

HIGB-01

Which Way Did They Go?

An Intro D&D LIVING GREYHAWK[®] Highfolk Regional Adventure

Version 1.0

Round One

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Orcish attacks on the Quaggflow are beginning to become an annoyance. However, the same question is becoming more of an annoyance than the orcs are. Which way did they go? An introductory regional module set in Highfolk for first level PCs only.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM

can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

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

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

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

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

Time Units and Upkeep

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

Adventure Background

It is not that often that orcs have more than one child during a single birth, let alone three. Gorg, Garg and Gerg are triplets. Gorg and Garg inherited their father's strength and talent to beat things to a pulp. Their brother Gerg, however, inherited his mother's talent with the arcane, a talent which his mother had kept hidden, and none of his father's strength. He would have been killed as a weakling if not for the fact that he caused frost to burn off the nose of one of his peers. This gained the great respect, and not a little fear, of his brothers who listened to everything he said. Gerg eventually set off with his brother's to prove himself. He devised a plan of hit and run tactics coupled with traps, and lots of caltrops, that have gained him a tidy sum of gold.

Adventure Summary

The PCs are asked to patrol a section of the Quagflow Road where a group of orcs has apparently been attacking small caravans and merchants that travel the road. Gerg has convinced his brothers and another orc, Brak, to follow him on this gold-gathering and mettle-proving expedition. Through a series of hit and run tactics, plus a series of pit traps and misdirection, the orcs have amassed a good some of funds.

The PC's are sent to patrol the area where Gerg and company are operating. They arrive in time to hopefully save a couple of merchants, one of which their over turned cart has fallen on. The PCs then follow the "trail" of the orcs and hopefully, after traversing the carefully laid traps and the occasional boar or betrayal, reach Gerg and stop him.

Encounter One: A Given Task

You've been sitting in the office of Sergeant Rendel Fortero of the Merchant District Home Guard for almost an hour now...actually, in the waiting room. All around you are many others who have been waiting right along with you. The chairs are comfortable and the room in general seems pleasant enough. There is still a measure of excitement in the room, however.

Your day started simple enough...woke up, actually got out of bed, and headed down to

the Guided Cow to see if there was any work for a hearty adventurer such as yourself. After skirting the proprietor Witley Goldleaf, you found a notice posted trying to recruit able-bodied people for small missions and tasks around Highfolk.

That was an hour ago. You have seen other people get called into the office, but apparently the whole town of Highfolk came out in answer to this posting. Finally, a man wearing the livery of the Home Guard walks out of an office door and says, "you, you, you, you, you and you...follow me."

The DM will have to adjust the number of adventurers summoned into the office to reflect the number of players at the table. The will apologize to anyone if they take offense at his abruptness, he explains that it has been a long day already with the huge turn out for the posting and apologizes.

Sgt. Rendel Fortero: Male human, Ftr4/Rog2.

"Thank you all for coming," says the Sergeant. We are very pleased with the turn out, but it is certainly more than expected. But that's why I love living here...everyone is ready to pitch in if necessary." The Sergeant moves behind his desk and begins to shuffle through some papers there. "This is the next task on the list. There is a section of the Quagflow, that is not too far from here, that has been targeted by an unknown force of orcs in the past couple weeks. This is what we have learned..."

The following is all the details known by Sergeant Rendel Fortero about the area and the job at hand. The DM is encouraged to role-play this encounter and allow the players to direct the conversation.

- An accurate count of the orcs has never been taken, but the guard does know the group is comprised of all orcs.
- Incredibly, the orcs are smart and use hit and run tactics very well.
- The orcs have taken mainly gold and not much in the way of goods.
- Some people have died, but only upon resisting the orcs. It would appear that the orcs are not on a killing spree.
- The PCs are to patrol and secure the section that has been getting hit and see if they can figure out the strength and numbers of the orcs.

- If someone asks about compensation, monetary or otherwise, the Sergeant will look a bit taken a back, only for a moment or two, and then say that a monetary gift can be made, but funds are limited, so it would not be much.
- If PCs ask about interviewing witnesses of past attacks, the Sergeant will mention that all of their statements are in this report and they all pretty much say the same thing...traveling down the road, attacked by orcs, lost gold, any resistance and people died.
- A Gather Information once the PCs leave the Home Guard station might garner some more information. DC 10: Some of the orcs mysteriously disappeared both during and after the encounter. Some of them walked away with the gold, but some others simply vanished into thin air. DC 20: Most of the orcs looked exactly alike.

Encounter Two: Wagon Accident

It only takes you about 3 hours to get to the stretch of the Quagflow Road that the Sergeant assigned you to. The trip out here has been rather uneventful...the occasional small time merchant, a couple coming to visit relatives in Highfolk Town, and even the occasional woodland creature crossing your path. As you take stock of where you are, you spot an overturned wagon up ahead on the side of the road. From this distance, it appears as if someone may be pinned beneath it and one lone man is trying to lift it.

Someone is pinned beneath the cart. The man's name is Drayden Bothden, a merchant of some value around these parts. He is currently being pinned by the cart, and has been for several minutes. If the PC's do not act quickly, it will kill him. Drayden's partner, Cyrin Vrendal, does not have the strength to lift the cart. In order to lift it, the PC's must make a Strength check, DC 18 (this can check may be assisted by as many PCs as are available). If they think of setting up some kind of lever system to help out with the lift, it will take 2 rounds to organize and give them a bonus of +3. Also, they might be able to persuade Cyrin to help if they can snap him out of the shock he is in (Diplomacy or Intimidate DC 10). He would aid for another +2 to the Strength check. If they cannot,

or simply do not, get the cart off of him in 5 rounds, Drayden will die. Cyrin will constantly urge them on to help him and will only answer questions about what happened with a ***"We were attacked"*** until Drayden is saved.

If Drayden dies, Cyrin will only point in the direction of the way the orcs went, and is otherwise unhelpful due to the death of his partner. If however, Drayden lives, proceed with the following read aloud text:

They came out of the forest...so many of them. A couple of them ran in front of the horses and spooked them, which caused the accident. I did not notice Drayden was pinned beneath. I thought he was just in the back of the cart. I was able to defend myself from them, one of which I did give a grievous wound, but his body seems to have disappeared. The orcs then took our gold box and left. Our better goods are in the bottom of the cart, that's why it's so heavy. The orcs ran into the woods over there.

Drayden Bothden: Human male, Exp3.

Cyrin Vrendal: Human male, Exp3.

This is really all the information that Cyrin has to give them. Drayden was unconscious after the initial shock to the horses, so all he'll be able to add is that there were a lot of orcs. If, and only if, he is asked about what the orcs wore or looked like, he will mention that some of them did look strangely alike, but he had just supposed that they were twins or triplets or something.

The orc tracks are actually quite simple to follow. The three brothers did nothing to hide their tracks, thinking that their traps would be enough to deal with anyone who would actually try to follow them. Any PC with the Track feat may attempt a DC 10 Survival check to follow, (any PC may attempt a DC 10 Search check as well). The tracks lead more or less east into the woods.

Development: The goods the merchants have in the cart is a supply of iron and mithral ore that was to be used in the making of weapons for the war. If the PC's inquire about what it actually is, Drayden and Cyrin will only tell them that it is special for the city of Highfolk. If the PC's try to steal it, Drayden and Cyrin will tell them to go right ahead and that it will not do them any good. If the PC's do not kill the two of them, the two will warn the authorities. Even if they do, no one in Highfolk will buy it without Drayden or Cyrin around. The PCs will eventually be caught for any crimes

committed (thievery, assault, or murder) and by punished. See more about the legal system in Highfolk in the Player's Guide to Highfolk.

Encounter Three: Fork in the Road

The tracks lead to an underused trail in the woods. The forest is beginning to encroach on the path but not to the point of overrunning it quite yet. Following the tracks has been a fairly simple task until you come upon a fork in the road. The unbelievable thing is that the tracks seem to lead in both directions.

The orcs split up and went both ways, two in either direction (A DC 11 Track check can confirm this). The tracks continue for about a hundred feet on either path and then the tracks are obviously brushed away. The two orcs walked single file and the back orc brushed away the tracks as they moved a long, scattering dust and debris. That is where the similarities of the two paths end (See **DM Map #1**).

The right-hand path has a very obvious trip wire trap (Spot DC 5) about 10 feet after the brushing begins. The orcs did not hide this one very well in order to make anyone who follows them think they were stupid. Starting about 10 feet after the trip wire is a field of caltrops, disguised by other debris. A Spot check (DC 17) is required to see the caltrops, otherwise they are mistaken among the debris. Normal caltrop rules apply (See the PHB, p. 126). If a PC is hurt by the caltrops, the DC to Spot them drops to 10 for other PCs. The field runs along the trail for about 30 feet and 10 off the path on either side. The field is repeated down the trail about a hundred feet.

On the left-hand side, about 20 feet beyond the beginning of the brushing, is a fairly simple to find pit trap in the middle of the road (DC 10 if Searching and DC 12 to pick out via Spot if not searching). However, on either side of the road, just after the obvious trap, are two more 10x10 foot pit traps that are hidden a bit better (Search DC 15 and Spot DC 17). One hundred feet up the path is another set of pit traps. However, the two on the side of the trail are easier to spot (DC 10 Search and DC 12 Spot) and then just beyond the obvious two pits, is a more difficult one on the path itself (DC 15 Search and DC 17 Spot). Only give the PC's a Search check if they are actively looking for traps and then only rogues

may find the pit traps with Search DCs higher than 10.

For both paths, in between the two sets of traps, the path begins to curve inward so that they can meet at the second crossroads. This may not be readily apparent to the PC's. Either way they go, give them the impression that the other path is another possible way they could have gone.

Traps: Use these stat blocks for the "Easy" to spot and "Difficult" to spot traps that the orcs have placed upon the left-hand side (See **DM Map #1**) of the trail.

APL 2 (EL ½ ea.)

Easy Multiple Camouflaged Pit Traps: CR 1/2; mechanical; location trigger; manual reset; DC 15 Reflex save avoids; 10x10x10 ft; d6 fall; Spot DC 12, Search DC 10; Disable Device (DC 5).

Difficult Multiple Camouflaged Pit Traps: CR 1/2; mechanical; location trigger; manual reset; DC 15 Reflex save avoids; 10x10x10 ft; d6 fall; Spot DC 17, Search DC 15; Disable Device (DC 10).

Encounter Four: Boaring Continuation

Prior to reading the section below, verify the party's marching order if they have not already provided it. If the PCs are being stealthy, they may surprise on the boar (oppose their Move Silently with the Boar's Listen of +7) and the DM should adjust the wording as needed. If not, continue as written.

The sounds of the forest are comforting in a way. Life seems to be moving along as normal as it possibly can. Birds chirping, wind rustling through the bushes...this would be entirely true if it were not for the partially irate boar that appears to be tied to a stake that is plunged into the ground in the middle of another fork in the road. As you are about to react to this new development, the rope binding the boar to the stake snaps and the boar grunts triumphantly as it begins to look around...eyeing everything in site as if to mow it down. It sets its sights on you.

The orcs have tied this starving and mistreated boar behind them, hoping to discourage further pursuit.

APL 2 (EL 2)

Angry Boar: Hp 25 (it currently suffers 5 points of subdual damage), See Monster Manual p. 270.

Tactics: The boar does not have any special tactics. It has been tied up and given no food for over a day, in addition to a healthy beating shown in some dark bruising on its side. It is very angry and very hungry. The boar charges the first person it sees and does not give up until either all targets are eliminated or it is slain.

Development: After the fight, allow the PC's a Track check, DC 15. If they make it, they will notice that the tracks they have been following go right up to the boar, suggesting the orcs left the boar here.

Encounter Five: Now Which Way?

Depending on which path the party took in Encounter 3, you may have to adjust the description given below.

If the PCs took the left-hand path:

The path to the right has some obvious sign of someone sweeping the path, however, the path to the left does not. As a matter of fact, the tracks continue on past the stake that is plunged into the ground.

If the PCs took the right-hand path:

The path to the left has some obvious sign of someone sweeping the path, however, the path to the right does not. As a matter of fact, the tracks continue on past the stake that is plunged into the ground.

If the PCs decide to follow the other branch of split path, look to the previous section and follow it in reverse. If they make it the full way around, make it clear that they are going in circles. Once this is known, they can make it back to the boar's fork in the road easily and then continue on. When the PCs continue following the orcs past the boar's stake, continue with the following read aloud text:

The tracks lead on for another 100 feet or so before yet another fork in the road presents

itself. The tracks continue down the left hand path. The right hand path shows no sign of tracks or obvious signs that tracks have been brushed away.

This time, there is no obvious sweeping of the road on the right-hand path. This is because the orcs did not take that way. They followed the left hand path for about 120 feet. At that point, they brushed their tracks away. This time, however, they cut through the middle section of the forest. A PC with the Track feat (Survival DC 12) will note the orcs proceed that way. Those PCs without the Track feat may attempt a Spot (DC 15) check to notice the foliage in the center appears disturbed in the direction of the other path. Also, if they begin to continue to follow the left hand trail, mention that there is no obvious sign that the path has been swept in order to mask tracks going that way. If this is not enough of a hint for the party and they continue down the left hand path, mention to them that they follow the trail, seeing no tracks for over an hour. If they still do not get the hint, let them know that the trail eventually twists back to the Quagflow. By now, the orcs are long gone and their adventure is over for them.

If the PCs do eventually find the shortcut through the middle section of the forest that the orcs made, they will find that it cuts back to the right hand path and continues onward. If they travel down the right hand path from the fork, they will not see any tracks, or sweep marks, for a couple hundred feet.

Encounter Six: Down the Hole

The path continues on into the forest, cutting a swath that seems to be choking on the encroaching forest. It seems as if the path you are following is struggling to stay a separate entity from the forest. The tracks that seem to continue down this path are apparently holding down the trail enough to the point that the forest cannot lift it up and wrap it in the love that is the blanket of underbrush that threatens to choke it to death. The path is only marred, other than the tracks, but a pit that covers the whole path. The odd thing is you can see after the pit for a short way and you notice that the tracks seem to be fewer in the number.

The triplets' only real companion, Brak, another orc, has fallen down into this particular pit trap. The triplets left him there as both in order to slow down whoever is following them, and because Gerg thought that Brak should have been smart enough to miss the pit and since he was not, he has become dead weight. Brak makes a Listen (+1) check to hear the party approach, if they are using stealth with moving down the path. If he does hear them, he will yell out in Orcish for someone to help him. If the PC's help him, he will offer to tell them about the triplets and how to get to their camp safely, (see **DM Map #2**), through the field of caltrops. He will not, however, accompany them. If they attack him while he is in the pit, he will attempt to climb out to get them (Climb DC 15). If they attack him up top, he will defend himself accordingly.

Creature: Brak does not wish to fight the PCs. In fact, being betrayed by his partners has soured him on his life of crime and he intends to return to his family in the northern Vesve. However, should the PCs choose to attack him, he will fight for his life.

APL 2 (EL 1/2)

Brak the orc bandit: Hp 9, See Appendix One.

Development: Before a fight begins, or if the PCs choose not to start one, secretly roll a Spot (DC 20) check for each PC. Those who are successful notice that a rat watching them for a moment, and then run away. The rat is Gerg's familiar, Rat (see **Appendix One**). It will not engage the PC's. Either after the fight or if it is spotted, whichever comes first, he will run toward a hole in the ground...a borrowed set of tunnels and burrows he has dug throughout this area. Allow an initiative roll. If they win and kill the rat, Gerg will know something is wrong from the loss of his mystical connection to his familiar. If the rat gets away, he will warn Gerg. Should the PCs succeed in capturing Rat, he refuses to aid the PCs, but cannot warn his master.

Treasure: The PCs can claim the orc's gear if they wish. Brak is willing to trade his possessions for his life.

APL 2 – loot (4 gp).

Encounter Seven: X Marks the Spot

The tracks lead on down the path, continuing to make a stab into the forest...marring the beauty of the greenery by their very presence. They seem to be leading you on as if taunting you...as if trying to make you consider rash actions. This time, the consideration is a little more basic. Up ahead of you on the path is a large X formed by twigs. The tracks lead up to it and continue onward.

The safest thing to do is to walk right up to the X and continue on down the path. On either side of the path at each of the four points of the X, if they continued out into the forest, is another 10x10 foot pit trap, for a total of 4.

APL 2 (EL 1/2)

Difficult Multiple Camouflaged Pit Traps: CR 1/2; mechanical; location trigger; manual reset; DC 15 Reflex save avoids; 10x10x10 ft; d6 fall plus caltrops; Spot DC 20, Search DC 17; Disable Device DC 15.

Encounter Eight: Triplets?!?!

The path continues on to what seems to be the final leg of your journey. The path continues on for about 200 feet or so and opens up into a clearing. From this distance, you can see a small camp has been set up. The ever-present tracks that have been with you for most of this trek appear to have been swept away again some 20 feet from your current position.

The three brothers know that the entire camp is surrounded by a 10-foot wide ring of caltrops, except for a 20-foot section at the other side of the camp at 40 feet away from the camp. All of the caltrops are covered with debris again and require a DC 20 spot check to avoid. If the PC's helped Brak out of the pit earlier, they will know this.

If Rat made it away from the confrontation with Brak and back to the camp, or if he was killed, Gorg and Garg and a silent image of Gerg are standing and waiting for the PC's to enter. Gerg is actually hiding (Spot DC 17 to notice) in a pile of leaves on the camp side of a tree opposite the safe entrance. If somehow they have not been warned, the three of them will be sitting around a cooking fire and are caught be surprise.

Creatures: The orc brothers are likely ready for a confrontation, and will enjoy throwing a beating to anyone who dares to follow them. They have surrounded their camp with caltrops to decrease the likelihood of enemies charging into camp.

APL 2 (EL 3)

Trap: Caltrops, DC 17 Spot for every 10 feet of field.

Gorg, orc triplet #1: Hp 10, See Appendix One.

Garg, orc triplet #2: Hp 11, See Appendix One.

Gerg, orc triplet #3: Hp 5, See Appendix One.

Rat, rat familiar: Hp 2, See Appendix One.

Tactics: Gorg and Garg attempt to smash anyone that they can get their hands on that isn't one of their brothers. The image of Gerg will try to run away, as if to warn reinforcements in an attempt to get the PC's to run through the caltrops.

If Gerg is undiscovered, he will try this tactic again and then come out of hiding to provide spell support. Rat will in no way enter the fight unless he is cornered and he will run off if the orcs lose the fight.

Conclusion: The Loot

The PC's are free to leave at this point. If they search the camp, they may find some things.

- Search DC 10: The PCs find the chest of gold that was taken from the merchants, along with a few pieces of jewelry and two bolts of fine cloth. The chest and the goods belong to previous victims of the orc bandits. They can be sold for 600 gp, or returned for a small reward.
- Search DC 15: The PCs find a diary that Gerg kept describing his desire to prove to his tribal leaders in the northern Vesve that just because he wasn't strong like his brothers that he could still be successful. It goes on to describe how he tried to get other orcs to help him and he could get Brak. It also talks about how he planned to use his illusions in order to confuse victims as to how many orcs there actually were.

Treasure: The PCs can claim both the chest of gold, as well as the orc's gear.

APL 2 – loot (8 gp), coin (100 gp), *ring of protection +1* - (167 gp), *amulet of natural armor +1* - (167 gp), *scroll of expeditious retreat* - (2 gp), *scroll of magic missile* - (2 gp), *scroll of ray of enfeeblement* - (2 gp).

After the PCs finish, they may return to Highfolk where they are congratulated by the Home Guard for their success. Should the PCs return the chest of gold, the jewelry and the cloth to the Home Guard (to be returned to the merchants who it was stolen from) they receive a reward of 25 gp each (instead of the 100 gp per PC) but gain an XP bonus.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Two

The PCs save Drayden Bothden from being crushed to death.

APL 2 – 50 xp.

Encounter Three

Defeat one of the trapped paths

APL 2 – 60 xp.

Encounter Four

Defeat the Boar

APL 2 – 60 xp.

Encounter Six

Defeat or Befriend Brak

APL 2 – 30 xp.

Encounter Seven

Defeat the traps

APL 2 – 60 xp.

Encounter Eight

Defeat the Orc Brothers

APL 2 – 90 xp.

Conclusion

Return the stolen goods

APL 2 – 50 xp.

Discretionary role-playing award

APL 2 – 50 xp.

Total possible experience:

APL 2 – 450 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Six

APL 2: L: 4 gp

Encounter Eight:

APL 2: L: 8 gp; C: 100 gp; M: 340 gp

Total Possible Treasure

APL 2: L: 4 gp; C: 100 gp; M: 340 gp -

Total: 450 gp

Appendix 1: NPC Statistics

Encounter Six

Brak: Male Orc Ftr1; CR 1; Medium Humanoid (Orc); HD 1d10+1; hp 9; Init +0; Spd 30 ft; AC 13 (touch 10, flat-footed 13) [+3 studded leather armor]; BA/G +1/+4; Atk +4 melee (great axe d12+3/crit x3, slashing) or +1 ranged (javelin, 1d6+3 piercing); Full Att +4 melee (great axe 1d12+3/crit x3, slashing) or +1 ranged (javelin, 1d6+3 piercing); SQ Darkvision 60ft, light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness, Power Attack.

SQ: Light Sensitivity (Ex): dazzled in bright sunlight or the Daylight spell.

Possessions: greataxe, javelin (x5), studded leather armor.

Encounter Eight

Gorg and Garg: Male Orc Ftr1; CR 1; Medium Humanoid (Orc); HD 1d10+1; hp 10, 11; Init +0; Spd 30 ft; AC 13 (touch 10, flat-footed 13) [+3 studded leather armor]; BA/G +1/+4; Atk +4 melee (great axe d12+3/crit x3, slashing) or +1 ranged (javelin, 1d6+3 piercing); Full Att +4 melee (great axe 1d12+3/crit x3, slashing) or +1 ranged (javelin, 1d6+3 piercing); SQ Darkvision 60ft, light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness, Power Attack.

SQ: Light Sensitivity (Ex): dazzled in bright sunlight or the Daylight spell.

Possessions: greataxe, javelin (x5), studded leather armor.

Gerg: Male Orc Sor1; CR 1; Medium Humanoid (Orc); HD 1d4+1; hp 5; Init +0; Spd 30 ft; AC 14 (touch 11, flat-footed 13); BA/G +0/+2; Atk +2 melee (great axe d12+2/crit x3, slashing) or +0 ranged (javelin, 1d6+3 piercing); Full Att +2 melee (great axe 1d12+2, slashing) or +0 ranged (javelin, 1d6+3 piercing); SQ [Darkvision 60ft, light sensitivity; AL CE; SV Fort +0, Ref +2, Will +2; Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 15.

Skills and Feats: Bluff +3, Concentration +3, Hide +2, Knowledge Arcana +2, Spellcraft +2; Martial Weapon Proficiency (great axe).

SQ: Light Sensitivity (Ex): dazzled in bright sunlight or the Daylight spell, Rat – rat familiar.

Possessions: greataxe, javelin, spell component pouch, *ring of protection +1*, *amulet of natural armor +1*, *scroll of expeditious retreat*, *scroll of magic missile*, *scroll of ray of enfeeblement*.

Spells Known (5/4; base DC = # + spell level): 0th – *detect magic*, *ray of frost*, *resistance*, *touch of fatigue*; 1st – *enlarge person*, *silent image*.

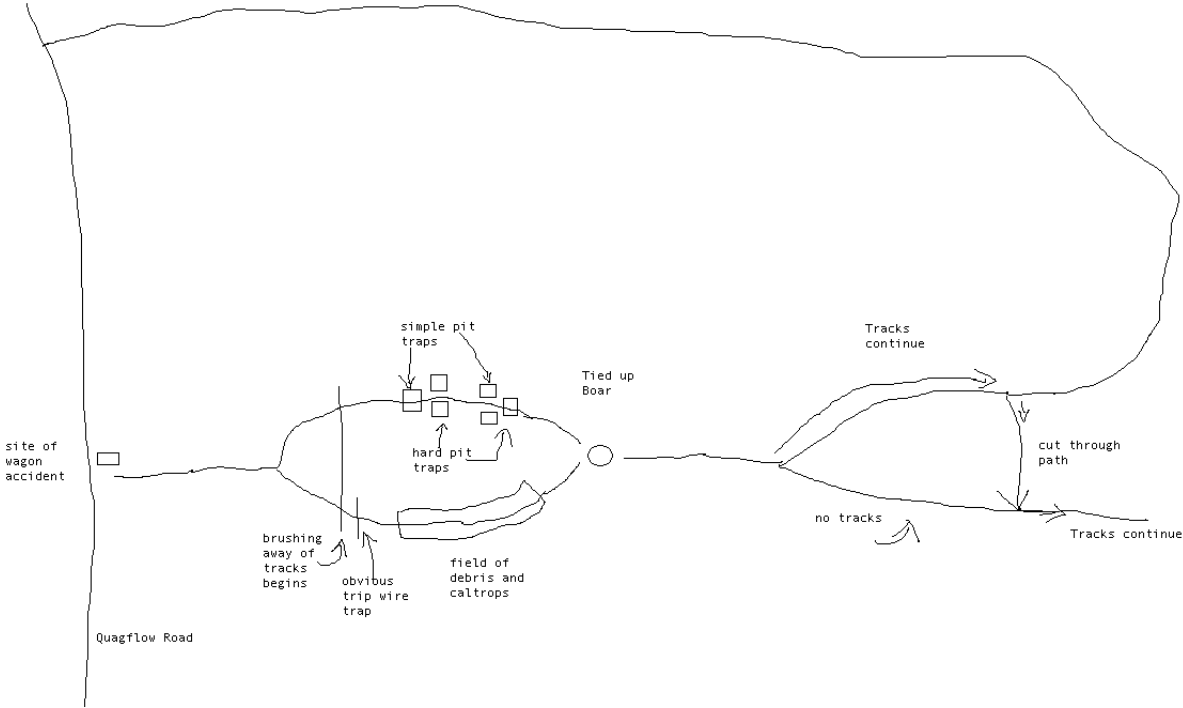
Rat: Male rat familiar; Tiny Animal; HD 1d4; hp 2; Init +2; Spd 15 ft; AC 15 (+1 natural, +2 size, +2 Dex), [touch 14, flat-footed 13]; BA/G +0/-12; Atk +4 melee (bite 1d3-4, piercing); Full Att +4 melee (bite 1d3-4, piercing); SQ Low-light vision, scent, improved evasion, share spells, empathic link; AL CE; SV Fort +2, Ref +4, Will +3; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Weapon Finesse.

SQ: *Low-Light Vision (Ex)* – A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. It retains the ability to distinguish color and detail under these conditions; *Scent (Ex)* – This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. Whenever the creature comes within 5 feet of the source, the creature pinpoints the source's location. A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The

ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

DM Map #1: The Split Path



DM Map #2: The Orc Camp

