

GRM2-01



EYES ON ORLANE

A One-Round D&D[®] LIVING GREYHAWK[®]
Gran March Regional Adventure

Version 1

by Brandon A. Mann

RPGA HQ reviewer: Stephen Radney-MacFarland

Many civilians have disappeared along the roads leading to Orlane while other travelers claim to have narrowly escaped goblinoid attacks in these areas. Military command does not have the resources at this time to launch an investigation into these attacks. Indeed, the military forces in the area have had no recent encounters with goblins. This scenario is intended for characters of levels 3-10.

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 Willams, Richard Baker, and Peter Adkison.

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 system License, please visit www.wizards.com/d20.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA[®] are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time being around three hours. The rest of the time is spent in preparation before game play, reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. Take time to review 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's 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 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. 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and non-player character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

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 DMs 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" among 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 Website (www.wizards.com/rpga), 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 character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character 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 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	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 characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character receives 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. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) 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.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Gran March. In-region characters pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Out-of-region characters pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

This adventure takes place in CY 592. In recent months, the area around Fort Tribulation has been relatively quiet. The soldiers stationed here and those guarding the caravans have seen less combat than when the building of the road through the Dim Forest began. However, in recent weeks a number of civilians traveling the road in small groups have failed to reach their destination. The first travelers that went missing were thought to only be tardy in arriving. After time passed and more people disappeared along the roads leading to Orlane, some citizens became alarmed. The missing citizens came from every walk of life, rich and poor. Not only were Gran March citizens disappearing along these roads, but some Geoffite refugees and even a few merchants from Bissel that were traveling far to the south of their home have also disappeared. The military was alerted, patrols were increased, and a small number of soldiers went out to

search farther out from the roads, but found no sign of the missing people and no sign of any bandits or monsters that could be responsible for such a thing as this.

The people of Buxton's Crossing, Orlane, and Hochoch began to blame everyone and everything for these disappearances. The locals offered the Geoff refugees, Dim Forest elves, and the giants from Geoff all as possible culprits. Also blamed was every manner of humanoid that a typical scared citizen could think of during a late night at their favorite tavern.

In the last two weeks the attacks have started to victimize larger civilian parties as well as merchant caravans in addition to the smaller groups. The merchant caravans have their own armed guards and these intended victims were able to fend off their attackers and bring back the dead body of a hobgoblin. Even with this evidence, the military commanders do not have the soldiers to send off into the Dim Forest looking for goblinoid bandits. The problems at Fort Endurance and in Geoff have limited the number of active military personnel on hand.

The facts are that there is indeed a goblinoid presence in the Dim Forest. This force works for the giant forces in Geoff. Their goal here is to stage guerilla-style attacks along the roads leading away from Orlane while keeping their presence unknown to the Gran March military for as long as possible. The giant command wants to lessen the civilian population in Orlane and draw small military scouting parties into the Dim Forest to destroy a few at a time. The desired outcome is (1) that these attacks would scare people away from traveling to Orlane and (2) weaken the military presence in this area. This, in turn, makes Orlane easier to capture. This would cut off Hochoch from supplies coming from Hookhill, thus weakening it for eventual capture.

This adventure begins in Orlane. The adventure is centered around a plan conceived by Lieutenant Velladen Ramanche. The lieutenant's plan is to have volunteers dress as merchants and travel by wagon toward the Dim Forest in an attempt to determine the magnitude of the goblinoid bandit problem. Lt. Ramanche's superiors have begrudgingly given him permission to put together a small group of volunteers from any military personnel and civilians he can find in Orlane. He feels that something needs to be done now or more innocent lives will be lost.

Lieutenant Ramanche is a young but experienced officer around 24 years of age. He is a true patriot of the Gran March. He is trying to be the best officer he can and make a name for himself, but would never disobey orders. He is persistent and diligent at his duties. It is obvious that he has the respect of the men under his command.

Active military personnel stationed on caravan guard duty from Buxton's Crossing to Orlane are available to volunteer, as are any other active military personnel. Over thirty-five people of all walks of life have gone missing in this area in the last three months. Only three days ago, an armed Weavers' Guild caravan of four wagons was attacked and two wagons were lost. Three guild members

were killed and two were seriously wounded in the attack. The grief-stricken guild members continued with their remaining goods on to Hochoch but two men that were wounded stayed behind in Orlane. The Guild told Lt. Ramanche if anyone could retrieve the wagons and goods they would be very grateful.

DM OVERVIEW

The adventure starts in Orlane. Lieutenant Ramanche asks the characters to pose as merchants to find out if there are indeed goblinoid bandits working out of the Dim Forest. A Weavers' Guild caravan was attacked just as it exited the Dim Forest heading south to Orlane. A few men were killed. The recovery of their goods is one of the goals of this scenario. The Lieutenant tries to convince all characters to volunteer and be "heroic figures" and "true Gran Marchers". If active military personnel don't volunteer, the Lieutenant can order them to "volunteer". If civilian characters don't volunteer, he can conscript them. He sincerely feels his plan works but his superiors forbade him to "go on some suicide mission in the forest."

The characters interact with a local man and his two young sons before they set out. They are attacked if they head out alone. Another goal for the characters is to keep the civilians safe, which they can do by politely inviting them to join the party. The party makes their way north toward the forest to set up camp at the site where Weavers' caravan was attacked. The party is attacked by goblinoids. They can find goblinoid tracks leading deep into the Dim Forest. The party finds the Weavers' goods a few hundred yards into the forest (one wagon intact). The party is then attacked by goblinoids. Deeper into the forest the party encounters a trapped wolverine being menaced by krenshars. Afterwards the party can make their way to the main camp of goblinoids. Attacking the camp would mean certain failure. Depending on their stealth and bravery, the party could get a precise count of hobgoblins and bugbears in the camp. They might also see a giant and a human conversing with the bugbear leaders if they stayed long enough. The party is given an opportunity to bring back hard evidence of a large force by stealing a backpack from a slumbering bugbear shaman. Exiting the woods the party comes across another raiding party of hobgoblins. The party returns to Orlane with the Weavers' goods and give their report along with any collected evidence to Lt. Ramanche.

INTRODUCTION

The characters are in the streets of Orlane on an overcast morning just after the town begins to stir. They are in front of a tavern/inn called the Goose Nest. In the previous weeks, the weather has produced more rainy days than sunny, thus the streets are muddy. Two nights ago, a military caravan with guards out of the 20th Battle pulled into town after coming from Buxton's Crossing via the Dim Forest. The caravan guards have one week down

time before they are needed for caravan duty. Other reasons for the characters to be in Orlane are left up to the individual players to decide.

ENCOUNTER 1: VOLUNTEERS

When you are standing in the street between a dry goods store and The Goose Nest, an officer of the Gran March Army approaches you and says, "My name is Lieutenant Ramanche and I am looking for volunteers for a special mission. Would anyone in this able bodied group care to volunteer?"

After an initial response (yes/no or silence) the Lieutenant continues with more information.

- You may or may not have heard that some civilians have been attacked on the roads leading to Orlane along the edge of the Dim Forest
- Even after some time, the army has seen little evidence to support these claims but people still continue to disappear without a trace. The local people have become scared and most are unwilling to travel these roads.
- Some people claim to have been attacked by hobgoblins along these roads.
- Earlier this week a Weavers' Guild caravan was attacked on the edge of the Dim Forest headed toward Orlane.
- A few of the Weavers' men were killed, some were injured and two of their carts were lost.
- The Weavers' caravan has continued on to Hochoch but two of their injured men are still in town.
- The guild members managed to kill one of their attackers and it did indeed turn out to be a hobgoblin.
- It is very important to the lieutenant that no more victims fall prey to these bandits!

Lieutenant Ramanche is 24 years old and an experienced officer. He has light brown hair and a neatly trimmed goatee. His family is one of wealthy merchants and he clearly does not show traits associated with the nobility. Lieutenant Ramanche hopes that he can readily obtain enough volunteers for his plan to be carried out. He starts out with a polite but firm appeal to the characters' patriotism. However if the characters do not seem interested the Lieutenant informs them that he can order the active military characters to volunteer and conscript civilians and veterans to join the group as well, but he'd rather not have to resort to that.

If any foreigners are in the crowd and seem very unwillingly to go along with the plan, Lt. Ramanche mentions that he believes that the Weaver's Guild is offering a reward for the recovery of their missing goods. He does not mention this information at this time unless he needs to. Some of the missing people are from Geoff and some are from Bissel. He believes one man's wife who went missing was from Keoland or the Yeomanry.

Details of his plan are listed below. The volunteers should try to:

- Disguise themselves as merchants carrying goods to sell.
- Perhaps using the area that the Weavers were attacked as a starting point, draw an attack by the goblinoid raiders. If their numbers are small enough put an end to the attacks by defeating the raiders outright.
- Find any tracks possible and follow them in hopes of discovering their camp.
- Most importantly find out if a larger force of goblinoids exists (as Lt. Ramanche believes). If they do capture some hard evidence and bring it back to Orlane. Some type of documentation that the lieutenant can show his captain such as maps would be best. His commanders have stated that captured goblinoids do not prove that there is a large force in the Dim Forest.

After the group of volunteers is assembled Lt. Ramanche says with satisfaction but not smugly:

"Splendid. A fine group, indeed. Very able!"

He pauses briefly and continues.

...Now, if there are hobgoblin bandits in the Dim Forest, they have stayed clear of all military personnel. My commanders have given me permission to carry out this plan, but have denied me any further support and forbid my personal involvement outside of Orlane. So you will be operating alone on this mission unless I can find another such group to volunteer. I will have a wagon drawn by two horses brought here with some merchant cloaks you can use to disguise yourselves. I feel that these cowards will not attack unless you are disguised to seem less heroic than you truly are. I want these attacks ended and I want NOT A SINGLE MORE LIFE LOST on these roads. Although I do not have the authority to stop people from traveling on the road toward Buxton's Crossing, I strongly advise against it. Also, be careful, I want to see all of you return safely."

He looks over the group, approvingly and says:

"I will return here in one hour with the wagon and horses."

Lieutenant Ramanche departs. If the characters wish to talk to the guild members that survived the attack, the injured men are staying in a Weavers' Guild hospice just a ten-minute walk away. Only one (Urgart) is well enough to speak to them. The other (Vyck) is suffering from a nervous disorder but is healthy otherwise.

Urgart is a tall, thin human male. He has a broken leg and a bandaged head. He has long red hair worn in a ponytail and a boyish face. He does have his wits about him but is unable to travel. Given time, he fully recovers. He is scared to go back to the site of the ambush where he was injured, even if the characters heal him. He is a believable and honest fellow. He has told the story of the ambush many times already and has started to like all the

attention he is getting, although he is sad that some of his friends were killed. Information that Urgart may give the characters is listed below.

- He is not authorized to offer a reward, but he's sure that if the goods and carts were recovered the guild would be "very thankful."
- The caravan will be passing back through Orlane in a week or two.
- The attackers seemed to come out of thin air.
- He's sure the attackers were hobgoblins.
- His pal, Ywedy, was killed along with two other men.
- The missing carts were full and carried mostly common cloth, and some nicer materials.
- The ambush occurred within 1,000 yards of the caravan leaving the forest.
- He thought that once they left the forest they would be safe from attacks. He was wrong.
- All materials and the carts are still Weavers' Guild property. It would be stealing if the characters decide to keep any recovered goods.

ENCOUNTER 2: PRIDEFUL NARDEN

PART A

If the characters went to talk to Urgart, upon their return to The Goose Nest they encounter a man and two sons outside preparing to leave town. If they did not go to talk to Urgart the man and his two sons meet outside the Goose Nest and begin preparing to leave town. No other Orlane citizens are preparing to leave, which is not the norm, but is understandable considering the circumstances. A man and two boys occupy the staging area near the road that heads out toward the forest. This is where travelers water their horses one last time before leaving Orlane. The man called Narden is on one horse and his two boys, Raird (7) and Elnard (14), are on the other. Narden (a veteran with the cook service) and his family live in Orlane. He is taking his boys to Hookhill due to business he has there. They are plan to follow the military road through Buxton's Crossing and are leaving immediately despite the "rumors" of danger. The military does not (as Lt. Ramanche informed the characters earlier) at this time order anyone to stay off the roads, as they do not want to start a panic. The characters must wait for the arrival of the rest of their disguise (the wagon and horses), which should be another 30 minutes or so. [If the characters leave without the wagon they will not be able to bring the Weavers' goods back to town in time to complete all the scenario's goals.] The characters should realize that this man and his sons would most likely make easy targets for possible goblinoid bandits.

- If the characters ask Narden to accompany them so that the characters' party becomes stronger (making it seem as if the characters need him), then Narden

agrees to ride with them. He'll say that "thirty minutes is not that long to wait," and "company on the trip will be nice."

- If the characters try to scare, ridicule, or intimidate Narden into riding with them he does not want to seem weak in his sons' eyes and refuse to ride with them. If they lie to him, he is equally offended and ride off with his sons. "I *doesn't* have time to waste, me an' the boys'll be fine," he says.

The wagon arrives and contains a number of empty wooden boxes covered. A large tarp tied to the wagon covers the boxes. Two horses pull the cart. Lt. Ramanche has also brought two light riding horses with saddles for the characters use should they want them. He requests that they be returned unharmed if at all possible. The two horses pulling the wagon are military-issue while the two saddled horses are his personal property, and he informs the characters of this fact. The Lieutenant points out that the extra horses can also be used to pull one of the weavers' carts if they are found. All horses are standard light riding horses. He tells them to "stay alert" as they ride off.

PART B

The trip to the ambush site takes three days. It is uneventful if Narden and his sons ride with them. If Narden and his boys do not ride with the characters, they come across the older boy racing back to Orlane on the second day of travel. More information for each case is listed below.

- If Narden and his sons ride with the characters, they are there to help in the melee in Encounter 3. The youngest boy cannot fight (AC 10, hp 2) but the statistics for Narden and Elnard are in the Appendix. If they survive, they are too scared to continue the trip and return to Orlane. Narden promises to tell the tale of the characters' actions back in Orlane.
- If Narden and his sons ride alone, the characters come across the older boy, Elnard, racing back toward Orlane on a tired horse during the second day of their journey. Narden and the boys were attacked by several hobgoblins. Elnard was able to escape only after his father ordered him to get back to Orlane at all costs. Elnard saw both his brother and his father killed. Elnard is an excellent horseman for a young boy thus he was able to surprise the hobgoblins by riding out of the ambush. Elnard can easily make his way back to Orlane from here. He is too scared to do anything else and does not need an escort. He just wants the characters to avenge his father's and brother's deaths.

ENCOUNTER 3: ATTACK!

It is very easy to find the site where the Weavers' Guild caravan was attacked close to the Dim Forest's edge. The characters arrive at the ambush site late on the third day

of their journey. The tracks of the stolen carts leave the road and go along the perimeter of the forest for almost a mile and then turn into the forest (DC 10, Wilderness Lore for characters with the Track feat or Search for characters without). If any or all of the characters follow the tracks, the goblinoids attack where the trail enters the forest. If the characters set up camp and put off following the trail to the forest's edge until the next day, then the goblinoids attack as they begin to set up camp, even before a first watch is stationed.

Tactics: The attack begins with Furth the hobgoblin rogue being practically invisible due to the *cloak of elvenkind* (Spot DC 35 until after his first attack) sneaking behind the largest character nearest to the forest's edge. He then attempts to sneak attack the unsuspecting character with his longsword. After the initial attack, the rest of the goblinoids charge at the characters from the forest (60 ft away from the location of Furth's attack). Furth attempts to flank any character that has engaged Curgg in melee. He does not use his *potion of invisibility* because he's overconfident in his ability to defeat or evade the characters. The hobgoblins do not charge in one big group to avoid area of effect spells. Have them come in groups of two from at least three different angles of attack.

If Furth is spotted, he retreats immediately and calls for the others to charge. Furth then tries to flank any character that Curgg has engaged in melee.

APL 4 (EL 6)

➤ **Furth, male hobgoblin Rog3:** CR 3; Medium-size humanoid (goblinoid); HD 1d8+1 + 3d6+3; hp 19; Init +1; Spd 30 ft.; AC 15 (touch 11, flatfooted 14); Atk +5 melee (1d8/19–20, masterwork longsword); SA Sneak attack +2d6; SQ Evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +4, Ref +4, Will +1; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10. Height 6 ft. 6 in.

Skills and Feats: Hide +17, Listen +8, Move Silently +7, Spot +8, Tumble +7; Alertness, Weapon Focus (longsword).

Possessions: masterwork studded leather, small shield, masterwork longsword, 3 javelins, *cloak of elvenkind*, *potion of invisibility*, 2 100 gp gem, 15 gp in coin.

➤ **Hobgoblins (5):** hp 5 each; see *Monster Manual* page 119. Each carries 5 gp in addition to their standard equipment.

➤ **Curgg, male bugbear Ftr1:** CR 3; Medium-size humanoid (goblinoid); HD 3d8+3 + 1d10+1; hp 23; Init +1; Spd 30 ft.; AC 18 (touch 11, flatfooted 17); Atk +6 melee (1d8+2, masterwork morningstar) or +4 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9; Height 7 ft.

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

Possessions: masterwork studded leather, small wooden shield, masterwork morningstar, 3 javelins, 1 50 gp gem, 25 gp in coin.

APL 6 (EL 8)

➤ **Furth, male hobgoblin Rog5:** CR 5; Medium-size humanoid (goblinoid); HD 1d8+1 + 5d6+5; hp 28; Init +2; Spd 30 ft.; AC 17 (touch 12, flatfooted 15); Atk +6 melee (1d8/19–20, masterwork longsword); SA Sneak attack +3d6; SQ Evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +4, Ref +6, Will +1; Str 11, Dex 14, Con 13, Int 10, Wis 10, Cha 10. Height 6 ft. 6 in.

Skills and Feats: Hide +20, Listen +10, Move Silently +10, Spot +10, Tumble +10; Alertness, Weapon Focus (longsword).

Possessions: studded leather armor +1, small shield, masterwork longsword, 3 javelins, *cloak of elvenkind*, *potion of invisibility*, 2 100 gp gems, 15 gp in coin.

➤ **Hobgoblin War2 (6):** CR 1; Medium-size humanoid (goblinoid); HD 2d8+2; hp 11; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +2 melee (1d8/19–20, longsword) or +3 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10. Height 6 ft. 6 in.

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Alertness.

Possessions: studded leather, small wooden shield, longsword, 3 javelins, 10 gp.

➤ **Curgg, male bugbear Ftr3:** CR 5; Medium-size humanoid (goblinoid); HD 3d8+3 + 3d10+3; hp 36; Init +1; Spd 30 ft.; AC 19 (touch 11, flatfooted 18); Atk +8 melee (1d8+2/19–20, masterwork morningstar) or +6 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +5, Will +4; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9; Height 7 ft.

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

Possessions: studded leather armor +1, small wooden shield, masterwork morningstar, 3 javelins, 3 50 gp gems, 25 gp in coin.

APL 8 (EL 10)

➤ **Furth, male hobgoblin Rog7:** CR 7; Medium-size humanoid (goblinoid); HD 1d8+1 + 7d6+7; hp 37; Init +2; Spd 30 ft.; AC 18 (touch 12, flatfooted 16); Atk +8/+2 melee (1d8+1/19–20, longsword +1); SA Sneak attack +4d6; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL LE; SV Fort +5, Ref +7, Will +2; Str 11, Dex 14, Con 13, Int 10, Wis 10, Cha 10. Height 6 ft. 6 in.

Skills and Feats: Hide +22, Listen +12, Move Silently +12, Spot +12, Tumble +12; Alertness, Power Attack, Weapon Focus (longsword).

Possessions: studded leather armor +1, small wooden shield +1, longsword +1, 3 javelins, *cloak of elvenkind*, *potion of invisibility*, 4 100 gp gems, 35 gp in coin.

➤ **Hobgoblins War3 (6):** CR 2; Medium-size humanoid (goblinoid); HD 3d8+3; hp 16; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +4 melee (1d8/19–20, longsword) or +4 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +2, Will +1; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10. Height 6 ft 6 in.

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Alertness, Weapon Focus (longsword).

Possessions: studded leather, small wooden shield, longsword, 3 javelins, 15 gp.

➤ **Curgg, male bugbear Ftr5:** CR 7; Medium-size humanoid (goblinoid); HD 3d8+3 + 5d10+5; hp 49; Init +1; Spd 30 ft.; AC 20 (touch 11, flatfooted 19; Atk +11/+6 melee (1d8+4, morningstar +1) or +8/+3 ranged (1d6+3, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +6, Ref +5, Will +4; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9; Height 7 ft.

Skills and Feats: Climb +5, Hide +4, Listen +4, Move Silently +7, Spot +4; Alertness, Cleave, Iron Will, Power Attack, Weapon Focus (morningstar).

Possessions: studded leather armor +1, small wooden shield +1, morningstar +1, 3 javelins, 6 50 gp gems, 25 gp in coin.

If only one or two of the goblinoids are left they try to run away, except Curgg, who fights until he is killed or rendered unconscious. If the characters capture any of the goblinoids, the captives can be interrogated by anyone who can speak Goblin. Curgg speaks giant as well. They ask to be let go or executed quickly. They refuse to answer questions unless forced to do so via magical means or by being struck for real or subdual damage. They can provide the following information:

- They are a small group of bandits preying on the weak travelers that pass by here.
- The missing travelers were killed, but all (except Curgg) claim to not have actually killed anyone.
- Their leader, Vamn, a bugbear, is at their camp.
- They ate any horses that they stole.
- Their stolen goods are buried deep in the forest.
- Vamn kills them with his longbow before they reach the camp if they are forced to march with the characters to the camp.
- Their camp can be found by following a marked trail. The marks are found on trees.
- None of them can count above ten. They think there are at least ten others in the camp. They never really cared how many others there were as long as they got fed.

Development: If Narden lives through the battle, he is too scared to go any farther with the characters. He and his sons return to Orlane. If there are captives, Narden believes they should be killed and wants nothing to do with them. He immediately departs with both his sons (if alive) for Orlane.

Treasure: The treasure varies by APL (check the stat blocks above for the goods carried away by any goblinoids who escape).

- APL 4 – loot (112gp), coin (63gp), *cloak of elvenkind* (300gp), *potion of invisibility* (45gp).
- APL 6 – loot (77gp), coin (90gp), *cloak of elvenkind* (300gp), *potion of invisibility* (45gp) two sets of *studded leather armor +1* (470gp).
- APL 8 – loot (77gp), coin (170gp), *cloak of elvenkind* (300gp), *potion of invisibility* (45gp) two sets of *studded leather armor +1* (470gp), two *small wooden shield +1* (401gp), *longsword +1* (463gp), *morningstar +1* (461gp).

ENCOUNTER 4: WOLVERINE TRAP

The tracks of the Weavers' caravan that lead into the Dim Forest are easy to follow. The DM should call for several Listen and Spot checks throughout Encounter 4 to build suspense. This encounter can be as memorable as the DM makes it with descriptions of “indescribable sounds coming from all sides” and imagined “movements out of the corner of your eyes”. Paranoia can set in with the players but should not delay the module too much.

After 800 yards, the characters find the carts abandoned with what appears to be the majority of the cargo still there. One cart has been overturned and the wheels have been removed. The Weavers' horses are nowhere to be found. The two extra horses lent to them by Lt. Ramanche can pull the useable cart. They can carry all the remaining Weavers' goods in the intact cart and the wagon lent to them. The wagon alone can only carry 60% of the goods.

- If the characters decide to take the wagons back to Orlane but only after they have searched for the hobgoblin camp then proceed from here. The characters simply have to return to this area to retrieve the useable cart and goods later. The goblinoids did not want these goods.
- If the characters want to take the wagons back to town and then return to this spot, it takes time. The giant and human are no longer in the camp in Encounter 5. In addition, Encounter 6 occurs here instead of the wolverine and krenshar encounter listed below. The hobgoblins from Encounter 6 come across the remains of a wolverine in the trap they set. They reset the trap and move out of the forest and come across the characters as they return.
- If the characters decide to return to Orlane and not return to investigate the rumor of goblinoids then go to the Conclusion.

The trail leading away from the carts and deeper into the forest is still pretty easy to follow and is 5 to 7 feet wide. If the characters are still in their wagon, it does not make it farther than this point. The forest is too wet and dense and the wagon becomes bogged down. Horses can make it farther but are slowed to 75% their movement. Roughly one mile past the carts, the characters come across a snare set by the goblinoids in an attempt to stop curious and

foolhardy human-types from venturing toward their camp.

However, a misfortunate wolverine has sprung the snare. But this is not just any wolverine, it is a celestial wolverine with a metallic colored coat (see below). The noose part of the trap is around its left front leg and neck. The noose has the front half of the wolverine lifted off of the ground and the wolverine is in danger of choking. The more immediate danger to the wolverine is the krenshars that have happened upon what appears to be an easy meal. The wolverine has managed to keep the krenshars at bay thus far, but is tiring considerably. At APL 4, there are only the two krenshars that the characters can see in the clearing. At higher APLs, there are more krenshars waiting in the brush.

The characters hear the pathetic yelps of the trapped wolverine before they can see this interesting scene. The wolverine is unable to attack due to being caught in the trap. The krenshars figure this out soon and certainly finish the wolverine. The krenshars spot the characters unless they use stealth to approach. Each krenshar defends its “meal” until half of its hit points are gone, then it will run away. They use their unique abilities in an attempt to *scare* the characters away from the area.

- The characters can avoid the wolverine and krenshars by attempting to scare the krenshars away and then proceed deeper into the forest.
- The characters can kill all the animals.
- The characters can cut the trap and free the wolverine at which point it runs into the forest followed by the krenshars (unless killed previously). If the krenshars are dead or no longer there the wolverine stays close to the characters for a few minutes then wander away.
- The wolverine is injured, down 10 hp and has a thorn in its paw. If treated it stays with the characters for a day and then wander away.
- Most interestingly, the characters can cast *animal friendship* on the wolverine and deal with the krenshar as they see fit.

APL 4 (EL 2)

➤ **Krenshar (2):** hp 11; see *Monster Manual* page 125.

➤ **Dire Wolverine (1):** CR 4; Large animal; HD 5d8+20; hp 42; Init +3; Spd 30 ft., climb 10 ft.; AC 16 (touch 12, flat-footed 13); Atk +8 melee (1d6+6, 2 claws), +3 melee (1d8+3, bite), SA Rage; SQ Scent; AL N; SV Fort +8, Ref +7, Will +5; Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Climb +14, Listen +9, Spot +8.

Rage (Ex): A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily.

The DM should roll a d8 to determine the gender and color of the wolverine. (1-2) black, (3-4) brown, (5-6)

auburn, (7-8) caramel. Odd numbers are male while even numbers are female. This information should be written on the special Adventure Certificate if a PC obtains the wolverine via *animal friendship*.

APL 6 (EL 4)

➤ **Krenshar (4):** hp 11; see *Monster Manual* page 125.

➤ **Dire Wolverine (1):** CR 4; Large animal; HD 5d8+20; hp 42; Init +3; Spd 30 ft., climb 10 ft.; AC 16 (touch 12, flat-footed 13); Atk +8 melee (1d6+6, 2 claws), +3 melee (1d8+3, bite), SA Rage; SQ Scent; AL N; SV Fort +8, Ref +7, Will +5; Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Climb +14, Listen +9, Spot +8.

Rage (Ex): A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily.

The DM should roll a d8 to determine the gender and color of the wolverine. (1-2) platinum, (3-4) gold, (5-6) silver, (7-8) bronze. Odd numbers are male while even numbers are female.

APL 8 (EL 6)

➤ **Krenshar (8):** hp 11; see *Monster Manual* page 125.

➤ **Dire Wolverine (1):** CR 4; Large animal; HD 5d8+20; hp 42; Init +3; Spd 30 ft., climb 10 ft.; AC 16 (touch 12, flat-footed 13); Atk +8 melee (1d6+6, 2 claws), +3 melee (1d8+3, bite), SA Rage; SQ Scent; AL N; SV Fort +8, Ref +7, Will +5; Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Climb +14, Listen +9, Spot +8.

Rage (Ex): A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily.

The DM should roll a d8 to determine the gender and color of the wolverine. (1-2) black, (3-4) brown, (5-6) auburn, (7-8) caramel. Odd numbers are male while even numbers are female. This information should be written on the special Adventure Certificate if a PC obtains the wolverine via *animal friendship*.

ENCOUNTER 5: SPYING

Roughly seven miles past the trap site, the party comes to the goblinoid camp. The path narrows to only 4 ft. wide for the last one and a half miles. There are sporadic low hills near the camp, none higher than ten feet, which overlook the trail and the camp. The party turns a bend in the path and can notice the camp's perimeter ahead about 2000 feet. The goblinoids have toppled many tall trees,

clearing a large area of the forest in the shape of a square, roughly 900 feet on a side. The fallen trees are pushed to the edge, making a barrier around the edge of most of the camp four to six feet high and three to four feet thick. The barrier has gaps here and there, and is mostly to keep animals from freely walking in and out of the camp. The location of the camp can be seen because the canopy of branches that normally darkens the forest is thinned considerably. However, the party cannot see what is going on in the camp due to the log barrier, distance and general dimness of the forest surrounding the camp.

Use the standard modifiers mentioned in the Player's Handbook to adjust the Spot and Listen checks for the sentries and the humanoids within the camp (e.g., +1 to the DC for each 10 feet of distance). Apply a -2 circumstance adjustment to the DC if the characters are at the top of one of the hills. The base DC is determined by the characters' Hide and Move Silently skill checks. If a character is over 200 feet away from the sentries or the camp and is moving, the DM should call for a Move Silently check every 100 feet moved. If a character is less than 200 feet from the sentries or the camp the DM should call for a Move Silently roll check every 50 feet moved. The sentry path is 500 feet from the edge of the camp and completely encircles the camp. Three consecutive failures 200 feet out means the sentries come to investigate. Two consecutive failures at less than 200 feet means sentries from the camp come to investigate. If the sentry investigates and the characters succeed at an opposed Hide check, then the sentries stop investigating in that area and move away. After an initial investigation, give the sentries a +2 circumstance bonus to all Spot and Listen checks. After two consecutive investigations, give the sentries a +5 to the Spot checks and the characters need make two consecutive opposed Hide checks. A third investigation causes numerous sentries to come to look into these noises and most likely leads to the capture of some or all of the characters.

The hobgoblin sentries cross over the entry path to the camp 1d10 rounds after the characters round the bend in the path and first see the camp. The sentry path is 500 feet from the edge of the camp. The characters can Spot (DC 15) the goblins or Listen (DC 17) for them. Add a +2 circumstance bonus to their roll if they are actively searching for sentries. The sentries can Spot or Listen for the characters accordingly. The number of patrols that the characters have to avoid over time varies by APL. Start out with the first patrol listed above and then have another patrol pass by at the interval specified by APL below. If a patrol detects the characters via a Spot or Listen check, they attack loudly, possibly drawing the attention of the other goblinoids in the camp. Make a single DC 10 Listen check per round of combat, modified by the distance from the camp. If the check is successful, six hobgoblins are dispatched to check out the disturbance. The patrol arrives 4 rounds after the noise was detected. If the melee is over by that time, the characters can attempt opposed Hide and Listen checks to avoid detection, but give the hobgoblins a +2 circumstance bonus on their checks.

APL 4 (UP TO 3 ELS)

Patrols every seven minutes, three patrols max (counting the initial one).

👉 **Hobgoblins (2):** hp 5 each; see *Monster Manual* page 119.

APL 6 (UP TO 4 ELS)

Patrols every five minutes, four patrols max (counting the initial one).

👉 **Hobgoblins (2):** hp 5 each; see *Monster Manual* page 119.

APL 8 (UP TO 6 ELS)

Patrols every three minutes, six patrols max (counting the initial one).

👉 **Hobgoblins (2):** hp 5 each; see *Monster Manual* page 119.

Timing is very important in this encounter. The DM should ask the players for the duration of their intended actions. A character must be within 25 feet of the camp (50 feet if the character is on top of a hill 10 feet high) to observe the camp and get an accurate count of the number of goblinoids within. The characters within this range must observe the camp over a period of time to get a count of all the inhabitants of the camp. Only one character (that can count) is actually needed. Very little can be heard, other than muffled sounds of a typical goblinoids' camp. The spying characters can observe the following:

- Upon initial inspection of the camp the characters observe five very large tents (12 ft. high) and a dozen smaller two-person tents. There are two small fires near the larger tents. They see no siege engines, wagons, or horses.
- If the characters observe the camp less than five minutes they can count 22 hobgoblins and 3 bugbears.
- If the characters observe the camp between five and ten minutes, they can count a total of 44 hobgoblins and 12 bugbears.
- If the characters observe the camp between ten and fifteen minutes, they see a scraggily looking human male wearing leather armor in addition to the 56 goblinoids. He has shoulder length blond hair, a beard, and a patch over his left eye. The human comes out of one of the large tents and talks for several minutes to the three bugbears that seem to be in charge of the camp. During the conversation, the human points over his shoulder with his thumb toward the tent he exited.
- If the characters observe the camp over fifteen minutes, they see a hill giant exit the tent that the

human came from moments earlier and join in the discussion with the human and bugbears.

- The giant and the human go back into the tent with the three bugbear leaders five minutes after the giant initially emerged.

Development: Moments after the giant exits the tent, a bugbear shaman squeezes out of the log barrier near the spying characters. The shaman is looking for a place to consume some particularly potent booty that he does not wish to share with his fellows. It is fairly obvious that the bugbear is already somewhat drunk. The DM should roll a Spot check for the shaman to see the spying characters (at -8 for the effects of the alcohol). He moves “stealthily” about 100 feet away from the camp (far enough to avoid the patrols he knows about). Down he plops. He places his backpack on top of a tree stump and pulls out a dusty bottle. He leans against the base of the small stump with his back toward the spying characters and starts to drink heavily from the bottle. Soon after, he begins to sleep and snore (the backpack contains a scroll containing two divine spells, a *golden chalice*, a gem-encrusted holy symbol of Hruggek, a scroll case containing a scroll written in coded text, a map of Geoff in a map case, and a half eaten cooked toad wrapped in a large leaf).

If a character wants to attempt to steal the backpack, estimate that they are 2d20 + 30 feet from the stump. At this time, the DM should have the character roll a Move Silently check each time they move their base movement (adjusting the DC upward by +1 for each 10 feet remaining between the bugbear and the character). The slumbering bugbear has a Listen check at -14 versus the character’s Move Silently roll and -12 for Spot checks if he does hear something (otherwise, while he has his eyes shut he does not get a Spot check). The backpack is resting on the top of the stump and is easily picked up with no roll necessary. The DM can call for a d20 roll while the backpack is being taken for suspense. The character needs to again roll a Move Silently check for each time they move their base movement away from the slumbering bugbear until they return to their original distance when they first spotted the shaman.

If the characters decide to attack the bugbear, have a guard in the camp roll a Listen check (DC 20, distance factor included). If the bugbear can yell out, the Listen check is reduced to DC 15. The DM should roll a Listen check each round. If a *silence* spell is cast, judge the situation accordingly. If the guard hears the attack, six hobgoblins are called to investigate. Use the statistics of the hobgoblin sentries.

If the bugbear shaman hears the spying character(s) he would investigate on his own first, for 1d6+4 rounds, never expecting who is actually there in the forest using the same -12 to his Spot checks.

If the characters want to wait around the camp (within 2,000 yards), then have groups of eight hobgoblins exit the camp and search for sticks and branches for the campfires in the area where the characters are waiting. If the characters wait farther away they are not able to detect anything going on in the camp

but would not be bothered. It would be dangerous for the characters to wait in this area.

ATTACKING THE CAMP

If for some reason the characters decide to attack the camp, there are 44 hobgoblins plus the number of sentries by APL, and 11 bugbears plus the shaman Jhaard. Mysteriously, the human are not found in the camp if the characters attack. If the characters attack and then retreat, all the hobgoblins with one bugbear follow, pursuing the characters. The goblinoids chase the characters for 1d20+12 rounds. If the characters are caught, they are prisoners of war and are removed from play at this time. Write “Prisoner of War” in the play notes section of the character’s Adventure Certificate. Possible freedom must wait for a future scenario.

Tactics: Have the hobgoblins take cover behind tree stumps and throw javelins at “soft” targets, namely arcane casters. Other hobgoblins fight in pairs alongside one bugbear aiding him in improve either his AC or his “to hit” chance.

The giant has a pile of boulders behind the tent he is in.

👉 **Hobgoblins (44+sentries):** hp 5 each; see *Monster Manual* page 119.

👉 **Bugbears (11):** hp 16; see *Monster Manual* page 27.

👉 **Jhaard, male bugbear Clr3:** CR 5; Medium-size humanoid (goblinoid); HD 3d8+3 + 3d8+3; hp 33; Init +1; Spd 30 ft.; AC 17 (touch 11, flatfooted 16) [+1 Dex, +3 natural, +2 leather, +1 small shield]; Atk +6 melee (1d8+2, morningstar) or +5 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +5, Will +4; Str 15, Dex 12, Con 13, Int 10, Wis 14, Cha 9; Height 7 ft.

Skills and Feats: Climb +4, Concentration +11, Hide +3, Listen +6, Move Silently +6, Spot +6; Alertness, Combat Casting, Power Attack, Weapon Focus (morningstar).

Spells Prepared (4/3/2; base DC = 12 + spell level): 0—*detect magic, detect poison, guidance (2); 1st—magic weapon*, bane, bless; 2nd—invisibility*, bull’s strength.*

*Domain spell. **Domains:** Trickery (Bluff, Disguise, and Hide are class skills); War (free Martial Weapon Proficiency and Weapon Focus with deity’s preferred weapon).

Possessions: leather, small wooden shield, morningstar, 3 javelins, backpack, *divine scroll (lesser restoration, remove paralysis at 3rd level)*, *golden chalice*, wooden holy symbol (Hruggek), scroll case containing a scroll in coded text), map case containing map of Geoff, half eaten cooked toad wrapped in a large leaf.

👉 **Low Commander Zyoushka, male Hill Giant:** hp 102; see *Monster Manual* page 98.

IMPORTANT NOTE: The goal of this encounter is to collect information about the goblinoids and take it back to Orlane. It is not to try and take on the goblinoid

force in the camp. The characters should be happy with the information they have collected and return to Orlane to allow the military to deal with the information accordingly.

The purpose of this encounter is to provide a suspenseful interaction where the characters must practice discretion and not attack all villains all the time.

Treasure:

All APLs – loot (9gp per patrol defeated), coin (8gp), divine scroll of *lesser restoration* (22gp), divine scroll of *remove paralysis* (22p), *golden chalice* (see Treasure Summary).

ENCOUNTER 6: RETURNING

If the characters take a direct route out of the forest (a slow process at best) then they miss the hobgoblins but would not pass by the area where the carts were from the beginning of Encounter 4. Go to the Conclusion if the characters have abandoned the Weavers' goods and carts in the forest.

If the characters go back the way they came after Encounter 5, they encounter more hobgoblins as they leave the forest.

If the characters leave the forest and then reenter to retrieve the Guild's goods and cart (if the cart was left there), the characters would then encounter these hobgoblins upon reentering the Dim Forest.

In either encounter, use the information below.

- The characters have the chance to see a group of hobgoblins about 300 feet away (Spot DC 5). If the characters see the hobgoblins and do not take any action, 1d4 rounds pass before the hobgoblins notice the characters and close to engage in melee.
- If the characters left their wagon in plain sight in or out of the forest, the hobgoblins are looking for them. The characters must Spot (DC 18) them hiding in the shrubs along the path or be caught flat-footed by the hobgoblins.
- If the characters' wagon was left hidden, then use the description of the encounter where the hobgoblins take 1d4 rounds to notice the characters.
- If the characters left any horses there, they encounter the hobgoblins as they are eating one of the NPC horses. The characters can get within 40 feet before the hobgoblins notice them if they are quiet as all hobgoblins are gorging themselves on horseflesh.

APL 4 (EL 5)

👉 **Hobgoblins (8):** hp 5 each; see *Monster Manual* page 119.

APL 6 (EL 8)

👉 **Hobgoblins War2 (10):** CR 1; Medium-size humanoid (goblinoid); HD 2d8+2; hp 11; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +3 studded leather, +1 small shield]; Atk +2 melee (1d8, longsword) or +3 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10. Height 6 ft 6 in.

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Alertness.

Possessions: Studded Leather, small wooden shield, longsword, 3 javelins.

APL 8 (EL 10)

👉 **Hobgoblins War4 (10):** CR 3; Medium-size humanoid (goblinoid); HD 4d8+4; hp 22; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +3 studded leather, +1 small shield]; Atk +6 melee (1d8+1, longsword) or +5 ranged (1d6+1, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +1; Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 10. Height 6 ft 6 in.

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Alertness, Weapon Focus (longsword).

Possessions: Studded Leather, small wooden shield, longsword, 3 javelins.

Tactics: If only two hobgoblins are left, they attempt to flee. If the characters run from the hobgoblins, they do not follow the characters out of the forest.

Development: If any hobgoblins are captured and interrogated, they react as the goblinoids in Encounter 3 did. If the characters point out that they know more about their camp than the hobgoblins are telling, they stop answering questions and ask to be let go or for a quick execution.

Treasure:

APL 4 – loot (35gp), coin (16gp);

APL 6 – loot (46gp), coin (30gp);

APL 8 – loot (46gp), coin (40gp).

CONCLUSION

When the characters return to Orlane, they should give a full report to Lt. Ramanche and hand over the shaman's backpack, if taken. He in turn passes the backpack and information to his superiors. Lt. Ramanche finds the characters later that day and thanks them very much for he is to be promoted to Captain due to the success of the mission. He returns everything but the scroll with the coded text and the map. He also tells the characters that they can keep what is left. He mentions to the characters that the text on the scroll was very important information that help in fighting the giants that occupy Geoff. He is eternally grateful, thus all characters receive Contact with Capt. Ramanche. If the mission was a failure, he does not get a promotion. Military characters receive Commendations, as well. If Narden was saved, he greets the party and informs them that he mentioned their

heroism to his brother-in-law, who is the bard Buck Springmeadow. Buck performs a song in their honor the next evening. Narden asks the characters if they come to the performance at The Goose Nest. If the characters come to the performance and take a bow, Buck gives them a signed copy of the song. If the characters bring back one of the Weavers' Guild's wagons with at least 75% of their goods intact, and do not ask for a monetary reward, they receive an Influence Point with the Weavers' Guild. If any character demands a monetary reward, the Weavers' Guild gives them 20 gp instead of the Influence Point.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 2

If the PCs convince Narden to ride with them when leaving Orlane.

APL 4 – 60xp; APL 6 – 90xp; APL 8 – 120xp.

Encounter Three

Defeating the bandit party

APL 4 – 180xp; APL 6 – 240xp; APL 8 – 300xp.

If Narden and both sons survive through Encounter 3.

APL 4 – 60xp; APL 6 – 90xp; APL 8 – 120xp.

Encounter 4

Defeating the krenshars

APL 4 – 60xp; APL 6 – 120xp; APL 8 – 180xp.

Encounter 5

Each sentry patrol defeated (maximum of three at APL 4, four at APL 6 and six at APL 8)

All APLs – 30xp.

Encounter 6

Defeat hobgoblins

APL 4 – 150xp; APL 6 – 240xp; APL 8 – 300xp.

Total Possible Experience

APL 4 – 600; APL 6 – 900; APL 8 – 1,200.

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 spells 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 treasures from each encounter add it up and that is the number of gold pieces a character's total and coin value increases at the end of the adventure. Write the total in the GP Gained field of the Adventure Certificate.

Encounter 3

APL 4 – 520gp; APL 6 – 982gp; APL 8 – 2387gp.

Encounter 5

APL 4 – 87; APL 6 – 96gp; APL 8 – 114gp.

Encounter 6

APL 4 – 51gp; APL 6 – 76gp; APL 8 – 86gp.

Adventure Maximums

APL 4 – 600gp; APL 6 – 1000gp; APL 8 – 1700gp.

New Item Option

Conclusion

- **Golden Chalice:** The golden chalice is dedicated to a particular deity upon creation. Once per day a request for blessing of the deity will imbue water in

the cup with an effect similar to the *cure minor wounds* spell. This water can be poured upon a wound or imbibed (both are standard actions that provoke attacks of opportunity), to heal one point of damage. The blessing upon the water lasts for one minute before dissipating, but the healing does not dissipate if used before then.

Caster level: 3rd; Prerequisites: Craft Wondrous Item, *cure minor wounds*; Market price: 200gp (Frequency: Any).

Non-Certed Rewards

Conclusion

- **Commendation** – Active-duty military PCs as well as reactivated veterans who were able to defeat the goblinoids in Encounters 3 and 6 and were able to provide some intelligence on the goblinoid camp in Encounter 5 qualify for a Commendation. This is uncerted and simply should be noted on the Adventure Certificate.
- **Signed copy of song** – If the PCs were able to convince Narden and his boys to travel with them and saved their lives, his brother-in-law Buck Springmeadow, a bard, writes a song entitled “Our Heroes of Orlande,” which includes details of the entire adventure and names of all those involved. This is uncerted and simply should be noted on the the Adventure Certificate.
- **Point of contact with Captain Ramanche** – If the PCs return with information that enables Lt. Ramanche to be promoted, he is forever grateful to them. When in Orlande or where Cpt. Ramanche is stationed they can use this contact to gain certain unrestricted information from him. They also have a +2 to their Diplomacy checks when dealing with the Gran March military. This can be used seven times. This is uncerted and simply should be noted on the Adventure Certificate. Notify the player that he or she should make a note on their current Adventure Certificate each time they use this award, indicating how many uses remain.

Influence point with Weavers’ Guild – If the party retrieved 75% of the weavers’ goods, at least one cart and asked for no monetary reward they are awarded for their heroism with an Influence Point with the Weavers’ Guild. This influence can be used for free Adventurer’s Upkeep three different times. The Weavers’ Guild has traveler’s hospices in Hookhill, Orlande, and Shibolet where a PC with this influence can obtain free common room, board, stables etc. This is uncerted and simply should be noted on the Adventure Certificate. Notify the player that he or she should make a note on their current Adventure Certificate each time they use this award, indicating how many uses remain.

APPENDIX

☛Lieutenant Velladen Ramanche, male human

Ftr6: Medium-size humanoid (human); HD 6d10+6; hp 43; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+1 Dex, +5 chainmail]; Atks +8/+3 (1d8+2, longsword); AL LG; SV Fort +6, Ref +3, Will +4; Str 15, Dex 13, Con 12, Int 14, Wis 10, Cha 12; Height 6 ft. 2 in.

Skills and Feats: Sense Motive 4, Ride 9, Handle Animal 9, Profession (soldier) 4; Iron Will, Mounted Combat, Ride-by-Attack, Quick Draw, Spirited Charge, Leadership.

Lt. Ramanche is 24 years of age but has over 8 years of experience as an officer. He is an able leader and an expert horseman. He is also a fine swordsman. He has a light brown hair and a goatee. He comes from wealthy merchant stock but definitely does not come from a noble family. His previous positions in the army were far from the battlefield. His family told him that a safe place is where he wanted to be. He realized that where he “really wanted to be” is on the frontline being a true patriot of Gran March. He asked for and was finally granted a transfer. He is assigned to the Army of Retribution but is stationed in Orlane to ensure that supplies reach the AOR in Hochoch. He is trying to be the best officer he can and make a name for himself, but would never disobey orders. He is persistent and diligent at his duties. It is obvious that he has the respect of the men under his command. His mother was born and raised in Geoff, and he speaks fluent Flan.

☛Narden, human male Com3: Medium-size humanoid (human); HD 3d4; hp 7; Init +0; Spd 30 ft.; AC 10; Atk +1 melee (1d6, shortsword); AL NG; SV Fort +1, Ref +1, Will +2; Str 11, Dex 10, Con 9, Int 10, Wis 12, Cha 12; Height 5 ft. 6 in.

Skills: Craft (wood) +6, Listen +6, Profession (carpenter) +6, Spot +6; Alertness.

Narden is a smallish but sturdy man. He is a veteran of the cook service. He is poor but has his pride. He is a carpenter and is an expert carver of exotic wood. He and his sons are clothed in peasant's outfits but their clothes are clean with patched holes. He loves his family and tries to provide for them the best that he can. He tries to act brave and strong in front of his sons in order to show them how they should act. His pride can get the best of him at times, though. His oldest boy, Elnard, is mustering next summer, and Narden is very proud of this fact. His younger son, Raird, is barely over 7 years old and is a sickly lad.

☛Elnard, human male Com1: Medium-size humanoid (human); HD 1d4; hp 2; Init +0; Spd 30 ft.; AC 10; Atk +0 (1d6, staff); AL NG; SV Fort +0, Ref +0, Will +0; Str 10, Dex 11, Con 10, Int 9, Wis 11, Cha 12; Height 5 ft. 4 in.

Skills and Feats: Craft (wood) +4, Profession (carpenter) +4, Ride +4; Dodge.

Elnard is like his father in that he is small but sturdy. He knows that his family is poor and is proud that he is able to serve in the military and provide some financial support for them as well. He is excited and anxious about mustering day and his first week in the army. He hopes to be an able cavalryman some day.

☛Urgart human male Com4: Medium-size humanoid (human); HD 4d4; hp 6; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +3 melee (1d4+1, dagger); AL NG; SV Fort +0, Ref +1, Will +1; Str 12, Dex 14, Con 9, Int 9, Wis 10, Cha 10; Height 6 ft. 6 in.

Skills: Craft (cloth) +6, Profession (weaving) +6.

Urgart is a tall rakish man that works for the Weavers' guild. He has worked for the Weavers' Guild since he was a young boy. He hopes to open his own shop some day. He knows that traveling the trade routes can be dangerous and is very glad to be alive after being attacked. After he regains his strength he continues to work at his job with the guild.

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.