a broach from Aeronwen.

He offers to show the PCs some evidence of the fade goblin activities in the morning. He does not know the exact nature of the creature

After dinner on the stoop of their home, Aeronwen sets out a small cup of milk for the brownie. Have the PCs make a Spot check (DC 15) to notice this. If the PCs ask her about this, she says "Oh that's for Colwyn. He's our little brownie. He keeps the place tidy. In return, we leave him a bowl of milk. He gets cranky if he doesn't get any milk."

Assuming the PCs do nothing else that evening, go to **Encounter 5**.

Dynawd ap Cynyth male human (Flan) Exp4: hp 18, Wilderness Lore +6, Track; (Longbow +4, 1d8).

Dynawd is middle aged -- about forty years old. He has long brown hair and like the other family members wears a cloak and typical peasant garb. He is very cautious. After the PCs show they mean no threat to the steading, he will keep his eyes on them. He doesn't trust outsiders and tends to stick with the family. He doesn't like half orcs.

Aeronwen merch Beti (wife), female human (Flan) Com4: hp 14, Diplomacy +3.

Unlike her husband Dynawd, Aeronwen is a bit more trusting of outsiders. If pressed to tell her story she will tell the PC's of their time in the refugee camps and the return to their steading. The Giant Army killed her father. The fade goblin stole a griffon broach that her husband gave her as a wedding present. She does know what type of creature stole the broach. She has light brown hair and fairer skin than her husband, from her Suel-Oeridian father. She is thirty-five.

Beti (grandmother), female human (Flan), Com4: hp 15, craft(cooking) + 5.

Beti is more outgoing than her son-in law. She has short gray hair and is a bit hefty. She speaks Common.

Kevwynn (blacksmith), male human (Flan) Exp3; hp 17, craft (metalworking) +8.

Kevwynn is Dynawd's younger brother and around 30. He is clean-shaven and friendly. He speaks Common and Flan. His wife died in the camps in the Gran March from fever. He lives with his six-year-old daughter Morgana.

Eamonn male human Brd 1: medium sized humanoid; HD 2d6 hp 7; Int +5; Spd 30ft; AC 13 (touch 11, flat footed 12); Atk + 2 ranged (1d8 long bow); SQ: bardic music; AL NG; SV Fort +0, Ref +3, Will +3; Str 10, Dex 13, Con 11, Int 12, Wis 13, Cha 14

Skills: Diplomacy +6, Gather Information +6, Knowledge (history: Geoff) +5, knowledge (local: Geoff) +5, knowledge (religion: Old Faith) +5, Listen +2, Perform (ballad, singing, and story telling) +7, Spot +2;

Feats: Improved Initiative, Skill Focus (perform);

Spells Prepared (2; base save is DC 12 + spell level): 0- cure minor wounds, mending;
Possessions: leather armor, longbow.

Eamonn is the steading elder and a bard. He speaks with the PCs during dinner. He is eager for news from Hochoch. He is sixty years old. He speaks Common, Flan, and Elven.

Encounter Five: Looking at the Evidence

After breakfast, Eamonn takes you over to the root cellar. "This is where the creature entered and stole a ham, a few potatoes and a blanket last week. Even the dog had trouble finding him afterwards"

He points down to the new padlock. "It was locked. This lock is new. We don't know how he entered. He also broke into the chicken coop and stole our chickens and a few ducks from the yard. He's done this about five times over the past month."

Have the PC's make Search checks (DC 15) to notice scratches on the lock on the cellar. If there is a rogue in the party have them make a Wisdom check (DC 10) to indicate that the scratches look like the marks from a lock pick.

If the party makes the same DC checks near the chicken coop they notice the same scratches on the lock on the coop.

If the PC's make a Track check (DC 18) or a Search check (DC 20), they notice a set of small footprints in the soft ground near the coop. The creature is barefoot. Unless the PCs can make a Knowledge (Fey) or a Knowledge (Monsters) check (DC 15), they can't tell the difference between footprints left by a goblin or a faerie. Rangers who have goblinoids as their favored enemy can identify the footprints as those of a goblin.

Eamonn also shows the PC's the window on Aeronwen's room to the house. The creature broke the latch on the shutters, when it stole the broach from Aeronwen's room. With a successful Search check (DC 12), the PCs discover that the inside edge of the shutters has been scrapped by something metal. Rogues can identify this as a knife's edge that was used to open the latch.

Under the window, the PCs can find tracks that are a day old with either a Track check or a Search check (DC 12). The PCs can follow the foot prints with a successful track check (DC 19), until it crosses a stream. After, that, the PCs must make another Track Check (DC 28) or lose the trail.

If the PCs follow the trail to the stream, run **Encounter 7** for them now. Otherwise, the PCs will need to set up watch and wait for the burglar to return in **Encounter 6**.

Encounter Six: The First Stranger in the Night

The brownie approaches later that night instead of the goblin. Have the brownie make Hide and Move Silent checks against the versus PCs' Spot and Listen checks. Remember to make appropriate deductions for darkness, distance, or cover. There is a quarter moon in the sky. If the PCs see Colwyn, read the following

As you wait in darkness for the creature, your eyes catch movement near the chicken coop. A small creature crawls near the small building. As you get closer you see a small humanoid wearing dirty brown leather armor and a tool belt. Strangely, it is shoeless.

It is very difficult to tell the difference between a goblin and the brownie in the darkness. Have the PCs make a Spot check (DC 18) for the PCs to notice that this is not a goblin.

If the PCs attack Colwyn, he dashes back towards his home, which is a hollow tree about a mile east of the steading. Brownies move at only 20 ft so eventually the PCs can catch up with him. If the PCs seem about to catch him, Colwyn *dimension doors* as far away from them as possible and hides.

Colwyn is a twitchy guy and runs at the first sight of seeing a PC (opposed Spot check against the PCs' Hide). The PCs need to have found hiding places. There are several about – in the tree, in a barrel, behind the wood pile. If the PCs can think of it, they can hide behind it (within reason). Hiding places can give a +2 to +8 circumstance bonuses to the PCs' hide check at your discretion. If the PCs are clever, give them a bonus.

If the PCs do not attack Colwyn and he does not see them, they can watch him as kill a normal rat that lives underneath the coop. He then picks up any loose chicken feathers that have blown out of the coop and stacks up the firewood all nice and neat. He even pulls some weeds. After a while, he goes inside and does some chores in there. He's really quiet the whole time too.

When Colwyn is done, he drinks half of the bowl of milk left for him. He sets the bowl down and the rest instantly curdles.

If the PCs want to talk to the brownie, they are going to have to be really careful. One wrong word and the brownie takes off.

First, they should say hello and wish him well in such a way that doesn't scare the faerie. This requires a Diplomacy roll (DC 12). If successful, Colwyn stands absolutely still and listens to the PCs long enough for them to talk so more. Remember, Colwyn only speaks sylvan, gnome, and elven. If the PCs don't know this language, they're going to have to pantomime.

If the PCs tell Colwyn that the ap Cynyth family has asked them to find the fade goblin, Colwyn nods in understanding. He has seen the creature several times, but is afraid of it. He would like to help the family but doesn't know how to do so.

If the party makes another successful Diplomacy check (DC 15), Colwyn tells them the following.

- He helps the family out with odd jobs and such in exchange for hot food and tales of the outside world.
- The lurker has been raiding the ap Cynyth and other families now for about a month. He raids them for food and any money he can find. He mostly steals small objects and chickens.
- The creature's lair is about a four-hour walk northeast of the ap Cynyth steading

The brownie is more than willing to show the PCs where the fade goblin lairs if the PCs would do him a favor. He would love a pair of shoes. Aerowen has the skill to make him a pair of shoes. If PCs accept Colwyn leads them to **Encounter 8**. If the PCs have not yet met the wolves in **Encounter 7**, they met them along the way.

If the PCs have scared Colwyn off, he comes back the next night and they can try again. If the PCs scare him off again, then Metzerrakk shows up on the third night and flees after encountering the party. If the PCs kill Colwyn, then Metzerrakk comes the following night, and flees. In both instances, the PCs can follow Metzerrakk's trail back to his lair. The DC to follow the goblin is only 16, as the trail is fresh and he doesn't have time to cover his trail. The PCs catch up with the fade goblin at his lair in **Encounter 8**.

Caldwyn O'Shea, male brownie: CR 1; tiny fey; HD ½ d6 (1 hp); Int +8; Spd 20ft; AC 17 (touch 16 flat footed 13); Atk; +5 melee (1d3, shortsword treat as dagger); SA: spell like abilities; SQ: SR 16, low light vision; AL: LG; SV Str 7, Dex 18, Con 11, Int 14, Wis 14, Cha 16; Fort +0, Ref +6 Will +4

Skills: Bluff +7, Craft (leatherworking) +6, Craft (woodworking) +6, Escape Artist +8, Hide +16, Listen +8, Move Silently +8, Search +5, Sense Motive +5, Spot +8;

Feats: Dodge, Improved Initiative, Weapon Finesse (shortsword)

Languages: Sylvan, elven, gnome.

Spell like abilities: 1/day- *confusion, continual flame, dancing lights, dimension door, protection from evil, mirror image, and ventriloquism*. These abilities are as the spells cast by a 7th level sorcerer (DC 13 + level level)

Brownies receive a +2 racial bonus to Spot and Listen Checks. *They also receive a +5 racial bonus to Hide checks while in forest settings.

Encounter Seven: Wolves on the Prowl

The PCs can have this encounter in one of two ways. Either they are following the tracks of the goblin or they are being led by Colwyn to the lair of Metzerrakk.

A group of wolves are out hunting. They are hungry and attack the party. Give the party Spot (DC 15) and Listen (DC 14) checks to hear or see the wolves approaching when the wolves about 100 feet away. If the PCs don't see or hear the wolves, the wolves attack with surprise.

Tactics: The wolves are not fair fighters. The wolves charge on their first action. The lead wolf attempts to trip one of the PCs. If successful, the other wolves attack that same PC with a +4 bonus, since the PC is prone. If one of the wolves

is killed, the other flee. If all three of them are injured to half their hit points, they all flee.

APL 2 (EL 4)

Wolves (3): hp 13; *Monster Manual* p. 204.

Treasure: PCs with Wilderness Lore (DC 10) can skin the pelts and take them to market. Wolf pelts sell for 10 gps for each PC at the market in Hochoch.

Encounter Eight: The Second Stranger in the Night

The PCs reach this encounter either by following Metzerrakk's trail from the steading or Colwyn is leading them.

You seem to have reached your destination. In a hollow between two low hills is a small copse of bushes and trees. A path is worn through the bushes and ends a small crack in the rocky hillside. It is dark inside and smells bad.

If the PCs think of it, they can make Track checks (DC 18) to notice goblin's tracks leading towards the cave. If the party makes a Spot check (DC 15) they notice a few chicken feathers along the path.

The inside of the cave is low and cramped. The place smells something awful. Like a heap of unwashed clothes mixed with a chicken coop.

The PCs are going to need a light source in Metzerrakk's lair. The only source of light are the glowing embers of the fire in the outer cave, which don't give off much light at all.

The lair is split into two caves. See Map of Metzerrakk's Lair in **Appendix 2**. In the outer cave, Metzerrakk sometimes makes a small fire and cooks his stolen chickens. Even though the light hurts his eyes, Metzerrakk likes fire. Fire is neat to watch and it throws such beautiful shadows.

The inner cave is where Metzerrakk sleeps. He sleeps on a heap of stolen clothes in the back corner. The room is otherwise empty, except for a nice rug (stolen from another family) in the middle of the room. Metzerrakk likes to sit on it and trace the knotwork decorations with his fingers.

Tactics: Metzerrakk waits in his lair. He watches the party from the shadows then attempt to backstab the first party member presents him with an opportunity. He then hides in the shadows again, using his shadow blend ability. He repeats the process until the PCs are dead, he is slain, or the PCs flee.

If cornered, Metzerrakk tumbles out of danger and away from the PCs. He uses his bluff ability to find a new hiding place.

APL 2 (EL 4)

Metzerrakk, fade goblin male Rog3: Small Magical Beast; HD 3d6+3; hp 17; Int +7; Spd 45 ft; AC 16 (+1 size, +3 Dex, +2 studded leather); Atk +3 melee (1d6+1 [19-20/x2], shortsword); SA: sneak attack + 2d6; SQ: evasion, luck bonus, shadow blend; AL NE; SV Fort +4, Ref +8, Will +4; Str 10, Dex 17, Con 12, Int 10, Wis 12, Cha 8.

Skill: Bluff +5, Escape Artist +6, Hide +13, Listen +8, Move Silently +13, Open Lock +7, Pick Pocket +9, Speak Language +2, Spot +8, Tumble +9.

Feats: Dodge, Improved Initiative.

Languages: Common, Giant, Goblin.

SQ: Evasion: When a spell allows a Reflex save for half damage, Metzerrakk takes no damage on a successful save.

Luck Bonus (Su): +2 Luck bonus on all saving throws.

Shadow blend (Su): In any conditions other than full daylight a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Possessions: masterwork shortsword, studded leather armor, thieves tools

Treasure: Metzerrakk's possessions and a Search check (DC 18) in the back cave turns up a gold griffon broach with the name Aeronwen on it. The party also find a book in Flan on the Elven shrine in Derelion that is marked with Eamonn's name on it. There is also the rug. The PCs can return it to the family (Eamonn knows who it belongs to) who owed it. They are wealthier than the ap Cynnyths and reward the PCs with 5 gps each.

A higher Search check (DC 22) turns up Metzerrakk's pride and joy, 10 pieces of jasper. They can be sold in Hochoch for 50 gps per PC.

Conclusion

With the fade goblin defeated you return to the steading of the ap Cynyth family. Eamonn listens to your tale with great interest. He thanks you for returning the stolen items. While the family does not have much treasure to offer he tells you that you now have the undying gratitude of a Flan family that is now free from a dark threat.

The ap Cynyths are very grateful. They feed the PCs and Eamonn tells stories and sings songs. Aeronwen is quite talented with the harp, as is Brianna.

The ap Cynyths don't have much, but they take up a collection from the other families raided by Metzerrakk. At the end, they present the PCs with 10 gps each in copper sparrows and silver hawks.

You return to Hochoch to find Welsfin still in the bar shouting at the giants through his foaming ale. He hasn't seemed to have moved from his chair. Maybe one goblin wasn't much, but it's a start.

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 Three: Orc Attack!

Defeat the Orcs
APL2 120 xp;

Encounter Four: Steading of the ap Cynyth Family

Good Role-playing with the family
APL2 30 xp;

Encounter Five: Looking at the Evidence

Finding the clues of Metzerrakk's pillaging
APL2 30 xp;

Encounter Six: First Stranger in the Night

Successfully talking to the brownie
APL2 30 xp;

Encounter Seven: Wolves on the Prowl

Kill or drive off the Wolves
APL2 120 xp;

Encounter Eight: Second Stranger in the Night

Kill or drive off the Wolves
APL2 120 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 Three: Orc Attack!

APL 2: L: 30 gp (6 suits of scale mail), 12 gps (6 greataxes), 5 gps or 10 gps (returned or sold ring); C: 5 gp (sack of golden lions); M: 0 gp

Encounter Seven: Wolves on the Powl

APL 2: L: 30 gps (wolf pelts); C: 0 gp; M: 0 gp

Encounter Eight: The Second Stranger in the Night

APL 2: L: 31 gps (masterwork shortsword), 17 gps (masterwork studded leather armor), 3 gps (thieves tools), 5 gps (returned rug); C: 50 gp (jasper); M: 0 gp

Conclusion

APL 2: L: 0 gp; C: 10 gp (reward from the ap Cynyth family); M: 0 gp

Total Possible Treasure

APL 2: 198 gp

Appendix 1

Rule Changes

"Fades"

Shadow Creatures as Presented in *Manual of the Planes*

Shadow Creatures dwell on the Plane of shadow, sometimes crossing into other planes where the between dimensions are weak. Just as parts of the Plane of shadow resemble a strange, distorted version of the Material Plane, shadow creatures are darker, more elusive, and spookier than their material counterparts. Grays and blacks are their most common colors, with white and yellow rarely seen. They are not to be confused with shadows (undead creatures that often dwell on the Plane of Shadow). Other creatures native to the Plane of Shadow exist that have stronger or weaker connections to the energies of that place (such as the shadow mastiff) and do not follow this template.

Creating a Shadow Creature

"Fades" are a template that can be added to any corporeal creature (referred to hereafter as the "base creature"). The creature's type changes to "magical beast." It otherwise uses all of the base creature's statistics and special abilities except as noted below.

Speed: As base creature X1 1/2

Special Qualities: A shadow creature retains all the special qualities of the base creature and also gains the following ones.

- Cold resistance of 5 + 1 per HD, to a maximum of 20.
- Darkvision of 60 feet.
- Low-light vision.
- *Shadow Blend (Su)*: In any conditions other than daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Shadow creatures also have one additional supernatural ability for every 4 HD they possess (minimum of one) chosen from the following list:

- +2 luck bonus on all saving throws.
- *Cause fear* once per day.
- Damage Reduction 5/+1.
- Evasion.
- *Mirror image* once per day.
- *Plane shift* self to or from the Plane of Shadow once per day.
- Regenerate 2 hit points per round (slain if brought to 0 hit points).

If the special creature already has one or more of these special qualities, use the better value.

Skills: Same as base creature, Plus Move Silently +6.

Feats: Same as the base creature.

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +1

Treasure: Same as the base creature.

Alignment: Same as the base creature, although rarely good.

Advancement: Same as the base creature.

Brownie**Small fey**

Hit Dice:	½ d6 (1 hp)
Initiative:	+8 (+4 Dex, Improved Initiative)
Speed:	20ft
AC:	16 (+2 size, +4 Dex, +1 natural)
Attacks:	shortsword +6 melee
Damage:	shortsword 1d4-2 (treat as dagger)
Face/Reach:	2 ½ ft by 2 ½ ft/ 0
Special Attacks:	Spell like abilities
Special Qualities:	SR 16, low light vision
Saves:	Fort +0, Ref +6, Will +4
Abilities:	Str 7, Dex 18, Con 11, Int 14, Wis 14, Cha 16
Skills:	Bluff +7, Craft (leatherworking) +6, Craft (woodworking) +6, Escape Artist +7, Hide +15, Listen +8, Move Silently +7, Search +5, Sense Motive +5, Spot +8
Feats:	Dodge, Improved Initiative, Weapon Finesse (shortsword)
Climate/Terrain:	Temperate forest
Organization:	Gang (2-4) or band (5-12)
Challenge Rating:	1
Treasure: No coins:	50% goods; 50% items
Alignment:	Always lawful good
Advancement:	1-3HD (Tiny)

A brownie is a small fey creature. They typically attach themselves to a small community. They will perform small tasks such as house cleaning or leatherwork in exchange for gifts of food. They are believed by some to be a distant relative of the halfling or pixie. Brownies speak Sylvan, Elven, Halfling and Common.

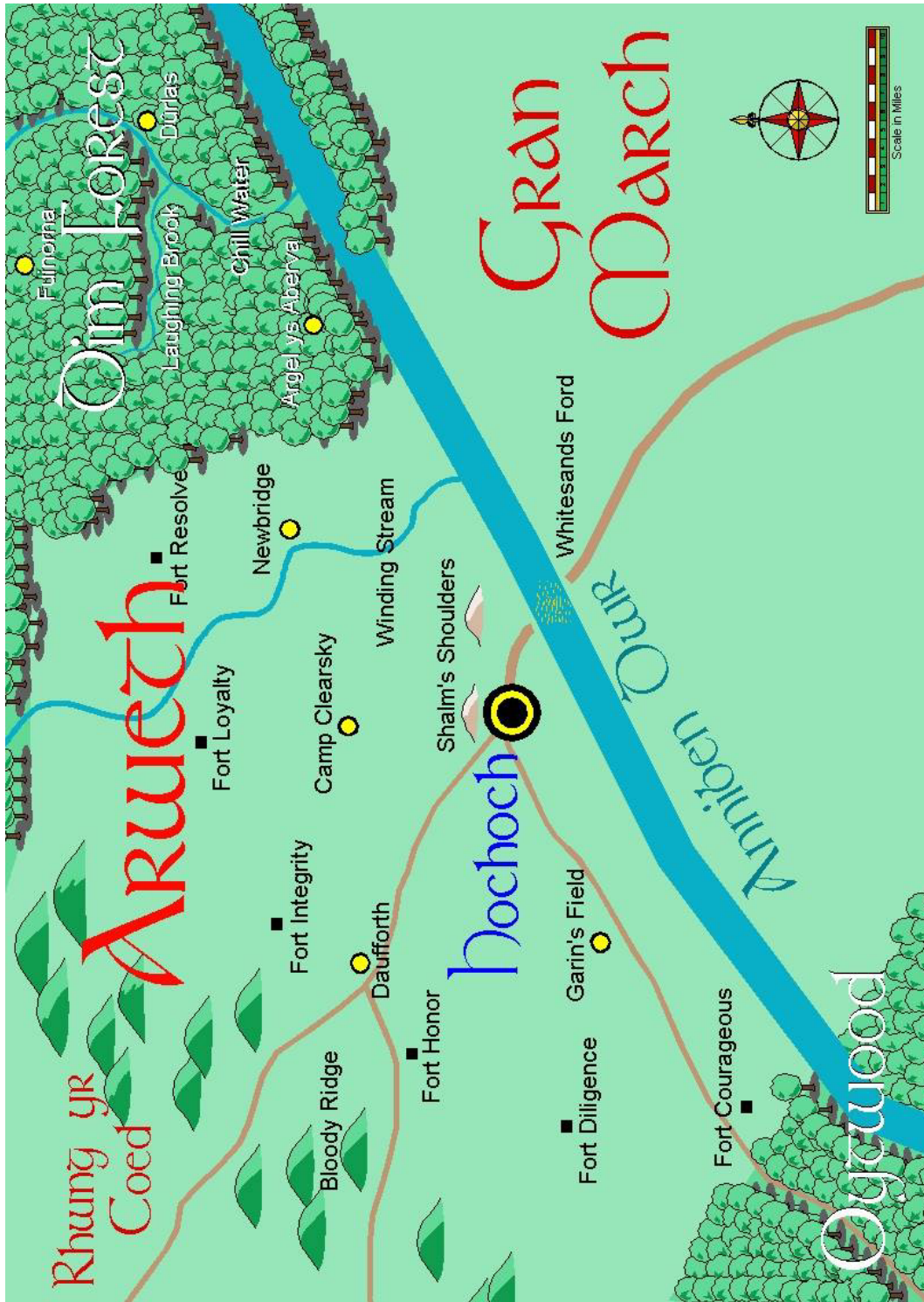
Combat:

Spell like abilities: 1/day- *confusion, continual flame, dancing lights, dimension door, protection from evil, mirror image, and ventriloquism*. These abilities are as the spells cast by a 7th level sorcerer (DC 13 + spell level)

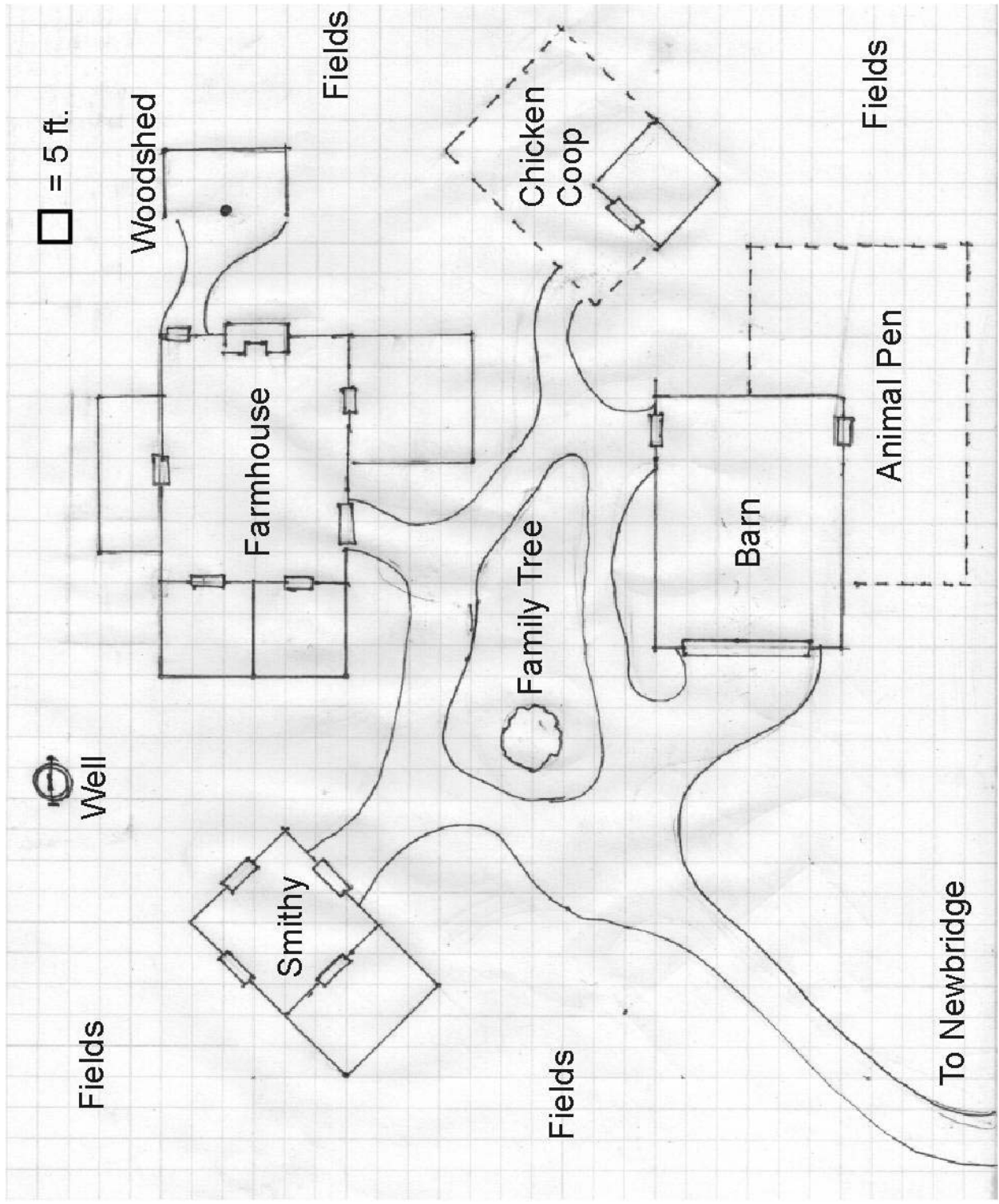
Brownies receive a +2 racial bonus to Spot and Listen Checks. *They also receive a +6 racial bonus to Hide checks while in forest settings.

Appendix 2 Maps

Map of Arweth



The ap Cynyth Steading



Metzerakk's Lair

