

Caravan Duty

A One-Round D&D Living Greyhawk Adventure

Gran March Regional #2

by Pete Winz

Blurb: You have been hired (or assigned, in the case of Army members) to guard a caravan of supplies traveling from Buxton's Crossing to Hochoch. Humanoid raids have been more frequent in the Dim Forest lately, so there is a good chance that you'll see some action. This tournament introduces many aspects of the Gran March region and is intended for characters levels 1-6.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and 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 convention coordinator wants information as to 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 them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

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.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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 **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle in LIVING GREYHAWK

PCs in Living Greyhawk events must pay a lifestyle cost associated with the economic level of the place where the adventure takes place. Lifestyle costs include expenses incurred during the time between this adventure and the last one, and all training costs associated with advancing in levels. It does not cover cost of adventuring equipment. PCs must pay for things bought during the adventure (from equipment to drinks and meals and lodging) at the prices stated in the scenario, or the *Player's Handbook* if the scenario does not specify.

The lifestyle costs are divided according to the economic level that the PC wants to maintain, and there are Charisma-related penalties and bonuses for maintaining certain lifestyles.

- **Destitute:** You have no living space, and must carry all your gear everywhere. You stink and are undernourished. You suffer a -3 on Charisma-related skill checks.
- **Poor:** You sleep in the common room of an inn, or perhaps the loft of a stable. Your clothing is generally worn and patched. You suffer -2 on Charisma-related skill checks.
- **Low:** You rent a small room at a tavern, perhaps shared with one or two other individuals. If you own a home it is a one-room shack. It wouldn't be wise to leave anything of value laying around. You suffer -1 on Charisma-related skill checks.
- **Medium:** You are moderately successful, and your equipment is plain but sturdy. You have your own room in an inn or boarding house, where you can leave items of moderate value without worrying about them disappearing.
- **High:** You rent a roomy house or apartment, or own a nice home. You own clothes for many occasions, and can entertain anyone without feeling overly ashamed. You receive a +1 bonus on Charisma-related skill checks.
- **Luxury:** You have the best of everything - spacious living quarters, exotic food, expensive clothes. Your success is the envy of many. You have a +2 bonus on Charisma-related skill checks. Equipment left at home is generally quite secure.

Penalties or bonuses to CHA-related skills should be applied at the DM's discretion, and can sometimes backfire - for example, a PC with a poor lifestyle would

not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not. You are encouraged to roleplay these reactions whenever possible.

Have the players deduct the lifestyle costs for their characters before play starts, noting the lifestyle on the log sheet.

Because the PCs are temporarily serving in the Gran March military, they are provided a medium lifestyle as part of their pay (room, board, etc.). If a PC wishes to maintain a lower lifestyle, this is possible but should bring about chastisement from officers for slovenly dress, etc. If a PC wishes to upgrade to a higher lifestyle, they may pay according to the table below.

<u>Lifestyle</u>	<u>Cost (gp)</u>	<u>Cha-related mod</u>
Destitute	0	-3
Poor	0	-2
Low	0	-1
Medium	0	0
High	50	+1
Luxury	300	+2

Adventure Summary and Background

The events in this adventure take place along the road between Buxton's Crossing and Hochoch in the country of Gran March (a map can be found on the Gran March web site – <http://granmarch.oerth.com>). The PCs are hired or commanded to act as guards of a caravan carrying important supplies to the Army of Retribution in Hochoch. The road is undergoing improvements to bring it up to military grade in order to provide better support to the Army of Retribution. This has caused the animosity of certain sylvan elves who call the Dim Forest home. At the same time, humanoids have become more active in the Dim Forest and raids have stepped up on caravans recently. In the current adventure, an unnamed agent has induced some goblins to attack a particular caravan to take a particular cargo. Following up on this unnamed agent is left for future adventures in this series.

Introduction – The PCs are assigned to their duties. As they are the least experienced soldiers in the current caravan, they are assigned to the rear guard. They see two wagons in the middle of the caravan that has extra guards assigned. If the PCs get too nosy, they are told to mind their own business.

Encounter 1 – The caravan reaches the edge of the Dim Forest and comes to the end of the military grade road, where they meet up with the work gang upgrading the road. The PCs are drafted into a jury to try a case of desertion from the work gang and decide punishment.

During this encounter, the nature of the work gangs (a warning to the PCs to behave themselves or suffer a similar fate), the reasons for the road building, and the Code of Military Justice (a further warning) are explored briefly.

Encounter 2 – As the lowest-ranking members of the caravan guards, the PCs are assigned to dig the evening latrine when the caravan stops for the night. As they dig, they find themselves being watched by a band of sylvan elves. The elves confront the PCs and ask why they are killing the forest. Through discussion with the PCs, the elves explain their opposition to the road (the section cut off from the rest by the stone path will wither and die, the forest does not belong to Gran March, etc.). They tell the PCs to carry a message to their leaders that the road building must stop or the enmity of the sylvan elves will be assured.

Encounter 3 – The caravan reaches Fort Endurance. The PCs are given a quick overview of the garrison and have a chance to relate their encounter with the elves. The garrison commander dismisses the meeting with the elves as a threat by a bunch of hotheads who do not represent the opinions of the majority. As the caravan leaves, they are warned that there have been many more raids on caravans recently, so keep an eye out.

Encounter 4 – The caravan is attacked by a large band of goblins. The PCs face a small number of foes because the goblins are concentrating on a particular target – the two wagons mentioned in the introduction. After the PCs defeat their foes (the combat will be made easy enough that they should prevail without serious injury), they find that many of the guards in the front and guarding the two wagons have been injured or killed. One of the special wagons (plus an ale wagon) has been taken away. The caravan leader decides that the PCs are the ones most easily spared and sends them after the missing wagon. If they recover it, great, if they can't, they are to burn it. It can't be allowed to remain in the hands of the goblins because it holds hundreds of flasks of alchemist's fire. Many of the goblins were slain, so the lieutenant thinks that the PCs have a chance to succeed. He needs the rest of his men to get the other wagon and remaining supplies safely to their destination; the PCs are expendable and he'll tell them so.

Encounter 5 – The PCs find it relatively easy to follow the trail cut by the wagon through the underbrush, but those with wilderness and rogue skills may be able to detect and avoid some traps left behind by the goblins.

Encounter 6 – The PCs come upon the goblin camp. They will then have to choose whether they recover or destroy the wagon. It is relatively easy to set fire to it from a distance – the wagon will explode most satisfactorily (causing a major forest fire). Recovering the wagon will be considerably more difficult, but will still be possible. The strategy of the PCs in mounting their attack is a deciding factor in their success.

If the PCs defeat the goblins and successfully recover the wagon, they find evidence that the goblins were promised considerable wealth if they succeeded in stealing one or both of the wagons carrying the alchemist's fire.

Conclusion – The caravan leader interviews the PCs and award commendations or demerits depending on their actions. He also tells them they can keep what they found in the goblin camp (cash and some masterwork items) and sees to it that a couple of flasks of the alchemist's fire "fell off the wagon" (giving one to each surviving PC). Characters that are in the military are allowed to request permanent assignment to caravan guard duty and one may receive a promotion based on merit. Military PCs that shirk their duty to recover or destroy the alchemist's fire will be awarded a demerit.

Introduction

Determine from the background of each PC how they can be brought into the scenario. PCs who are active in the military are simply assigned to duty guarding the caravan as part of their service. PCs who have served their tour of duty have their reserve status activated for the duration of the scenario. They will receive pay of 1 "lion" (gold piece) plus food and shelter per week.

Those who are neither on active duty nor veterans (i.e., women and foreigners) have to be brought in by another method. Use character background information that would apply to the current situation (i.e., those coming from farms have been sent to make sure that the food makes it to the delivery point so that the payment may be collected, etc.). For PCs without a ready hook to bring them in, approach them with a "press gang," who encourage the PCs to do their part out of patriotism and a sense of adventure. They further "encourage" foreign males to join up by implying violence followed by deportation if the PC refuses. Try to avoid being overly obnoxious, but make it clear that the PC is being "volunteered" and doesn't have much choice. These PCs are offered the same pay as veterans receive (1 lion per week), which may seem like very little but is more than enough to live on, especially since food and shelter are provided. If the players are still reluctant, you can be blunt and tell them that if their PCs decline the offer, the scenario is over for them (after all, they should have read the adventure blurb and chosen an appropriate character).

After the PCs have all been induced to join the caravan guards, the adventure proceeds with them being assigned to their duties.

You have been told where to meet the caravan and were greeted there by a gruff Sergeant, who took you to wait outside of a large tent. You see a number of others waiting there as well.

Have the players give a physical description of their PCs and allow them to interact for a time, then proceed with the following.

A voice calls from within the tent, "Enter!" Inside, you find a tall, rather young man dressed in very fine clothes and high-quality chain mail. His blond hair is cut very short and his blue eyes fix you with a steely glare. "I am Lieutenant Ennister. I am in command of this caravan. Even if you are not a regular member of the Gran March Army, you will address me as Lieutenant at all times, or your pay will be docked. Am I clear?"

Lieutenant Ennister is the fourth son of an Elector in Dieren. He feels that his only hope to achieve higher station is through exemplary service. He is stiff and formal and will not permit any sort of familiarity from those under his command. He is not stupid, but he is reluctant to take advice from commoners because he believes that they lack intelligence. Were it otherwise, they would be officers as well because even commoners are chosen to advance into officer training based on ability. However, he has learned to trust the advice of his non-commissioned officers and will listen to the ideas of the PCs should they convince an NCO to stand up for them. Lieutenant Ennister is quick to recognize skill as well as incompetence and will comment on either when he sees it.

If the PCs respond to the question above positively and with proper respect, he continues. If not, he visibly bristles and says, "You are now part of a military unit and this assignment will be carried out using military discipline. I cannot allow you to disrupt the morale of this Squadron. Were I not short of men, I would not have you here. But I have no choice. Neither do you. Should you cause further disruption of this assignment, punishment will be swift and severe. Am I clear now?" He then proceeds, but more coldly and with obvious disdain.

"Since you are all new to duty here and I have not yet had a chance to evaluate your reliability, you will be assigned to the rear guard. I will be monitoring your performance. Sergeant Anthorn will explain your duties. Sergeant!"

The Sergeant comes into the tent and escorts you to the rear of the caravan, where a man dressed in chainmail and armed with longsword, light crossbow, and lance sits astride a medium warhorse. "This is Corporal Birkit, he's in charge. He'll find mounts for you if'n you don't got none already. You're to stay back here. Your biggest problem will be to make sure you don't slip and fall in any horse droppings. I've made this run fifteen times in the last year and haven't been attacked once. I've heard that others have, but don't you worry none, you won't see much action back here even if'n we do get hit. Bandits and gobbos always go for the ale wagons first, and they're in the middle. One thing, don't cross the Lieutenant or he'll have your guts for garters. Any questions?"

Sergeant Anthorn stands just over 6 feet tall and has a very heavy build. His black hair is cropped short and his

soft brown eyes belie the iron discipline that comes out in time of need. He does not stand on formality the way Lieutenant Ennister does, but he won't brook outright disrespect toward anyone in the command order. He prefers to be called Sarge, except when the Lieutenant is around and he must be sure that the men address him more formally. He is friendly and helpful to the PCs provided that they don't shirk their duties. If he thinks that they're slacking, he'll assign them extra work to put their minds back on their jobs (peeling potatoes and scrubbing the blackened cook pots after meals are favorite punishments).

Corporal Birkit stands 5' 8" tall and has brown eyes and brown hair that is slightly longer than regulations require. He is extremely casual about most everything. His frame is well padded and he only works as hard as is required to keep out of trouble. However, he has a sharp mind and has been able to act quickly and decisively in times of battle and so has been promoted. He is not precisely lazy; he just avoids whatever duties he can without attracting attention. He simply wants to survive his tour of duty and go back to raising horses on the farm his family runs. He likes the rear guard because it's safer and requires less effort. He'll make sure that everyone keeps a good watch because not doing so would make it more likely that he'll get hurt. He'll encourage the PCs to be friendly and address him by his first name, Feodor, when the Sergeant and Lieutenant aren't around.

Sergeant Anthorn and Corporal Birkit answer the PCs' questions to the best of their ability. If the PCs have none, proceed to Encounter One (although you can provide this information later as necessary). Use the information below and elsewhere in the scenario as appropriate and improvise if necessary.

- The soldiers guarding the caravan are members of the 23rd Cavalry Squadron. They took heavy casualties in some action out of Hochoch about a year ago and have been rebuilding their strength since then. In the meantime, they've been assigned this cushy caravan duty.
- Lieutenant Ennister is new. He's only been in command for the last month. He's concerned about the men getting too soft after this easy duty, so he's been stepping up on discipline, training, and protocol. Sergeant Anthorn is somewhat glad to see it. The men were getting too lax and he's put some starch back into them. It wouldn't do to be too sloppy when they go back to the front.
- The trip normally takes about 8 days each way. The first two out of Buxton's Crossing are pretty easy, because the road is paved and we'll be using inns and taverns for our overnight stops; after that, it's mud and tents except for the stopover in Orlane. The military road stops at the edge of the Dim Forest, where it becomes more of a wide trail. There's a work gang there, widening and paving the road to bring it up to military grade.

- The unit is almost up to full strength; it's only short one File (out of six). Normally, the short rolls would be divided between all of the Files, but the Lieutenant preferred that all the newbies be assigned to one File in the rearguard for now.
- There are 20 wagons in the caravan, with a total of almost 50 guards, not counting the wagon drivers.
- The wagons in the rear carry extra equipment for the troops. This is mostly barding for the horses, in case the unit needs to serve in a heavy cavalry role.
- The rest of the cargo is mostly food, weapons, and armor.
- There are two wagons in the center with classified cargo. They're the ones covered by the big brown tarps and guarded by two dedicated Files. Don't go near them and don't ask anyone about them, or the Lieutenant might take you for spies. (You should make a mention of the two special wagons at some point before Encounter 3 even if the PCs don't ask any questions that would lead in to that topic – the activity surrounding them is strange enough to notice on its own.)
- One of the Files takes point, two more float along the flanks, and the last two are assigned to guard some particular wagons (see above).
- The Lieutenant may seem pretty tough and by the book, but if you keep your nose clean and do your duty, he'll give you good reports. He's smart and will likely go far, if he can ever get assigned to regular duty.
- Sergeant Anthorn has been in for six years and Corporal Birkit for almost three. Anthorn is likely to reenlist when his tour of duty is up, but Birkit wants to get back to the horse farm his family works.

After the PCs have had a chance to get answers to their questions and interact a bit if they did not take the opportunity to do so before meeting the Lieutenant, the caravan forms up and begins to move out. Proceed to Encounter One.

Encounter One: Work Gang

This encounter is intended to introduce the PCs to some aspects of justice in Gran March. The PCs are called upon to act as jurors in a trial. Try not to spend more than half an hour total here if possible. Paraphrase the testimony as much as necessary to allow sufficient time for the PCs to deliberate at the end.

Your first two days of duty have been, well, boring. The paved road makes travel easy, regular patrols on this stretch make bandits non-existent, and although you've been staying at inns along the road, Lieutenant Ennister has been enforcing a curfew. The sun has dropped low enough in the sky to tell you that you will be getting ready to stop soon and you can see edge of the Dim Forest up ahead. As you get a bit closer, you begin to make out the sound of a work chant punctuated by

hammers striking stone. Sergeant Anthorn comes riding back to speak to Corporal Birkit.

“We’ll be staying in the work camp tonight. The Lieutenant will be going ahead to pay his respects to the officer in charge. He told me to make sure that we form a proper camp and keep the men from mixing with the gangers. See to it.”

The PCs are assigned to see to the horses while the others set up tents and make sure the camp is orderly. As they perform their duties, they can see that the gangs continue to work until the sun is almost too low to see properly. The trail through the forest has already been widened to at least a bowshot’s distance to either side for as far as you can see into the forest. Some work gangs are leveling the ground while others haul granite cobbles out of the backs of wagons to where they are being driven into the ground to form the new road. Just before work stops for the night, another group comes along the road out of the forest, pulling a massive sledge piled high with fresh-cut timber. As the PCs and other guards settle down for their meal, the work gangers are still putting away their tools and unloading the trees from the sledge. The PCs get a whiff of the food being cooked for the gangers and it is not very appetizing.

Lieutenant Ennister comes back into your camp. Trailing behind him is another man dressed in leather armor and armed with a longbow and shortsword. The Lieutenant addresses all of the caravan guards.

“The commanding officer here needs volunteers for a jury. Apparently some men tried to desert the work gang and were captured. The Magistrate has arrived and it was decided in the interest of a fair trial that you would make better jurors than the guards. Let’s see, you... you... you... you... you....” He points to each of you, as well as some of the other men until nine jurors have been selected.

The man in leather armor is one of the work gang guards. He escorts the PCs and other jurors to the tent where the trial is to be held. There they meet Magistrate Romolos. He says that because the accused men are work gang members, they will be tried under military rather than civilian law. The jury, rather than being composed of veterans, is made up of active military members (he assures anyone that protests that they are not in the army that they have been temporary members ever since they joined the caravan guards). The Magistrate presents the evidence and the jury determines the punishment. Jurors are permitted to ask questions that they feel will help in meting justice (but that is not a free license to waste the court’s time). There are three possible outcomes – the jurors can find the defendants innocent of the crimes of which they are accused, they can find them guilty with extenuating circumstances and sentence them to flogging, or they can find them guilty with intent and sentence them to hang. The verdict need not be the same for each defendant and a simple majority is all that is required for a verdict to be reached.

After Magistrate Romolos is confident that the jurors understand what is expected of them, he takes them into the “courtroom.” A tent has been set up with a table and chair for Magistrate Romolos, another chair for witnesses, benches for the jurors, and another bench for the defendants. The defendants are brought in under guard. They are not bound, but there are enough guards present to restrain them if necessary. The magistrate calls two witnesses.

The first, Knight-Colonel Vargo Blitnik (Retired), is the commanding officer of the work gang. While it appears that he was once an exceptionally strong man, it is obvious that the years have taken their toll on his body. However, his demeanor and testimony make it clear that what the years took away from his physical prowess, they granted back in the form of experience and tactical analysis ability. He volunteered for this duty when he became too physically unfit to command an army in the field. He is a firm believer in discipline and duty and he runs his work gang with very little latitude. He testifies to the following.

- The three men accused of desertion, Walther Mandurg, Arlin Crendle, and Bikko Nilst, were assigned to tree-cutting duty. They went into the woods and did not return that evening. A search party (with dogs) was sent out the next day and found them after two days of searching.
- Walther Mandurg has previously attempted desertion on three separate occasions. The first time was while he was in the army. He was able to convince his superiors that a mistake had occurred and that he had not meant to desert. No formal charges were drawn up, although the incident was entered into his record. He again attempted desertion within a year and, as punishment, was assigned to the work gangs. The third offense occurred before Knight-Colonel Blitnik took command here. Mandurg was able to convince the jury that he was a victim of circumstance and was sentenced to flogging rather than facing a more severe penalty. Mandurg’s record is filled with incidents of disobedience and minor infractions. He has been flogged on three occasions since Knight-Colonel Blitnik took command. He is not the type of man that the Knight-Colonel would allow on independent duty and the Knight-Colonel has no idea how he managed to get assigned to a tree-cutting crew.
- Arlin Crendle was sent to the work gangs as a young man (before he reached draft age), after having been convicted of aggravated burglary (he and some fellow gang members broke into a house, beat the inhabitants severely, and made off with whatever valuables they could carry). He has served without any infractions of note, although he has been a suspect in a number of thefts, both from fellow inmates and from the common stores. There was insufficient evidence to bring any of these matters

before a formal court. He has served 5 years of a 10-year sentence.

- Bikko Nilst is a very young man who has been assigned to the work gangs because he was unfit for military duty. His reports over the last year and a half indicate a high degree of obedience but insufficient intelligence. He has been involved in some fights in the camp, but has not previously been subject to disciplinary measures.

The second witness called is Corporal Rombault Thuringeon, the leader of the search party that discovered the fugitives. His testimony is as follows.

- There were obvious attempts to conceal the trail. The fugitives had walked in streambeds on more than one occasion. This threw off the dogs, but unfortunately for the fugitives, Corporal Thuringeon was able to follow the trail from the overturned rocks in the stream.
- They found the fugitives in a makeshift camp beneath an overhanging cliff. They had cut brush to cover the entrance and had built a very small fire that gave off little smoke. They had apparently been hunting and foraging in the area, for he found several skinned hares roasting on the fire. There were two knives in the fugitives' possession – such weapons are not issued to work crews unless their duty specifically requires them. Although they had weapons, the fugitives did not resist. They told some story about a goblin war band, but no evidence of goblins was found anywhere in the area through which the fugitives traveled.

The Magistrate gives the defendants a chance to speak for themselves. Walther Mandurg speaks first.

"Look, we was just cuttin' wood like we was supposed to when a big band of goblins came by, like the Corporal told ya. We tried to hide, but they seen us and since there was ten times as many of them as of us, we figured the best chance we had was to run. A couple of 'em was too close to get by. Lucky for us, Bikko was durn good with his axe and we was able to get away. That's where Arlin and I got the knives. Well, we outrun the rest of 'em, but we got lost. We used the streams like the corporal said, to keep 'em off our trail. I heard them goblins got a sense of smell nigh as good as a dog's, so we had to take precautions lest they catch us."

"Well, like I said before, we got lost. We figgered after a bit that it would be best to just stay where we was, make camp, and wait for you guys to find us. We knew you'd come lookin' and if we was still wanderin' around, we might never meet up. Of course, we was getting hungry, havin' no food to speak of, so we caught us a few coney's and was roastin' 'em for dinner when you got there. As for why the Corporal didn't find any sign of the goblins, I suppose they must've hid their tracks and taken away the bodies so's not to be found."

Bikko is visibly squirming through much of this, but Arlin shoots him a glare and he stops and looks at his feet.

Allow the PCs a chance to intervene here if they are so inclined. If they do, use the information below to fill out the story appropriately. If not, just proceed with the prepared text below.

Magistrate Romolos turns to Arlin, "Do you have anything to add?" Arlin says, "No, it was just like Walther said." Magistrate Romolos turns to Bikko, "What about you? Anything you'd like to say in your defense?"

Bikko looks up. His expression is vacant and confused, "Huh?"

The Magistrate says, "You are on trial for desertion. That means leaving the camp without being told you can. Do you want to say anything in your defense?"

Bikko looks at Walther and Arlin, both shake their heads almost imperceptibly. "Uhh, no, I guess not."

The Magistrate continues, "If you are found guilty, you could be flogged or even sentenced to hang. Does that change your mind?"

Bikko looks scared and once again looks toward Walther and Arlin. Walther grits his teeth but Arlin jumps up. "Look, the kid had nothin' to do with it. He just wanted to be in the Army so bad that he'd do anything to get there. It was Walther's idea."

With this, Walther jumps up and starts to choke Arlin, "Why you little...." The guards quickly grab him and hold him down.

Arlin continues, "Look, Bikko's alright. Walther thought we might need someone real strong and he figured he could talk Bikko into it. He told him that we was goin' on a secret mission and that we couldn't tell no one. If we did our jobs right and didn't get caught, he was sure to get in the Army, seein' as how he was so smart as to pull off this big job. Me, I was just in it 'cause Walther promised me gold. I suppose I deserve to hang, but no way the kid should. He didn't do nothin' wrong."

Bikko's face falls, "You mean I won't get in? It was all a trick?" He starts to cry uncontrollably.

The Magistrate asks the jurors if they have any further questions for any of the witnesses. If not, he takes them to a nearby tent to deliberate.

Let the PCs do most of the talking. There is one caravan guard, Dortch, who has an outspoken opinion. He says to hang them all. Everyone knows the penalty for escaping from the work gangs – these guys have no excuse and deserve to die as an example to the rest. The remaining jurors simply watch the debate between the PCs and Dortch, merely giving their approval when someone has made a good point. In the end, Dortch and the other jurors go with what the PCs recommend.

After the trial, the caravan camps for the night and departs into the Dim Forest in the morning. Proceed to Encounter Two.

Fill out the appropriate section of the Critical Event Summary, found at the end of this scenario, to indicate the fates of Walther, Arlin, and Bikko.

Encounter Two: Ditch Digging

The first part of your journey into the Dim Forest is rather pleasant. The brush and trees have been cut well back from the road, so a cool breeze wafts away the humidity seeping out from the woods to either side. However, after the first mile, you reach the end of the new road construction and the forest closes in on either side of you. Occasionally, the trees are close enough to the road that their branches intertwine and block out the sun above. The air becomes stifling with humidity and biting insects begin to pester you incessantly.

As the day wears on, the openings in the tree cover that let in the sun become less and less frequent, until only a faint light filters down from above, leaving the forest in twilight, despite the fact that it's high noon. The air is now so thick that you can barely breathe. The underbrush is sparse because so little light makes it down through the trees above. Here and there, you can see a hole in the canopy where a tree has fallen. The vegetation seems almost to be visibly growing up to the light in these places and you imagine that it won't be long before the light is once again shut out from reaching the forest floor.

You can make out occasional small animals in the woods – squirrels, rabbits, voles – but seldom anything larger. There are birds in the trees and their raucous calls give the forest an even more sinister air, as if it really needed it!

However, your day is uneventful and eventually the light filtering from above becomes so weak that you cannot make out the trail in front of you. The Lieutenant calls a halt and you've barely had time to take the tack off your horses and brush them down before the Sergeant approaches you with a lit torch in one hand and a stack of shovels under his other arm.

“Hey, recruits, you're on latrine duty. Make sure you dig the pit far enough from the camp that we don't smell it all night. And watch for poison oak!”

Let the PCs choose an appropriate location for the latrine. After they have been digging for a time, have the PCs make a Spot check (DC 20, +2 if the PC has declared that he or she is actively keeping an eye out for danger). If a PC is successful, he or she notices movements before the elves have finished getting into position; otherwise, the PCs are completely surrounded.

As you look at the forest around you, it moves. A dozen or so shapes in dark green and brown clothing seem to rise up from the very earth or from behind trees and shrubs you would think too small to offer concealment. One of them comes close

enough to the torchlight that you can make out his features – he's a sylvan elf!

“Why do you humans always put your waste all in one place? It is better to spread it out to fertilize many trees.”

Let the PCs and elves trade banter for a time. The elven leader is named Olowyn Aelantheril. He is curious as to what the PCs are up to here. He is aware that they are part of the caravan not too far off, but when he finds out that the caravan is on official Gran March business or is carrying supplies for the Gran March Army, he visibly stiffens.

“So you are with the tree killers. Why do you amputate the southern woods?”

If the PCs ask for an explanation, he elaborates. Unless the PCs make it clear that they oppose the military road through the forest, he lumps them in with the rulers of Gran March and treats them as if they had made the decision to cut the road themselves. He is particularly displeased with sylvan elf PCs; how can they stand with the forest killers when the true path is obvious to all who know the forest?

Olowyn does not attack, no matter how insulting the PCs might become. If the PCs attack him, he attempts to retreat without opening himself to attacks of opportunity.

Olowyn Aelanthyx, male elf Ftr5: CR 5; Medium Humanoid (5 ft. 4 in. tall); HD 5d10+5; hp 35; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather); Atks +7 melee (1d8+2 [crit 19-20], longsword), +8 ranged (1-8, longbow); SQ immune to magic *sleep* spells and effects, +2 on saves vs. enchantment spells or effects; AL CG; SV Fort +4, Ref +4, Will +1.

Str 14, Dex 17, Con 12, Int 10, Wis 10, Cha 14.

Skills: Search +2, Spot +2, Listen +2, Hide +4, Move Silently +4. Feats: Point Blank Shot, Precise Shot, Rapid Shot, Far Shot.

Elven Archers, male elf Ftr1 (11): CR 8; Medium Humanoid (5 ft. tall); HD 1d10+1; hp 11; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather); Atks +3 melee (1d8+2 [crit 19-20], longsword), +4 ranged (1d8, longbow); SQ immune to magic *sleep* spells and effects, +2 on saves vs. enchantment spells or effects; AL CG; SV Fort +2, Ref +3, Will +0.

Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills: Search +2, Spot +2, Listen +2, Hide +2, Move Silently +2. Feats: Point Blank Shot, Precise Shot.

“The stones you put in the ground are to keep the trees from growing again. They will keep the trees from growing long after you are dead, after your children are dead, and their children. There are too many for us to remove. You kill the trees for a bow shot to either side. The trees can reclaim the path here in one of your lifetimes, but they will never reclaim the path you make now. You have cut off the woods south of your stone path so that they will never again be part of the

Dim Forest. Our people have seen this before. Once, not long past in the memory of my people, forest filled the whole of the Sheldomar Valley. Your people came and cut it into pieces and then killed off the pieces one at a time. Why do you do this?"

Allow the PCs to explain themselves and justify the actions of Gran March, if they choose. If the PCs become too offensive or when the debate has wound down, Olowyn delivers his final message. If the PCs have taken his side, he first says that he trusts them because they are reasonable and can properly explain his message to their leaders.

"Tell your leaders that Olowyn of the Free Band opposes them and their stone path. Some of our leaders are too weak and indecisive to see your actions for what they are. You covet the last lands of our people and you intend to whittle them away a little at a time, as if we would not notice. Your lifetimes are but a blink of an eye to us and we see what you do. It shall not happen here. Tell your leaders that Olowyn and the Free Band will stop the stone path if they do not."

With that, the elves once again blend into the surrounding vegetation and move away slowly and silently until you can no longer see them.

If the PCs report their encounter to anyone, it eventually reaches the ears of Lieutenant Ennister, who is very interested in hearing the PCs' version of events and the message they are to deliver. He makes note of which PCs acted diplomatically and deliberately and which did not (consider actions here as part of the qualification for military promotion). He tells the PCs that they will need to write up their reports when they reach Fort Endurance so that they may be delivered to the Warden of the Dim March. Proceed to Encounter Three.

On the Critical Event Summary, indicate whether the PCs acted diplomatically in their encounter with Olowyn or in a fashion that was likely to make him angry.

Encounter Three: Fort Endurance

By nightfall of the second day, you reach Fort Endurance. It stands on a hill in a clearing of the forest. You can tell that the clearing is artificial by the smell of burning piles of brush along the edges. Fortunately, the smoke keeps the insects away and you get the first respite from their buzzing and biting that you've had since entering the forest.

The fort itself is a wooden palisade on the top of the hill. It commands the trail below and you can tell that the watchmen in the towers have alerted the garrison to your approach. The gates open wide, allowing you within.

Fort Endurance is a wilderness fort with few of the amenities available in a regular inn. However, the food is good and the beds are decent. There is no tavern or

entertainment here – the Warden does not permit it. If you have more than two hours time left for play at this point, you can expand on the encounters here, but be sure to leave plenty of time for the combats in the later encounters.

The PCs are first put to task writing their reports. A clerk assists those who are unable to write Common. The reports are taken away and delivered to the Warden. The PCs never meet the Warden personally and if they press the issue, they are told that he has little time to talk to them and that they should have put everything into the written report so that he can consult it at his leisure and forward it if necessary.

Some of the men are more than happy to swap stories. They are unconcerned about possible problems from the sylvan elves, how many did the PCs see? Obviously, it was simply a rogue band and even if they decided to actively wage war on Gran March, there wouldn't be enough of them to worry about. Besides, there would likely be other elves that oppose these and would help keep them away from the road and fort. The real problem is the goblins. They've been massing in the Oytwood south of the Javan River and the Dim Forest west of the Realstream River. Fort Endurance is here to keep them from cutting Hochoch off from supply from the rest of Gran March. The humanoid raids into this part of the Dim Forest have stepped up, but are not yet frequent enough or in large enough numbers to pose a threat to the fort. A caravan guarded by a single cavalry Squadron, on the other hand, might make tempting prey. "Better be on your guard, I say."

The soldiers here are also privy to additional rumors. Contact the Gran March Triad Point of Contact (Pete Winz, pwinz@nc.rr.com) for a current rumor list.

If the PCs ask Lieutenant Ennister how the Warden received their report, he tells them that the Warden appreciates the information, but doesn't think that it bears much to be concerned about. There's not a lot that a dozen elves can do, especially when compared to the giants and hordes of humanoids waiting across the Javan and Realstream Rivers.

Lieutenant Ennister sets an overnight guard on the two special wagons and no one is allowed to approach them.

When the caravan is set to depart the next morning, proceed to Encounter Four.

Encounter Four: Ambush

The cool breeze and warm sun in the open area around the fort could almost make someone forget the rigors of the Dim Forest, but the wave of humidity you feel as you once again take the path into it's murky depths is more than reminder enough.

Have the PCs roll Spot checks (DC 16) to see if they detect the goblins waiting in ambush. If they do, use the following text.

It seems that the wagons are moving even more slowly today than yesterday. You've been going for about four hours when you notice a little movement up ahead to one side of the road. Is it a rabbit? No, you definitely see a red-skinned humanoid with a flat face, broad nose, and pointed ears. It must be a goblin! You can see more on each side of the road, readying to attack.

If the PCs fail to Spot the goblins, use the following instead.

It seems that the wagons are moving even more slowly today than yesterday. You've been going for about four hours when suddenly, Corporal Birkit sits bolt upright in his saddle. He looks around to either side and to the rear. "Something's not right here." His gaze fixes on a point on the right side of the road, "Oh, sh...gakkk." He falls from his horse, a small barbed javelin piercing his throat. You can hear him gurgling from the ground. On each side of the road, you see a number of red-skinned humanoids with flat faces, broad noses, and pointed ears.

In either case, the PCs are not surprised by the ambush. They can hear sounds of battle from ahead as well.

Corporal Birkit took a critical hit and is at -2 hit points. He will not stabilize on his own; he requires a successful Heal check (DC 15) before 7 rounds have passed if he is to live (make a note in the Critical Event Summary as to whether Birkit lives or dies). In the meantime, a band of goblins is throwing more javelins at the rearguard and more are attacking the point and center detachments.

The goblins attacking the PCs have two objectives: (1) keep the rearguard tied down long enough that the rest of their forces can take a couple of wagons and (2) stay alive. They have set up this ambush spot carefully. The goblins are split equally between the two sides of the road. They are positioned behind some covered pit traps (20 ft. wide and 5 ft. across) and throw javelins at the PCs in the hope of drawing them in. They have enough javelins laid in to last them for the time they need to keep the PCs occupied. If they choose, the PCs can hide in or under the wagons, which provide half cover (+4 AC bonus) for PCs still firing missile weapons or casting spells at the goblins and total cover for PCs who do nothing but hide.

If the PCs charge the goblin positions, they have to deal with the pit traps. A total weight of 100 lbs or more on the covering of a pit trap causes it to collapse. Horses receive +2 on their Reflex save if ridden into a pit area. If the horse fails its save, this means that it does not shy at the pit edge and will fall in unless additional action is taken. If the rider makes his or her Reflex save, additional skills can then be applied. A rider with the Tumble skill can make a check (DC 15) to jump off the horse before it goes into the pit, taking no damage. A rider with the Ride skill

can attempt to get the horse to jump the pit instead of falling in on a successful check (DC 15). A horse that falls into a pit will suffer a broken leg and will have to be put down. If a PC falls into a pit and there are no other PCs threatening them, the goblins will concentrate their fire on the unfortunate person in the pit. Anyone falling into a pit may attempt to Climb out (DC 15 – the walls provide ready hand and foot holds, but they are not strong and occasionally give way).

Tier 1 (EL 3)

Goblins (8): CR 2; Small Humanoid (3 ft. tall); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +0 melee (1d8-1, morning star), +2 ranged (1d6-1, javelin); AL NE; SV Fort +0, Ref +3, Will +0.

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

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3.

Feats: Alertness.

Pit Trap: CR 1; 10 ft. deep (1d6); Reflex save to avoid (DC 15); Search (DC 15); Disable Device (DC 15).

Tier 2 (EL 5)

Goblins (12): CR 3; Small Humanoid (3 ft. tall); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +0 melee (1d8-1, morning star), +2 ranged (1d6-1, javelin); AL NE; SV Fort +0, Ref +3, Will +0.

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

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3.

Feats: Alertness.

Pit Trap: CR 2; 10 ft. deep (1d6) with sharpened stakes (1d4+1); Reflex save to avoid (DC 15); Search (DC 15); Disable Device (DC 15).

Tier 3 (EL 7)

Goblins (24): CR 5; Small Humanoid (3 ft. tall); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +0 melee (1d8-1, morning star), +2 ranged (1d6-1, javelin); AL NE; SV Fort +0, Ref +3, Will +0.

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

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3.

Feats: Alertness.

Pit Trap: CR 2; 10 ft. deep (1d6) with sharpened stakes (1d4+1); Reflex save to avoid (DC 15); Search (DC 15); Disable Device (DC 15).

If the goblins are able to keep the PCs tied down for 5 rounds, there is a shout in Goblinoid ("Run away!") and the goblins try to break off. If the PCs are able to overcome their foes before this time, they may try to relieve the other guards who are under attack. In this case, they face two goblins each round until the attack is called off (assume there is an unlimited supply, but never have the PC face more than two at a time and do not add more if the PC is trying to break off combat).

If the PCs captured more than five goblins, they find one that speaks Common, but the goblin only knows that the Chief ordered them to attack the caravan and that they were to take two wagons in particular.

After the fight is over, the PCs find that the other guards, particularly those in the center of the caravan, had a much worse time of it. Most of the men are severely wounded and quite a few are dead. Scores of goblins lie dead as well. Sergeant Anthorn is tending to the wounded in this area. The PCs can see that one of the ale wagons is missing, as is one of the specially protected wagons.

“It’s hard to understand. Gobbos never take this much punishment before they break, especially over an ale wagon.”

Lieutenant Ennister approaches, his arm bound in a sling, “It wasn’t the ale wagons they were aiming for, although they did take one.” He points to the dead horse in the traces of the second special wagon. “They would have taken this, too, if they could.” He pauses for a minute. “We must get it back, but I also must make sure that the one we still have makes it safely to Hochoch.”

He turns to you, “You’re expendable. Even without you, I should be able to deliver the remaining cargo. I need you to go after the other wagon. Recover it if you can, destroy it if you must, but do not under any circumstances let the goblins keep possession of it. It would mean great ill to Gran March if they do. It’s packed full of alchemist’s fire.”

Lieutenant Ennister explains that he thinks that the PCs are capable of pulling it off, given the large casualties suffered by the goblins in the attack, or he wouldn’t be sending them. He’ll administer some of his personal healing potions to wounded PCs to make sure they’re as ready as they can be for the mission (bring all the PCs up to full hit points). He tells them that the goblins are almost certainly partaking of the ale they stole as well, which should also act in the PCs’ favor. Finally, he tells them that should they die in performance of this mission, he’ll make sure their families are taken care of. He informs the PCs that the caravan will wait for an extra two days in Orlane because it is not safe to camp here on the trail for that much time.

If any of the PCs say they won’t go, Lieutenant Ennister rises up on the balls of his feet, the color draining from his face as he grits his teeth. “Perhaps you are not fully conversant in the Code of Military Justice. We are in what is classified as an “endangered” situation. Should you refuse to follow a direct order with the result that the Army of Gran March is put into greater danger, I could have you put to death where you stand.” The surviving soldiers begin loosening weapons in their sheaths and loading crossbows while watching the PCs carefully.

When the PCs are ready to follow the goblins’ trail, proceed to Encounter Five.

Make a note in the Critical Event Summary whether Corporal Birkit lived or died.

Encounter Five: Following the Trail

The goblin’s trail is rather easy to find because the wagons have caused considerable damage to the underbrush as they were dragged off the road. The wheels cut into the leafy mulch that covers the forest floor, leaving tracks that are easy to follow.

The goblins are quite aware that the wagons leave obvious trails – they’re counting on it. About two miles away from the main road, they detour the wagons to one side, cover up the tracks, and lay a false trail into a couple of traps they have set. The goblins created the false trail by dragging some wheel sections attached to poles across the forest floor, which leaves a slightly different type of mark that can be detected by an experienced eye when viewed closely. Those who are applying Spot, Tracking, or Wilderness Lore skills to following the trail may make an opposed check (DC 16) to notice where the wagons have been detoured or may detect that the current trail is false if they apply the skill after the detour point has been passed.

Determine at the outset whether the PCs take any precautions as they follow the trail. If they follow the false trail and are taking precautions, they have a chance to find the traps without triggering them first (use the Search skill at the given DC for each trap).

The first trap is a pit dug into the path of the false trail, covered with branches and soil and a layer of dead leaves. The pit was set up some days ago, so it is not obviously fresh. The pit is rather easy to detect and disarm because the covering will give slightly before the PC falls in.

Pit Trap: CR 2; 10 ft. deep (1d6) with sharpened stakes at the bottom (1d4+1); Reflex save to avoid (DC 15); Search (DC 15); Disable Device (DC 15).

Unfortunately, the goblins did not think about the clue that this trap will provide to the PCs – how did the goblins get the wagons across the pit?

If the PCs continue along the false trail, they encounter a second, more deadly trap. A log has been covered in sharpened wooden stakes and suspended from ropes between two trees. A tripwire releases the log, which swings down along the path the PCs are following about 3 ft. above ground level. The person who triggered the trap and anyone within 5 ft. must make a Reflex save to avoid being hit by the log. They have to make a second Reflex save when the log swings back in the other direction. Anyone hit on the first pass is thrown clear and need not make a second save. The PCs may think of simply falling prone on the first pass. Doing so gives them +2 on their

save, but it also causes them an additional problem. The rope has been set up to slip while it travels so that the log actually hits the ground at the point of the tripwire on its return and bounces and rolls for about 5 ft. before stopping. Those who are prone in the affected area receive a -4 on their second Reflex save.

Deadfall: CR: 3; 200 lb. log (1d6) with sharpened stakes (2d4); Reflex save to avoid (DC 18); Search (DC 18); Disable Device (DC 18).

The false trail stops a short distance after the deadfall. Someone with the tracking skill can make a check (DC 20) to then follow the trail left by the goblins who set the false trail. If the PCs have figured out that the trail is false and decide to backtrack to where the genuine trail splits off, they may “Take 10” or “Take 20” to find the real trail (DC 16). If the PCs find the way to the goblin camp by following either of the two possible trails, proceed to Encounter Six. If they do not find either trail, they return empty-handed; proceed to the Conclusion.

Encounter Six: Counter Attack

It is nearly nightfall by the time you catch up to the goblins. Even before you see them, you can hear their merriment as they celebrate their victory with the ale from the caravan. It is relatively easy to get within visual distance of the goblin camp without being noticed. You see that the goblins have started a bonfire and are roasting a large animal over it. After longer observation, you'd guess that it was one of the horses that pulled the ale wagon. The other wagon still has its full team hitched up.

Tell the PCs how many goblins they see based on their tier. Let them come up with their own plan for recovering or destroying the wagon and use your best judgment as to its success or failure. The goblins are not paying much attention, so it is much easier to sneak up on them (apply a -2 situational modifier to their Spot checks). However, there are two goblins who are sitting in the driver's seat of the wagon full of alchemist's fire. If they are attacked and both are not slain in the first round, the alarm is raised and all of the goblins will attack.

Should the PCs decide to wait until the goblins have drunken themselves into a stupor, they see the following events, depending on exactly how long they chose to wait. After about 2 hours, a larger goblin shouts some commands at some others and the horses pulling the wagon carrying the alchemist's fire are unhitched and eight guards are set to watch the perimeter. They are not allowed to drink any more, but they pay as much attention to their companions as to their duties and so they still suffer -2 on their Spot checks. By the time another 2 hours have passed, the drinking goblins have all passed out and the guards send some of their number into the camp to bring some ale back to the guard posts.

If the PCs wait another 2 hours (about 2 A.M.), all of the goblins will be passed out in a drunken stupor. The PCs may then attempt to kill the goblins as they sleep. There is still some danger in this given that a goblin might wake up enough to make a noise before it dies. Give each goblin about to be attacked an opposed Listen check vs. a PC's Move Silently check. The PC is able to take his or her time and is in no immediate danger so long as the goblins remain asleep, so a PC may “Take 10” on the Move Silently check. Because of unfavorable circumstances (drunk and asleep), apply a -6 penalty to the goblin's Listen check (which gives a net -3 after the goblin's racial modifier has been applied). If the goblin is successful, it will wake up enough to make a sound before it dies, which will alert the others. The drunken goblins will suffer -2 penalties on all rolls for the remainder of combat, due to their inebriation.

Any significant flame or heavy object dropping on the wagon full of alchemist's fire is sufficient to get the whole thing to blow up, taking everything in a 30 ft. radius with it. This will also start a huge forest fire and the PCs have to flee as fast as they can to avoid being consumed in the fire, which burns so hot that it is able to cause the trees in this wet, humid environment to burst into flame.

Tier 1 (EL 4)

Goblin Band (16): CR 4; Small Humanoid (3 ft. tall); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +0 melee (1d8-1, morning star), +2 ranged (1d6-1, javelin); AL NE; SV Fort +0, Ref +3, Will +0.

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

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3.

Feats: Alertness.

Tier 2 (EL 6)

Goblin Band (32): CR 6; Small Humanoid (3 ft. tall); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +0 melee (1d8-1, morning star), +2 ranged (1d6-1, javelin); AL NE; SV Fort +0, Ref +3, Will +0.

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

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3.

Feats: Alertness.

Tier 3 (EL 8)

Goblin Band (32): CR 6; Small Humanoid (3 ft. tall); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +0 melee (1d8-1, morning star), +2 ranged (1d6-1, javelin); AL NE; SV Fort +0, Ref +3, Will +0.

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

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3.

Feats: Alertness.

Blaarnotiuk, Goblin Chieftan, male goblin Bbn2: CR 2; Small Humanoid (3 ft. tall); 1d8+2 + 2d12+4; hp 28; Init +2 (Dex); Spd 30 ft.; AC 16 (+1 size, +2 Dex, +3 studded leather); Atks +4 melee (1d8+2, morning star), +5 ranged

(1d6+2, javelin); SA Bbn rage 1/day; SQ Bbn uncanny dodge; AL NE; SV Fort +3, Ref +4, Will +0.

Str 14, Dex 15, Con 14, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3; Feats: Alertness, Power Attack.

SA: *Bbn rage*—+4 Str, +4 Con, +2 morale bonus to Will saves, -2 to AC for 7 rounds, but then fatigued (-2 Str, -2 Dex, can't charge or run) for duration of encounter.

SQ: *Bbn uncanny dodge*—retains Dex bonus to AC regardless of being flat-footed or struck by invisible attacker.

Should the PCs loot the goblin camp, they find that the goblin's equipment is too poor to be worth anything. However, they do find the equivalent of 15 gp in assorted coins and a chest holding a masterwork longsword (315 gp) and a set masterwork chainmail sized for a human (300 gp). The PCs also find a note (**Player's Handout #1**). All of this treasure is destroyed if the PCs set fire to the wagon rather than recover it.

Fill out the appropriate section of the Critical Event Summary to show whether the PCs recovered the wagon, destroyed it, or left it in the hands of the goblins.

Conclusion

The PCs find the caravan waiting for them in Orlane. If they have brought back the wagon full of alchemist's fire, Lieutenant Ennister is very pleased. He asks for a full report and he notes particularly heroic actions or good strategy and tactics (make a note of which PC was the most effective in the success of the mission, an additional reward is associated with outstanding military conduct). All military PCs will receive a Commendation (issue each an appropriate certificate). If the PCs recovered any loot from the goblins, Lieutenant Ennister tells them to keep it (spoils of war are normally divided among all members of a unit, but he will consider that these spoils belong to the File only, rather than the entire Squadron). In addition, he gives each PC a flask of alchemist's fire.

If they destroyed the wagon instead, Lieutenant Ennister is aware of it already because the smoke was visible for miles and the sylvan elves have already lodged a protest. He is still interested in what the PCs have to report, but no special notice occurs.

Should the PCs have succeeded totally or in part, Lieutenant Ennister offers to recommend that military PCs be assigned to caravan duty on a permanent basis if they like. This will permit them to participate in scenarios that take place anywhere along one of Gran March's major roads without requiring that they take leave (they just happen to be in the area at the time the scenario occurs).

If the PCs failed totally, Lieutenant Ennister demands a full explanation and issues reprimands to military PCs

that he feels failed their duty (i.e., if you think that a military PC did not really try to accomplish the task, issue a Demerit certificate). Make a note in the Critical Event Summary of any Demerits awarded.

The caravan continues on to Hochoch. The city is still rebuilding after having been occupied by the giants and the camp of the Army of Retribution outside the city is impressive indeed.

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 One

Good role-playing throughout the jury deliberations 25 xp

Encounter Two

Good role-playing with the elves 25 xp

Encounter Four

Defeating all of the goblins 100 xp
or
Defeating some of the goblins 50 xp

Encounter Five

Finding the first trap w/o triggering it* 50 xp
Finding the second trap w/o triggering it* 50 xp

* Credit should be given for finding the trap if the PCs bypassed it by finding the correct trail before encountering the trap.

Encounter Six

Recovering the wagon 200 xp
or
Destroying the wagon 100 xp

Total experience for objectives 450 xp
Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g., armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 500 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Encounter Six

- 15 gp in miscellaneous coins
- Masterwork longsword (Medium, 315 gp, 4 lb., steel): This longsword is rather utilitarian, lacking any special marking or adornment. However, it is very well balanced and holds an extremely fine edge, marking it as a superior weapon of its type.
- Masterwork chainmail (Medium, 300 gp, 40 lb.): This suit of steel chainmail is wrought from extremely fine rings that have been joined exceptionally well, providing for increased mobility. It has been coated with oil so as to prevent rust, but must be maintained regularly as with any other chainmail.

Conclusion

- 1 gp in pay for each non-military PC (normal pay for military PCs)
- One flask of alchemist's fire per PC (20 gp, 1 lb., liquid in a ceramic flask)
- Commendation: Awarded to active military or veteran PCs who participated in a successful recovery of the wagon full of alchemist's fire, this commendation reads, "_____ is hereby Commended for action above the call of duty in

recovery of vital military equipment from a goblin raiding party."

- Assignment to Caravan Duty: If an active military PC participated in successful mission (recovery or destruction of the wagon full of alchemist's fire), Lieutenant Ennister offers to recommend that he or she be assigned to caravan duty on a continuing basis. Those who accept receive a cert that reads, "The soldier known as _____ has been assigned to caravan guard duty. This PC is allowed to participate in any Gran March scenarios set close to one of the major roads without having to request leave. The time units for the scenario are covered under the time units required for membership in the military, even for scenarios that are not normally covered under military time units. The PC just happens to be in the area and can participate in his or her spare time. This does not apply to scenarios that require significant travel away from the main roads."
- Promotion – If an active military or veteran PC was particularly vital in recovering the wagon of alchemist's fire, either in leadership or in fighting ability, that PC will receive a Promotion. Only one Promotion may be awarded in this scenario, based on the DM's judgment. If no single qualified PC stood out, no promotion should be awarded. The promotion reads, "For exceptional performance of duty, _____ is awarded a promotion to the rank of
 - Soldier
 - Corporal
 - Sergeant
 - Staff Sergeant
 - Line (Pride, Quiver) Sergeant
 - Senior Staff Sergeant
 - Senior Army Sergeant
 - Lieutenant
 - Captain
 in the Gran March Army, with all privileges and responsibilities thereof."
- Demerit – If a military PC shirked his or her duty in recovering the wagon, the PC is awarded a Demerit, which reads, "_____ has received a Demerit for conduct unbecoming of a soldier in the Gran March Army."

Critical Event Summary

Please fill out the information below based on the events that occurred during scenario play and return this form to the Gran March Regional Point of Contact:

Pete Winz
1006 Queensbury Circle
Durham, NC 27713

The input from these forms will help to determine future campaign events. Thanks for your assistance.

Encounter 1

What is the fate of the defendants (hanged, flogged, set free)?

Walther Mandurg:
Arlin Crendle:
Bikko Nilst:

Encounter 2

What impression did the PCs leave with Olowyn Aelantheril and the Free Band (i.e., were the PCs antagonistic, diplomatic, conciliatory, etc.)?

Encounter 4

Did Corporal Birkit live or die?

Encounter 6

What became of the wagon full of alchemist's fire (recovered, burned, or left in the hands of the goblins)?

Conclusions

List the player and PC names of any military PCs who received a Demerit.

Were there any other events of note not covered in the sections above?

Player Handout #1

Blaarnotiuk, I'll keep the words simple this time because you couldn't grasp it before. If you don't deliver the wagons to the appointed place, you don't get paid. I get nothing, you get nothing. No half in advance, no money for nothing, no taking the gold and taking a walk. I'll raise the payment to 1000 gold for each of them and, of course, you keep anything else you take. The wagons you're looking for will have brown canvas coverings and will have extra guards. They will be in the next caravan. Don't mess with what's inside – you're likely to get hurt. You don't have much time, so you'd better get started. I will be most upset if you don't have something for me when next we meet.

K.