

Spies Like Us

A One-Round D&D 3rd Edition Living Greyhawk
Adventure

by Christopher Reed

You are asked to help locate three halfling scouts who have gone missing. What information they have gathered will only be found if you can save them in time. An adventure 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
T10:	101+	112+	123+	133+	<none>

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.

Adventure Summary and Background

This is the second scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. One of the goals of this scenario is to introduce the players to the Principality of Ulek. Please emphasize the following areas:

- While the Principality of Ulek is ruled by a dwarf, and all of the nobles are dwarves, it consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj. While there has not been a major battle in some time. The territory east of the hills is currently contested, and a large number of the Principality of Ulek's residents have been forced to flee their homes due to the humanoid invaders of the Pomarj.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins and the like.
- Half-orcs are, at best, treated as second class citizens, and, in many instances, treated much worse. They are openly treated with disdain.
- Gnomes, humans, and halflings are native the Principality of Ulek, and are treated well.

Oldid Silverbeard is the noble of the Ironhelm province and the city of Eastpass is located within that province. Oldid has heard reports from Havenhill that the powers of the Pomarj had sent in a small group to do some spying there. Fearing that Pomarj spies may be watching him, he sent out heroes to explore this possibility, but all investigations have yielded no spies. This means one of two things, either there are no spies in Eastpass, or the spies were so good they have escaped his notice. Oldid, curious as to which was true, and wanting to find what those Pomarj scum were up to decided to send his own spies to that foul pit.

So Oldid Silverbeard hired three halfling scouts (Bray Burrowfoot, Lurich Longlegs and Turk Toughtoe) to investigate the disputed lands to the east. They were scheduled to return four weeks after their departure and report any information they had gathered. Oldid would use that information to determine his next move against the humanoids.

However, it has now been five weeks since his scouts departed to the east and he has heard no news. He fears the worst for the three halflings.

The three scouts began their journey from Eastpass traveling in a generally eastern direction and traveled by horseback on the Prince's Road until they were just north of Fort Stonewall. From there, they traveled south through the hills to Fort Stonewall. After visiting Fort Stonewall, they headed down the hills and into the disputed territory by foot.

After leaving Fort Stonewall on foot, the three scouts spotted a small goblin scouting force but managed to avoid them and proceeded deeper into enemy territory. In the following days, the halflings were slowed by rains. Eventually, they happened upon a dwarven crypt, but decided to move onward. They pressed on until Turk accidentally took a wrong step and was immobilized by a trap. While the other two halflings tried to free Turk, the trio was discovered by another goblin patrol. By Turk's urgings, Bray and Lurich quickly fled into the hills.

The goblins toyed with Turk; jabbing their javelins into him until they thought he was dead, and left him to rot.

Bray and Lurich managed to escape, but not without a price—while running, Lurich fell and broke his leg.

At the beginning of this adventure Bray is tending to Lurich's leg so that they may return to Eastpass and deliver their findings—including the types, strength and general locations of the orcish and goblin forces, the location of a dwarven crypt, and sightings of some strange-looking dwarves (derro).

The halflings' path can be found in DM Aid #1.

Player's Handout #1 contains the route the halflings had planned to take.

For the PCs, this adventure begins at the Pig and Roost in the city of Eastpass. At this tavern they will meet Arnaun Gemsplitter, who will ask the heroes to partake in an important mission to find some lost halfling scouts.

After accepting the mission, a possible fight between three visiting half-orcs and the other patrons of the tavern erupts. The PCs have a chance to interfere with the brawl.

The following day, the PCs are directed to Fort Stonewall, the last civilized stop the halflings made.

Upon arriving at Fort Stonewall, the PCs learn more about the halfling scouts.

Heading out into the wild of the disputed territory, the PCs are ambushed by a group of goblins.

The next day, the PCs locate the first halfling scout, Turk. Searching for tracks and clues will reveal two sets of tracks. The PCs may then investigate where the tracks came from or where they lead.

If the PCs search in the direction of the tracks' origins, they come across a large goblin clan. If they then double back and follow the tracks in the other direction, the other two halfling scouts will be found. They are now dead, killed by a goblin scouting force.

If the PCs first search in the direction of where the tracks lead, they will find the other two halfling scouts (Bray Burrowfoot and Lurich Longlegs) alive. Shortly after finding the two halfling scouts, the PCs will be ambushed by a goblin scouting force.

When the PCs return to Eastpass, they will run into a band of derro who are on a surface scouting mission.

When the PCs do make it back to Eastpass, they will be thanked and rewarded for their assistance.

Player Introduction

The whisper that spies could be anywhere within Eastpass has spread throughout the city. Spies have already been found in Havenhill, which just proved that the Principality was not the only side in this war that could find ways to successfully spy on its enemy.

The shops are surprisingly packed with customers despite the concerns that any number of enemy eyes may be watching the cities good folk.

Through the city, you also see many hand-written notices tacked building walls throughout the city. Many advertise the need for laborers, caravan guards, tavern bouncers and other mundane workers, but you are an adventurer. That is where your talents lie, and a heroic venture is what you are looking for.

By mid-day your search has yielded no interesting prospects, and your stomach begins to growl. You should be able to scrape together a silver piece or two for a good meal...

Encounter One Just Getting Started

You find a tavern called the Pig and Roast. It is not the nicest place you have seen but it is cheap, and the food smells good. It will suit your needs.

Entering the establishment, you are seated at one of the three empty tables.

If any of the PCs are half-orcs, they will be asked to sit at a large table in the corner, unless they have masked their appearance. The tavern is run by "Grudge" Pickaxe, a dwarf who does not think highly of the race. He will serve half-orcs, but will insist that they keep their distance from the other patrons unless approached.

Have the PCs describe and introduce themselves at this time.

Within the Pig and Roost are a total of eight round tables. Six of these tables seat four people, while the other two seat eight and will be occupied by the PCs and any half-orcs who enter the tavern.

The bar is crammed with dwarves, many sit on the stools, but other stand. One of these dwarves is an assistant to Oldid Silverbeard, Arnaun Gemsplitter. Gemsplitter is thin for a dwarf. He has a thin grayish beard and wears nicely pressed green robes.

Arnaun Gemsplitter (male dwarf Exp2; Bluff, +5, Diplomacy +5, Sense Motive +5). Gemsplitter negotiates small matters for Oldid Silverbeard.

Gemsplitter has been instructed to find some heroes who will find the three missing scouts, return them to

Eastpass and gather any other information that may be of importance to Oldid Silverbeard during the trek.

Since the PCs are heroes, they should be more than willing to jump at the opportunity to help Oldid Silverbeard. If they ask about payment, Arnaun Gemsplitter will explain that often the best payment is not in the form of gems and jewels or even coinage. He will not go into further detail on this. If any PC refuses Arnaun Gemsplitter's offer, the scenario is over.

Arnaun Gemsplitter has the following information for the PCs:

- Names and descriptions of the three halflings:
 - Bray Burrowfoot is a small, thin halfling who loves to collect pressed flowers. He has black hair and black eyes.
 - Lurich Longlegs is an average halfling who has a keen eye. He has black hair, sideburns and black eyes.
 - Turk Toughtoe is a heavy-set halfling with a good set of ears for listening, even for a halfling. He also has a beard, which is quite rare for a halfling. He has black hair but brown eyes.
- The route that the halflings were planning on taking. This information can be found in Player's Handout #1 and should be given to the PCs. He will also inform the PCs that the halflings were planning to stop at Fort Stonewall to stock up on supplies before moving into the disputed territory. But they did not plan to take any roads after arriving at the fort. He suggests that they should do the same. He will also give them a writ stating that they are on official business for Oldid Silverbeard and they may stay at Fort Stonewall for one evening, if they so desire.
- The halfling's mission was to take four weeks, but they are now a week past due.
- The PCs can expect to see/meet any humanoid that could be found in the Pomarj. This could include kobolds, goblins, orcs and maybe far worse.

If the PCs accept this mission, Arnaun Gemsplitter will pay for their drinks and meal plus a room for the night, if needed. He will suggest they rest up and leave in the morning. He will also give them horses, mules or donkeys if needed. He will ask the PCs to leave them at Fort Stonewall when they arrive there. They are only a loan.

After the PCs have had a chance to role-play and chat with Arnaun Gemsplitter, three half-orcs will enter the tavern. They will be asked to sit at the table in the corner of the tavern that has been set up for all half-orcs. Read the following when this occurs:

Entering the establishment is a scruffy looking humanoid. As you look closer, you notice that he is a half-orc.

Quickly, Grudge Pickaxe, the owner of the tavern, rushes up to him and asks him to take a seat in the corner away from the other patrons.

At this request, the half-orc seems very displeased and he yells. "I am thirsty. I want to go to the bar. Why do you stop me from giving you coin, dwarf?"

Dwarves at the bar start to crack their knuckles, whispering threats under their breath. It looks like there will be trouble.

See what the PCs are going to do at this point. If they do nothing, a bar fight will ensue. The PCs can choose to enter the fray or quickly flee the scene.

The PCs could try to stop the commotion in one of the following ways:

- Offer to buy the half orc a drink (1 sp) and sit with him at the table.
- Use an appropriate skill such as Diplomacy to persuade the half-orc to leave or the dwarves to discontinue their arguing. (DC 15)
- Use a show of force (including combat).

If the PCs choose to enter combat, use the following stats for all tiers, but remember there are thirty dwarves. Since the half-orc is greatly outnumbered, you may wish to simply role-play any combat that may occur.

Yeogh, male half-orc Bbn3: CR 3; Medium Humanoid (6.5 ft. tall); HD 3d12+12; hp 36; Init +1 (Dex); Spd 40 ft.; AC 14 (+1 Dex, +3 studded leather); Atks +6 melee (1d12+3 [crit x3], greataxe); SA Bbn rage 1/day; SQ Bbn uncanny dodge; AL CN; SV Fort +6, Ref +2, Will +1.

Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

Skills: Intuit Danger +6, Jump +6, Listen +6, Wilderness Lore +6; **Feats:** Toughness, Power Attack

SQ: Rage—temporarily gains +4 to Strength, +4 Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC; Uncanny Dodge—retains his Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker.

Equipment: studded leather armor (each), greataxe (each), small leather pouch with 27 sp (total).

Common Dwarves (30), male dwarf Com1: Medium Humanoid (4 ft. tall); HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 10; Atks +1 melee (1d4+1 (19-20 [crit x2], dagger); SQ Dwarven traits; AL LG; SV Fort +2, Ref +0, Will +2.

Str 12, Dex 10, Con 14, Int 10, Wis 10, Cha 8.

Skills: Profession (various) +3, Craft (various) +3, Listen +2; **Feats:** Iron Will

Equipment: dagger (each).

If the PCs do manage to calm the half-orc down, he will be happy to talk with the them about their travels.

Yeogh has been looking for an ancient crypt located somewhere in the hills of the Principality of Ulek. He has heard that the crypt has a vast amount of treasure. The treasure is said to include gems and jewels and perhaps some strong magical items. He will ask the PCs if they have any information that may help his search, especially the exact location of the crypt.

He is also secretly in the pay of local nobles, including Oldid Silverbeard, to give reports on the activity in the disputed lands.

Encounter Two On Their Way

When the PCs depart on their mission, read the following:

You leave Eastpass, heading in an easterly direction along the Prince's Road, pushing ahead to get to your destination. The first day passes uneventfully and you stop to rest for the evening.

Have the PCs decide what watches, if any, they will take. Also, allow them a chance to reselect spells, if needed.

When they are ready to proceed, continue with the following:

You awake the next morning. After a couple of days, your journey continues south into the hills. Five additional days pass before you reach Fort Stonewall.

The PCs will arrive at Fort Stonewall on the evening of their eighth day of travel. Before they enter, they will be asked for their proper identification (the writ).

When the PCs enter the fort, continue with the next encounter.

Encounter Three Fort Stonewall

Fort Stonewall is a large stone stronghold, constructed to help defend against the attacks from the Pomarj. Some of the construction here is truly amazing work. The walls are quite tall, almost unbelievably thick and decorated with dwarven runes of great power.

Entering Fort Stonewall, you are greeting by Commander Stockbelly and several of his guards.

Commander Stockbelly is a tall, plump dwarf with graying hair and an extremely long beard that extends past his waist. He has been commander of the fort for the past three years. His job is to defend the hills from the Pomarj forces.

One of Commander Stockbelly's guards will check the writ given to the PCs by Arnaun Gemsplitter.

After the writ has been verified, Stockbelly leads the PCs to their room. He only has one free room that can house them. It is a barracks with eight hard beds.

If the PCs have any questions, Stockbelly will be happy to answer them. He knows the following information:

- The goblin forces in the disputed territory have been sending scouts and spies into the local area.

- The last goblin scouting party was chased off about two weeks ago.
- Bray Burrowfoot, Lurich Longlegs and Turk Toughtoe did indeed make it to Fort Stonewall, but Stockbelly has not heard from them since they left, about five weeks ago.

Stockbelly will make sure the PCs are fed and have any food supplies they need before they depart the following day.

Encounter Four In the Middle of?

From the gates of Fort Stonewall, you can see the hills stretch on before you. You remember Arnaun Gemsplitter's advice that you stay clear of the roads and known paths if you plan to find the halfling scouts. The first day passes without incident and you stop to rest for the evening.

Have the PCs decide what watches, if any, they are going to be taking. Also, allow them a chance to reselect spells, if needed.

On the first night, you may wish to give them a scare by informing them that on one of the watches, they hear a noise from nearby. It will turn out to be nothing but a small animal that will scurry off if approached.

When they are ready to proceed, continue with the following:

In the morning, you continue onward, spending another day in the hills. On the following day, you finally reach the plains. In some parts the grass around you is several feet high. You encounter nothing during the first hours of your third day of travel since leaving Fort Stonewall. As twilight approaches and the shadows of the evening come upon you, a slight rustling is heard. Suddenly, from the tall grass around you, several goblins pop up and move to attack.

The goblins will get a surprise round to throw their javelins at the PCs, unless the PCs make a successful Spot check (DC 10). The goblins will be about thirty feet away from the PCs.

The following round, the goblins and the bugbear will engage the PCs in melee and initiative should be rolled. The goblins will form a U-shape formation around the PCs.

Tier 1

Goblin (6): Small Goblinoid; HD 1d8; hp 4 (each); 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); SQ Darkvision 60 ft.; 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.

Equipment: studded leather armor (each), javelin (each), morning star (each), 71 sp (total).

Bugbear (1): Medium-Sized Goblinoid; HD 3d8+3; hp 16; Init +1 (Dex); Spd 30 ft.; AC 17 (+1 Dex, +3 natural, +2 leather, +1 small shield); Atks +4 melee (1d8+2, morning star), SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +4, Will +1

Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills: Climb +3, Hide +2, Listen +3, Move Silently +5, Spot +3; Feats: Alertness.

Equipment: leather armor, morning star

Tier 2

Goblin (9): Small Goblinoid; HD 1d8; hp 4 (each); 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); SQ Darkvision 60 ft.; 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.

Equipment: studded leather armor (each), javelin (each), morning star (each), 71 sp (total).

Bugbear (2): Medium-Sized Goblinoid; HD 3d8+3; hp 16 (each); Init +1 (Dex); Spd 30 ft.; AC 17 (+1 Dex, +3 natural, +2 leather, +1 small shield); Atks +4 melee (1d8+2, morning star), SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +4, Will +1

Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills: Climb +3, Hide +2, Listen +3, Move Silently +5, Spot +3; Feats: Alertness.

Equipment: leather armor, morning star

Tier 3

Goblin (12): Small Goblinoid; HD 1d8; hp 4 (each); 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); SQ Darkvision 60 ft.; 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.

Equipment: studded leather armor (each), javelin (each), morning star (each), 71 sp (total).

Bugbear (3): Medium-Sized Goblinoid; HD 3d8+3; hp 16 (each); Init +1 (Dex); Spd 30 ft.; AC 17 (+1 Dex, +3 natural, +2 leather, +1 small shield); Atks +4 melee (1d8+2, morning star), SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +4, Will +1

Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills: Climb +3, Hide +2, Listen +3, Move Silently +5, Spot +3; Feats: Alertness.

Equipment: leather armor, morning star

The PCs can take the goblin's equipment and sell it for 50% of book value. Allow them only six of any of the goblin items (studded leather armor, javelin, morning

star) and only one of the bugbear items. The rest are too damaged to sell.

Encounter Five Trapped

When the PCs camp for the night after the battle with the goblins, the night is uneventful. The next morning (the fourth day since leaving Fort Stonewall), if the PCs are searching for tracks and following the general route the halflings had taken, they may have a chance to find some tracks (Wilderness Lore, DC 15 with Tracking Feat). When the halflings came to this area, it was raining and some of their tracks still remain.

On the following day, the PCs will have better chances to find the halflings' tracks (fifth day: Search, DC 10 or with Track feat, and a successful Wilderness Lore check of the same DC). Allow them to cast and reselect spells as they continue their journey.

As you head deeper into the disputed territory, you see up ahead, about one hundred feet or so, a hole in the ground.

If the PCs go to investigate, unless they make a successful Search check (DC 20—keep in mind that the PCs must take time a Search rather than Spot the pit) they must make a Reflex save (DC 20) or fall into a covered pit. If the PCs are spread out in their approach, only one PC falls in. Roll randomly to determine who the unfortunate PC is. PCs who fall in will take 2d6 points of damage.

When the PCs move to the original hole, they will discover that inside the hole is a net-like trap, which has actually caught the bearded halfling (Turk Toughtoe).

He has been dead for nearly a week now, but his body is in surprisingly good condition.

If the PCs have any ability to *speak with dead* (such as the spell), the Turk will know the following:

- He accidentally triggered the trap and got stuck. It was raining and he just didn't see it.
- While his two comrades tried to free him, they were ambushed by a small band of goblins.
- His friends managed to escape to the west.
- The goblins left him for dead after torturing him and left to find his friends.
- There are several large groups of goblins in the nearby area.

If the PCs search the ground for tracks they will easily (Wilderness Lore with Tracking Feat or Search, DC 5) be able to determine that a small group of humanoids (the three halflings) came from the north into this area. Meanwhile a large group of humanoids (goblins) from the southeast also came into this area. (Wilderness Lore with Track Feat or Search DC 10 to determine who made the tracks).

Also the PCs will be able to find that both sets of tracks head off back towards the hills in a generally western direction.

From here the PCs have several choices, which include:

- Return to Fort Stonewall (or Eastpass) and report what they have found. This will end the scenario for the PCs. Go to Conclusion: Ending A.
- Follow the goblin's tracks from where they came from. Go to Encounter Six.
- Follow the goblin's (and possibly halfling) tracks to where they lead. Go to Encounter Seven.

Encounter Six Goblin Clan

If the PCs decided to investigate where the goblin tracks came from read the following:

You travel the rest of the day and do not see anything until you are just about prepared to stop and rest.

Ahead, in a makeshift camp you see a large number of goblins. You would estimate that their number is nearly in the hundreds.

The PCs should get the idea that this is a fight they should avoid at all cost.

The PCs may decide to try to spy on the goblins to learn some more information. It will be very difficult to do so since there is little cover since they are in the grasslands and it is getting dark, which will aid the goblins even more. Also, the PCs will need to speak Goblin in order to understand any of them.

If the PCs do successfully spy on the goblin tribe, they can learn that a local warlord has sent them here to set up scouting, spying and raiding missions.

If the PCs do decide to foolishly attack, use the following *simplified* stats:

Goblin (75): Small Goblinoid; HD 1d8; hp 4 (each); 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); SQ Darkvision 60 ft.; 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.

Equipment: studded leather armor (each), javelin (each), morning star (each).

NOTE: If the PCs do this encounter, they will find the other two halflings dead in Encounter Seven having been killed by the goblins that will attack the PCs in Encounter Eight.

Encounter Seven Where the Tracks Lead

7a: Halflings Alive

If the PCs did not go to Encounter Six, read the following:

Following the tracks you have found, you push onward. A day passes before you find yourself heading back toward the hills.

The second day goes uneventfully, as you start to travel through the hills.

The following morning (third day), you continue to travel through the hills. You can no longer see the tracks in the ground. A few hours pass before you hear a soft whisper coming from the bushes, "Who's there?"

The whisper comes from Bray Burrowfoot, who is hiding in the bushes with Lurich Longlegs. Lurich has a broken leg and Bray has been trying to tend (unsuccessfully) the wound so they can return to Eastpass. Lurich is at negative hit points, and has been that way for over a week. While he is still alive, it is up to the PCs to get him to a point in which he can move on.

If the PCs are unable to magically cure Lurich they can tend him (use the Recovering with Help rules, p. 120 of the *Player's Handbook*).

Lurich will be unable to help the PCs in combat, but Bray will be more than willing to help fight, along with anything else that will lead Lurich and him back to Eastpass.

Bray Burrowfoot, male halfling Rog3: Small Humanoid (3 ft. tall); HD 3d6+6; hp 20; Init +4 (Dex); Spd 20 ft.; AC 15 (+2 leather armor, +4 Dex); Atks +3 melee (1d4+1 [crit 19-20] dagger) or +8 ranged (1d4+1, sling); SA Rog sneak attack; SQ Rog evasion, Uncanny Dodge; AL CG; SV Fort +1, Ref +9, Will +0.

Str 10, Dex 18, Con 14, Int 12, Wis 8, Cha 12.

Skills: Climb +6, Hide +6, Jump +6, Listen +6, Move Silently +6, Pick Pockets +6, Search +6, Spot +6, Tumble +6; *Feats:* Lightning Reflexes, Point Blank Shot.

Special Abilities: Rogue sneak attack: +2d6 damage when target is denied his Dex bonus, and is within 30 feet.

Special Qualities: Rogue evasion: If exposed to any effect that normally allows a character to attempt a Reflex saving throws for half damage, he takes no damage with a successful saving throw. Uncanny Dodge: Retains Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker.

Equipment: leather armor, dagger, 20 darts.

Lurich Longlegs, male halfling Rog3: Small Humanoid; HD 3d6+3; hp 15 (currently -5); Init +4 (Dex); Spd 20 ft.; AC 15 (+2 leather armor, +4 Dex); Atks +2 melee (1d4 [crit 19-20] dagger) or +8 ranged (1d4+1, sling); SA Rog sneak attack; SQ Rog evasion, Uncanny Dodge; AL NG; SV Fort +1, Ref +9, Will +0.

Str 10, Dex 18, Con 12, Int 12, Wis 8, Cha 12.

Skills: Climb +6, Hide +6, Jump +6, Listen +6, Move Silently +6, Pick Pockets +6, Search +6, Spot +6, Tumble +6; *Feats:* Weapon Focus (dagger), Dodge.

Special Abilities: Rogue sneak attack: +2d6 damage when target is denied his Dex bonus, and is within 30 feet.

SQ: Rogue evasion: If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw. *Uncanny Dodge:* Retains Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker.

Equipment: leather armor, dagger, 20 darts.

Bray and Lurich know the following information:

- Goblin forces are in the area. These include spies, scouts and raiding forces. They know the general areas where these forces are, but will only avoid them, as they do not seek any conflict.
- While in the hills, they saw some strange-looking dwarves in the middle of the night.
- The two of them also believe they have located an ancient dwarven crypt but they *will not* give the PCs directions to this until they have or dead if Encounter Six was done), returned to Eastpass. They will not even think about the location except that it is in the hills somewhere, so spells like ESP will not reveal the exact location. If any PC *charms* either halfling, they will inform the PC that going to crypt would be dangerous and they wouldn't want to see a 'friend' get hurt.
- They know the quickest route back to Eastpass.

They will gladly depart when the PCs are ready.

Halflings Dead

If the PCs did go to Encounter Six, read the following:

Following the tracks you have found, you push onward. A day passes before you find yourself heading back toward the hills.

The second day goes uneventfully, as you start to travel through the hills.

The following morning (third day), as you continue your search, you see two dead bodies lying on the ground. They have been stabbed many times.

As you near them, you notice that they are halflings.

These are the bodies of Bray Burrowfoot and Lurich Longlegs. They were killed by a group of goblin scouts who found them hiding in the bushes.

If the PCs attempt to *speak with dead*, the PCs can find out the following:

- There are many goblins in the general area. These include spies, scouts and raiding forces.
- They will confirm that they were killed by a group of goblins.

- While in the hills, they saw some strange-looking dwarves in the middle of the night.
- If asked about the dwarven crypt, they will inform the PCs that "greed will only kill them" and they should avoid it if possible. They will not give exact directions, but will reveal that they are indeed in the hills.

Encounter Eight Attacked

Having found the two remaining halflings alive (your mission is nearly completed. **All you must do is return to Eastpass.**

As you prepare to move on you hear a rock tumble down the rocky hill. You look up to see more of those disgusting goblins ready to attack.

The goblins race down the hill and attack the PCs. They start the combat forty-five feet away from the PCs.

The reasons the goblins are here vary based on whether the halflings were discovered dead or alive.

The goblins had been looking for the two halflings (if Encounter Six *was not* played) or had killed the two halflings but heard the PCs making noise and decided to check things out (if Encounter Six *was* played).

Tier 1

Goblin (6): Small Goblinoid; HD 1d8; hp 4 (each); 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); SQ Darkvision 60 ft.; 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.

Equipment: studded leather armor (each), javelin (each), morning star (each), 102 sp (total).

Nil and Bog; male goblin Rogz (2): Small Goblinoid; HD 2d6; hp 8 (each); Init +3 (Dex); Spd 30 ft.; AC 17 (+1 size, +3 Dex, +3 studded leather); Atks +1 melee (1d8, morning star), +4 ranged (1d6, javelin); SA Rog sneak attack; SQ Rog evasion, Darkvision 60 ft.; AL NE; SV Fort +0, Ref +6, Will +0

Str 10, Dex 16, Con 11, Int 11, Wis 11, Cha 9.

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

SA: Rogue sneak attack—+1d6 damage when target is denied his Dex bonus, and is within 30 feet.

SQ: Rogue evasion—If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Equipment: studded leather armor (each), javelin (each), morning star (each).

Tier 2

Goblin (10): Small Goblinoid; HD 1d8; hp 4 (each); 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); SQ Darkvision 60 ft.; 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.

Equipment: studded leather armor (each), javelin (each), morning star (each), 102 sp (total).

Nil and Bog; male goblin Rog2 (2): Small Goblinoid; HD 2d6; hp 8 (each); Init +3 (Dex); Spd 30 ft.; AC 17 (+1 size, +3 Dex, +3 studded leather); Atks +1 melee (1d8, morning star), +4 ranged (1d6, javelin); SA Rog sneak attack; SQ Rog evasion, Darkvision 60 ft.; AL NE; SV Fort +0, Ref +6, Will +0

Str 10, Dex 16, Con 11, Int 11, Wis 11, Cha 9.

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

Special Abilities: Rogue sneak attack: +1d6 damage when target is denied his Dex bonus, and is within 30 feet.

Special Qualities: Rogue evasion: If exposed to any effect that normally allows a character to attempt a Reflex saving throws for half damage, he takes no damage with a successful saving throw.

Equipment: studded leather armor (each), javelin (each), morning star (each).

Tier 3

Goblin (12): Small Goblinoid; HD 1d8; hp 4 (each); 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); SQ Darkvision 60 ft.; 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.

Equipment: studded leather armor (each), javelin (each), morning star (each), 102 sp (total).

Nil and Bog; male goblin Rog4 (2): Small Goblinoid; HD 4d6; hp 16 (each); Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 18 (+1 size, +4 Dex, +3 studded leather); Atks +3 melee (1d8, morning star), +7 ranged (1d6, javelin); SA Rog sneak attack; SQ Rog evasion, Uncanny Dodge, Darkvision 60 ft.; AL NE; SV Fort +1, Ref +8, Will +1

Str 10, Dex 18, Con 11, Int 11, Wis 11, Cha 9.

Skills: Hide +7, Listen +4, Move Silently +7, Spot +7;
Feats: Alertness, Improved Initiative.

Special Abilities: Rogue sneak attack: +2d6 damage when target is denied his Dex bonus, and is within 30 feet.

Special Qualities: Rogue evasion: If exposed to any effect that normally allows a character to attempt a Reflex saving throws for half damage, he takes no damage with a successful saving throw. **Uncanny Dodge:** Retains

Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker.

Equipment: studded leather armor (each), javelin (each), morning star (each).

The PCs can take the goblins' equipment and sell it for 50% of book value. Allow them only eight of any item (studded leather armor, javelin, morning star) with the rest being too damaged to be of selling value.

Encounter Nine The Derro?

If the either of the halflings are still alive, the PCs will have the chance to encounter the strange-looking dwarves (derro) that the halflings spoke of during their trek back to Eastpass. This will occur only in the middle of the second night on their return to Eastpass.

If neither of the halflings are still alive skip this encounter completely.

You travel back to Eastpass, as directed by the two halflings.

On the second night of your return, [a PC on watch] gets the feeling that you are being watch.

The PC is being watched by the derro, who do not wish to get into a conflict at this point in time.

If any PC approaches them, they will back off being careful not to interact with the PCs. The derro will definitely not discuss why they are here or any details pertaining to them or those of their kind.

The derro are not hostile but if the PCs make any aggressive action, the derro will attack hoping to capture the PCs so they can be used as slaves.

The derro's interest is mainly to see what is on the surface near their current home. They have come from a nearby cave, which they have taken great care to hide. Any PC who attempts to locate the cave can do so with Search check (DC 20).

Derro (12): Medium-Sized Humanoid (Dwarf); HD 1d8+1; hp 6 (each); Init +2 (Dex); Spd 20 ft.; AC 16 (+3 studded leather, +1 buckler shield, +2 Dex); Atks -1 melee (1d4-1, daggers); SA Dwarven traits, SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +3, Ref +2, Will +0.

Str 9, Dex 14, Con 13, Int 10, Wis 10, Cha 6.

Skills: Listen +1, Spot +1; Feats: Blind-Fight.

SQ: Sunlight Vulnerability—Derro lose 1 point of temporary Constitution for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution is recovered 1 point per day out of the sun.

Equipment: studded leather (each), buckler shield (each), daggers (each).

Marrow and Bunes, male derro Wiz3: Medium Humanoid (Dwarf); HD 3d4+3; hp 20; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 12 (+2 Dex); Atks +0 melee (1d4-1 (19-20/crit x2), dagger); SQ Dwarven traits,

Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +4, Ref +3, Will +4.

Str 9, Dex 14, Con 16, Int 16, Wis 13, Cha 6.

Skills: Concentration +6, Craft (Guide) +5, Knowledge (Arcana) +6, Knowledge (History) +6, Scry +6, Spellcraft +6; **Feats:** Blind-Fight, Improved Initiative, Spell Focus (Enchantment).

SQ: Sunlight Vulnerability—Derro lose 1 point of temporary Constitution for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution is recovered 1 point per day out of the sun.

Spells (4/2/1): 0-lvl—*daze x2, detect magic, resistance*; 1st-lvl—*charm person, sleep*; 2nd-lvl—*tasha's hideous laughter*
Equipment: dagger (each)

Dur, male derro savant Wiz5: CR 5; Medium Humanoid (Dwarf); HD 5d4+3; hp 30; Init +6 (Dex, Improved Initiative); Spd 20 ft; AC 12 (+2 Dex); Atks +1 melee (1d4-1 (19-20/crit x2), dagger); SA Dwarven traits; SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +4, Ref +3, Will +5.

Str 9, Dex 14, Con 16, Int 17, Wis 13, Cha 6.

Skills: Alchemy +5, Concentration +8, Knowledge (Arcana) +8, Knowledge (History) +8, Scry +8, Spellcraft +8; **Feats:** Blind-Fight, Improved Initiative, Silent Spell, Spell Focus (Enchantment).

SQ Sunlight Vulnerability—Derro lose 1 point of temporary Constitution for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution is recovered 1 point per day out of the sun.

Spells (4/4/3/2): 0-lvl—*daze x2, detect magic, resistance*; 1st-lvl—*charm person, hypnotism, shield, sleep*; 2nd-lvl—*protection from arrows, tasha's hideous laughter, web*; 3rd-lvl—*hold person, suggestion*

Equipment: dagger (each)

Derro have white skin with bluish undertones, their hair is pale yellow. Their staring eyes white with no irises or pupils. They have humanlike body hair, and males have mustaches but no beards. Their clothes are woven from animal fur, and their armor is leather studded with copper and brass.

Encounter Ten

Return to Eastpass

You continue your trek back to Eastpass with the information you have learned.

Your trip takes you approximately two weeks, but you make it back with no incidents.

The PCs may attempt to locate some goblin scouting parties or the dwarven crypt. Give them a chance to try to find some if they are interested, but all attempts will prove to be unsuccessful.

Conclusion

Ending A

If the PCs found Turk Toughtoe and decided to return to Fort Stonewall or Eastpass right away, read the following:

You have decided to return to Eastpass (or Fort Stonewall) with the little information you have learned. You are thanked, but questioned what has happened to the other two scouts. You can only hope that they make their way back to Eastpass and safety.

The PCs will be given 50 sp each for their help in this mission.

Ending B

If the PCs found Bray Burrowfoot, Lurich Longlegs and Turk Toughtoe but all were dead read the following:

You return to Eastpass with the information you have learned. You are thanked for your efforts in the matter.

The PCs will be given 100 sp each for their help in this mission.

Ending C

If the PCs found Turk Toughtoe and saved Bray Burrowfoot and Lurich Longlegs read the following:

You return to Eastpass with valuable information plus Bray Burrowfoot and Lurich Longlegs still alive. You are thanked for your efforts in the matter. You are informed that you have acted as any hero would in this mission and favors fall upon those who risk their lives in such ways.

The PCs will be given 100 sp each for their help in this mission, plus the *Favor of Oldid Silverbeard*.

Bray will give the PC who aided them the most in combat with his dagger, while Lurich will give the PC who most aided his return to Eastpass with his necklace.

If possible, avoid giving both items to the same PC.

The halflings will also give the PCs a (single) rough and crude map with the directions to the dwarven crypt.

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:

Getting information from half-orcs

25 xp

Encounter Four: Defeating goblins	100 xp
Encounter Five: Avoiding pit trap	25 xp
Encounter Six: Locating goblin clan EITHER OR (NOT BOTH)	25 xp
Encounter Seven: Rescuing halflings safely	50 xp
Encounter Eight: Defeating goblins	150 xp
Encounter Eleven: Dealing with derro peacefully	50 xp
Conclusion (or before): Getting information from halflings	50 xp
Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp
Total Possible Experience	500 xp

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list 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 PCs 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 PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 500 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives an Infamy point from being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC rogue 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 which it later finds unreasonable but which were allowed at the time.

Next to mundane items are the values of the items. They can be sold as described above (basically 50% of book value).

Encounter One:

- 3 suits of half-orc sized studded leather (Value 25 gp each)
- 3 greataxes (Value 20 gp each)
- 27 sp

Encounter Four:

- 6 suits of goblin-sized studded leather (Value 25 gp each)
- 6 javelins (Value 1 gp each)
- 6 morning stars (Value 8 gp each)
- 71 sp

Encounter Eight:

- 8 suits of goblin-sized studded leather (Value 25 gp each)
- 8 javelins (Value 1 gp each)
- 8 morning stars (Value 8 gp each)
- 102 sp

Encounter Nine:

- 12 suits of derro-sized studded leather (Value 25 gp each)
- 12 buckler shield (Value 16 gp each)
- 15 daggers (Value 2 gp each)
- 250 sp

Conclusion:

- Lurich Longlegs' Necklace (Value 195 gp, 1 lb.): This beautiful silver necklace was given to the PC indicated on the top of the certificate. It is composed of ten very fine silver threads that wrap around each other. It also has a small charm with the mark of the Longlegs family. Trading or selling this item is considered a disgrace to Lurich, since it was given to the PC as a gift. Any resident of Eastpass will not accept this necklace for any reason [trade, gift, etc.] It will grant the PC a +2 circumstance bonus to Diplomacy checks made against any member of the Longlegs clan.
- Bray Burrowfoot's +1 dagger (Small, Value 2305 gp, 1 lb.): This dagger was given to the PC named on the top of the certificate by Bray Burrowfoot. It is a beautiful steel dagger with a small ruby on a golden pommel.
- Dwarven Crypt Map (Value 0 gp): This map is very rough and crude. It was given to the PC by Bray

Burrowfoot and Lurich Longlegs. It is said to hold the directions to an ancient dwarven crypt. It has no value except to those who might be in search of the crypt.

- Influence Point with Oldid Silverbeard (one per PC): This favor will be usable at a future date and time for several opportunities including possible attainment of mundane items such as armor and weapons.
- 50 sp or 100 sp (per PC)

DM Aid #1 (Halflings Actual Route Taken)

Player Handout #1 (Halflings planned route)

Spies Like Us Story Summary for use at Florida Fall Fantasy 2000 Only

Please fill out the following and return to Christopher Reed at 6245 Westgate Drive; Apartment #1905; Orlando, FL 32835.

- | | | | |
|---|------------|----------|---|
| 1. Were any of the three half-orcs killed?
a) If so, which ones? | YES | NO | |
| | _____ | | |
| 2. Did the PCs find Turk Toughtoe? | YES | NO | |
| 3. Did the PCs visit the goblin tribe? | YES | NO | |
| 4. Did the PCs save Bray Burrowfoot and Lurich Longlegs? | YES | NO | |
| 5. Did the PCs encounter the derro?
a) If so, did they react peacefully? | YES
YES | NO
NO | |
| 6. Were the PCs informed about the dwarven crypt? | YES | NO | |
| 7. Which conclusion did you use? | A | B | C |
| 8. Which PC received Bray Burrowfoot's dagger?
Real Name: E-mail: RPGA #: PC Name: | _____ | | |
| 9. Which PC received Lurich Longlegs' necklace?
Real Name: E-mail: RPGA #: PC Name: | _____ | | |
| 10. Which PC received the Dwarven Crypt Map?
Real Name: E-mail: RPGA #: PC Name: | _____ | | |