

Runaway

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

by Geoff Christy

Rumors in the night can be the beginning of fame and fortune for the unknown of Geoff. An adventure for characters level 1-4.

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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

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

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The cost of each lifestyle will be indicated at the beginning of the **scenario**. The lifestyles, and the effects that each has on play, are:

Destitute	You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
Poor	You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
Common	You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
High	You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
Luxury	You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, 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.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

DM's Background

There is an orcish captain named Captain Grugh-nal Firespear who controls the orcish forces in Preston. Fenik was his aid and confidant. Fenik is a goblin that has been steadily moving up in the ranks of the army trying to get into a position of power. The problem is that nobody will listen to his ideas and won't let him command anything but a serving tray. After years of this abuse he came to the realization that this wasn't the country he could get ahead in. His current owner, Captain Grugh-nal Firespear, had told him the night before in a drunken stupor that he would never be more than a slave if he has anything to say about it.

Fenik went to his brothers and convinced them to follow him out of the camp. He took the diary of Captain Grugh-nal Firespear to use if he was captured by any of the human resistance. The diary, which was once a spellbook, contains many notes about the forces in Preston.

Fenik left with a sizable force of his brothers' warriors and headed east. Unfortunately they ran into some parties of defenders on the outskirts of the forest. This left him with his brothers and 5 other goblins. Finally, out of food and supplies, the group settled down for the night.

The NPCs -

Fenik is a very smart goblin. He understands tactics and motivations. He is very upset at being born a goblin. He will use all of his abilities as best he can, and understands how to manipulate people. He will never willingly fight to the death. He's been a slave and servant and will willingly go back to that to life.

Crak and Harl are his brothers in name only. It is joked around camp that their mother slept with an ogre. Whatever the case, these two have made a name for themselves as vicious brutes. Fenik has been smart enough to get on their good side. His introduction into their family almost killed him.

The goblins have no idea what they are doing here. They will follow the orders of Crak and Harl out of fear and listen to Fenik because he seems to know what he's doing. They don't understand that they are deserters from the army yet.

Along the path of the fleeing goblins is a small farm. The Picks, who own it, have one draft horse, which is used to plow the fields and to cart their goods to market. The farm consists of two buildings, the farmhouse and the barn. The farmhouse is a one-story building with an upper loft for sleeping. The downstairs is a single room with a fireplace and table for eating at. The barn has two stalls; one for the draft horse and the other is empty. There is a cart and plow in the barn, along with places for harvesting tools. Those tools are currently out in the fields next to the partially harvested field. The family lives just inside the protected zone of Hochoch.

Lucian is a member of the Geoffian forces in Hochoch. He is in charge of finding out the mettle of the

local adventurers in preparation for the war to come. Lucian is dressed as a common guardsman to keep the army out of the picture. He will tell the story in one of the local inn's he knows is populated by adventurers who would be willing to act on their own. He has no idea why the goblins are near Hochoch without larger support.

Adventure Summary

The party will be resting at an inn for the evening. They do not necessarily have to be together. A guard, Lucian, comes in with a tale of battle and a call for those to go and clean up the rabble left over.

The party is supposed to rally to this and go to the battlefield. Here they will find a pack of wild dogs, which are eating the dead remains.

After the party deals with the dogs a group of orcs that are following the deserting goblins land on the scene.

After dealing with the orcs the party should search for the trail that leads after the fleeing goblins.

The trail will lead to a campground with a farm in the distance. Investigation will show the goblins went in the direction of the farm.

In the fields surrounding the farm the party will find signs of a struggle. Following the clues from this battle they will find the dead body of a young farmer.

The party will then find that the goblins they are chasing have taken the Pick family hostage and will have to deal with the rescue/hostage negotiation.

Depending on the outcome, a Captain of the Geoffian forces may take note of this party of adventurers.

Here is the expected timeline of events. Allow the party to take longer if they wish, but you might suggest that the Gran March forces could appear at anytime:

11 bells at night

Lucian will enter the bar and tell his story. Loyal Geoffian patriots or plain adventurers should raise arms to hunt the goblins.

4 bells in the afternoon

The party will find the battlefield. A pack of wild dogs are currently scavenging the field. The party will have to deal with the dogs, one way or another.

Between 4 and 5 bells in the after noon

OPTIONAL ENCOUNTER

There is a party of orcs that will run into the party. They are hunting the goblins, but won't hesitate to take out some punishment on anyone they meet on the way.

6 bells in the morning

The party will find the goblin campsite. Which was abandoned shortly before they arrive. The campsite is on the edge of a farmer's field.

Almost 7 bells in the morning

The party will find the field halfway harvested. If they search, they will find signs of foul play leading them to a nearby farmhouse.

Sometime after seven bells in the morning

The party will deal with the farmhouse. They will have several ways to do this, either by stealth or by just walking up to the front door. There is a lot of leeway in this encounter and it can take quite a while or no time at all.

10 bells in the morning

Depending on the outcome, the party will find out what happens.

Introduction

The common room of the Two Tent Inn was almost empty when you came in for a meal. There weren't a lot of people eating in the place. It was easy for you to get a good meal and a little conversation if you wished.

"News! I have news of an ambush and a great victory!"

You look to the source of the shouting and see a very young guardsman entering the doorway.

"Let all who would hear of the defeat of the goblin hordes and the possible chance to make your own name in this great event come forth. I am willing to speak for something that wets my palate."

He moves over to an empty table near the bar.

Let the party or even just one PC come forward. If nobody in the party offers to pay for his drink, another patron will. The guard only wants a drink for the cost of the tale (2 cp for the watered ale, he's not asking for much). After he's got an audience he will begin his tale. He will speak loud enough that everyone can hear it. The guards' name is Lucian and he is actually a bard in the service of the local Geoffian Liberation Army. They have been told to stand down so that the local Gran March forces can handle the situation of the goblins that fled from the fight earlier this evening. Lucian was tasked to find some local patriots and inspire them to beat the Gran March forces to the punch.

"This tale is so hot, it is burning my tongue," he says, then takes a long pull from his mug. "Earlier this eve, a dark host of beings approached the outskirts of the Oytwood west of town. What mischief these foul things wished to do might never be known.

"The elves, and I would never wish to be on the pointy side of their bows, let loose upon this host. They butchered the beasts for hours on end. As night covered the field, the elves withdrew, watching the stragglers disappear into the night.

"One elf, a patriot of Geoff, felt the direction of the fleeing goblins should be noted to our forces.

"The messenger was a small sparrow that I saw with my own eyes. The bird spoke of the battle and the scum that fled from it. It noted that the goblins were fleeing to our protected lands and that they may reach our borders by morning.

"The battlefield should be easy to find. We were told that it is close to the western road that leads into the forest.

"I know that if a force of patriots left at this moment, they could steal the glory for themselves, if they were to hurry to that spot and hunt for the goblins."

The guard stands and finishes off his drink. He smiles and bows to the bar.

"I must return to my duty, but I would hope that some here might join together and uphold our honor."

With that he quickly leaves.

If the PCs want to catch him, let them. He will repeat any aspect of the story that they wish, but he will not name anyone involved. There is a road to the west that leads through some farmlands and that is the direction of the battlefield that he will point out.

Encounter One Three Dog Night

It has been a long night. Travel upon the road has been easy, but you have been restless and every sound seems to hide an ambush of dark creatures. You smell the battlefield long before you see it, the scent of drying blood carrying on the wind. Following the smell, you leave the road and find a large clearing covered with small broken and battered forms. These goblins are long dead. In the clearing, you can see several dogs that are eating the dead. One of them is about twice the size of any wild dog you've seen before. It wears an old spiked collar around its neck with some faded symbol dangling from it. As you near, it looks up and growls at you. The rest of the pack turns and joins their leader. They seem to be defending their meal.

The dogs will do nothing and leave in about an hour or so if the party leaves them alone. They will run off if hit from a distance with rocks or twigs. They will turn and attack if hit with anything more damaging.

If they are run off, they will regroup and attack the party after a couple of minutes. They will wait until they can surround and take down at least one of the party. Fang will hold back and attack only when he can flank an opponent.

The dogs will flee if they lose more than half their number, or if they lose Fang.

The dogs' stats are the same for Tier 1 or 2. For tier 2 just raise the number of wild dogs to 12.

Both Tiers (EL 2 or 5)

Wild Dog (4 or 12) CR 1/3; Small-Sized Animal; HD 1d8+2; hp 7 each; Init +3 (Dex); Spd 40 ft.; AC 14 (+1 Size, +3 Dex, +1 Natural); Atks Bite +2 melee (1d8+1, Piercing); SQ scent; AL Neutral; SV Fort +4, Ref +5, Will +1.

Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +5, Spot +5, Swim +5

SQ: Scent—dogs can use their sense of smell to detect approaching enemies, sniff out hidden foes, and track. See the *Monster Manual* p. 10.

Fang, riding dog (1): CR 1; Medium-Sized Animal; HD 2d8+4; hp 18, Init +2 (Dex); Spd 40 ft.; AC 16 (+2 Dex, +4 Natural); Atks Bite +3 melee (1d8+3, Piercing); SQ Scent, Spiked Collar; AL Neutral; SV Fort +5, Ref +5, Will +1.

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +5, Spot +5, Swim +5; **Feats:** Dodge, Mobility

SQ: *Scent*—dogs can use their sense of smell to detect approaching enemies, sniff out hidden foes, and track. See the *Monster Manual* p. 10.

Equipment: Spiked Collar.

Trained: As a war dog for foot troops.

Fang was trained as a war dog by a ranger many years ago. Unfortunately the ranger found the wrong end of a giant's sword and Fang has lived on his own since then. He has gathered the pack and has killed or chased off any dogs that didn't meet up to his specifications. Fang understands combat very well, so avoid attacks of opportunity as much as possible. Fang wears a collar with the tarnished symbol of the Rangers of Geoff on it (Spot DC 14 if not in combat, Spot DC 18 during a battle to notice, if they approach within 10 feet to look at it, Fang will attack) and the name "Fang." Any creature that bites the collar (most animals' attack by biting at the neck) will take 1d6 from the spikes. If a ranger/druid decides to and succeeds in an Animal Empathy DC 15, Fang will not attack that character, but will continue to attack others. If the ranger/druid succeeded in an Animal Empathy DC 21, Fang will stop attacking and go to the character. This will not work if the character plans anything violent to Fang, nor will it work if Fang is in melee and the object of attack. If Fang is totally calmed, the rest of the pack will flee into the hills. Only Fang is worth keeping as the rest of the dogs are truly feral. They can be calmed, but they aren't worth the training time.

After the party has driven off the dogs (before or after the fight):

The bodies have been torn to pieces by the dogs and there is little left that makes them recognizable. The field is covered in tracks and blood. It doesn't look like you'll be able to find anything worthwhile here.

The bodies have been stripped of all goods. Little of worth, money wise, can be found here.

Tracking the fleeing goblins:

If the trackers make a Tracking roll (DC 18) they will find the trail goes back in the direction of Hochoch. They will find the tracks of roughly 6 to 8 goblins going back up the road.

To stay on the track they will need to make another Tracking roll (DC 15).

Without tracking:

If the PCs search the clearing, have them make a Search roll (DC 13) if they are successful (or take 20) they will find an arrow that is carved in the tree and a rune (Dwarvish writing that symbolizes the word "gathering") under it. The rune points in the direction of Hochoch.

Without finding either:

If the PCs don't find either mark, the first farm that they will pass the farmhouse that the goblins are in. Skip to

encounter 3 unless they do not return in the direction of Hochoch. If they do not, they wander for quite a while and go to the Conclusion 1.

Encounter Two They went that way.

Make the PCs check on a listening (DC 12) or spot (DC 11) skill, whichever is most apt for their placement. There is a small contingent of orcs that have chased the fleeing goblins from their camp. They are under orders to bring back the small, weak goblin and everything it carries. All they know is that a captain in Preston wants it back.

The orcs have been sneaking up on the party and are doing a good job of it. (Move Silently roll 12, Hide roll 11.) They will attack as the PCs are readying to leave.

Tier 1 (EL 4)

Orcs (8): CR 1/2; Medium-Size Humanoid; HD 1d8; hp 5; Init +0; Spd 20 ft.; AC 14 (+4 Scale); Atks +2 melee (1d12+2 [crit x3], greataxe); SQ Darkvision 60 ft, Light Sensitivity; AL N; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +2, Spot +2; **Feats:** Alertness

Tier 2 (EL 8)

Orcs, War 4 (8): CR 2; Medium-Size Humanoid; HD 4d8; hp 23; Init +0; Spd 20 ft.; AC 14 (+4 scale); Atks +6 melee (1d12+2 [crit x3], greataxe); SQ Darkvision 60 ft, Light Sensitivity; AL Neutral; SV Fort +5, Ref +2, Will +1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3, Intimidate +6; **Feat** Alertness, Power Attack

Encounter Three The Campground

You follow the trail that was left by the fleeing goblins. As dawn breaks, you spy a small curling pillar of smoke. It is on the other side of a large field of wheat. It appears that they have bedded down by someone's farm.

Let the party sneak up on the camp.

You see the camp before you, empty. The hot embers from the fire pit are starting to burn the green leaves that covering it. Someone has attempted to hide the fact that a camp was here.

When the party searches use the following table:

Tracking DC 10 or Search DC 13	The fire was covered recently and has just started burning the green leaves and branches that covered them. You would guess that this was done within the past hour. There is a trail that leads to the north in the direction of Dimwood Forest. <i>*The characters will find that the trail ends after 5 minutes.*</i>
Tracking DC 13 or Search DC 16	There are 6 forms that have made beds here. Two of them had heavy armor of some kind on.
Tracking DC 16 or Search DC 19	There are spots where 2 creatures stood on watch for the evening while the others slept.
Tracking DC 20 or Search DC 24	The northern trail is a fake one. The goblins went south through the field in the direction apparently leading toward the farm. <i>Following it will lead them to the fields.</i>

If the PCs follow the false trail, it will take them about five minutes until the trail disappears. When they return to the clearing, they can search again (DC 15) or take 20 to find the right trail. Once they find it, continue to the next encounter.

Encounter Four Bloody Fields

The goblins have run across the Pick family. They ambushed them in the fields. Unfortunately they killed one of the children.

You find yourself at the edge of a freshly harvested wheat field. For some reason the harvesting seems to have stopped when only halfway completed. There are two scythes on the ground as if thrown there and forgotten. Further in the distance you see a farmhouse and a barn. It is roughly 400 feet to the barn from here. The fields wrap around to the road and spill out near the house.

If the characters Search here (DC 10) they will find a pool of blood. A Tracking roll (DC 15) will show that there were three medium-sized humanoids working in the field here and they were set upon by a band of small booted creatures (presumably the goblins). It appears that one of the people was killed and carried toward the barn. The goblins also went in that direction.

If the characters hide well enough they can sneak up on the farmhouse or the barn. Use opposed checks if necessary. (Goblin Spot +2 circumstance bonus, There is one watching out on each side of the farmhouse)

The characters can acquire the scythes, but the

farmer will note they are missing and report them as stolen if they are kept. Check the treasure section for results after the scenario.

Encounter Five Welcome to the farm.

The Barn –

You enter the barn. The shadows being cast by the sunlight streaming through the walls makes odd shapes on the ground before you. The wind outside causes the entire structure to creak and shake. Up in the loft above you hear the slamming of a door, loose in the wind. There are two stalls in the barn, one of which is occupied by a draft horse. The horse seems scared by something and is stamping and snorting in its stall.

In the second stall is the body of a young man who is about 16 years old. A mighty blow has caved his head in. It is roughly 50 feet from the barn to the farmhouse. The smell of blood and the goblins have startled the horse badly. There is a pitchfork here (treat as a simple weapon, trident) and the draft horse and cart. All three will be reported as stolen if kept.

The Farmhouse –

Basic Information –

The Picks –

Jyn	Father	34
Mayrn	Mother	32
Mach	First son (dead)	16
Hestri	Son	14
Elyzan	Daughter	12

The Picks family has farmed this land for wheat for the past eight generations. They returned to their farmland after Hochoch was retaken and a protected zone was established. They have built a sturdy barn and a small house during this time. The barn is not large and contains the space for two stalls, a wagon, farming tools and a loft for hay. The house is a story and a half building (roughly 20-foot tall) made of wood logs. The roof is primarily thatch and the walls are well weatherproofed. The downstairs room has three chairs and a large dining table with benches. The fireplace is sturdy and the flue is roughly a foot-and-a-half wide at the top, and currently there is a fire burning in it. There is a chicken coop on the eastern side of the barn, which is empty except for feathers and fresh blood (chicken blood) everywhere. The chickens are inside being given to the goblins.

The farmhouse has been taken by the goblins. They knocked out the farmer and his two sons and took the farmhouse. Unfortunately they hit one of the sons a little too hard. That one they stuck in the barn after they took the house. Fenik now holds the farmer's daughter upstairs in the bedroom loft and has the farmer and his family gathering all the food and supplies in the house. The goblins are still in the house when the PCs arrive. How

the PCs come to the house will determine the position of the goblins.

Important information –

The farmer and his son will try to get in the way of the PCs as much as possible and will tell them to back off. They will do this until the PCs leave the house. Fenik will not kill the daughter. He knows that if he does, there is no way that the PCs will let him live. He will also not allow any of his party to kill her. Fenik is the only goblin that understands Common. Fenik will surrender if he can before he is killed. The rest of the goblins don't care about the farmer's family in the battle. They will attempt to kill the PCs first, but won't mind swiping at the farmer's family if they are in the way. Fenik is carrying a diary that he will use to bargain for his life. The diary is of a high-ranking officer in the humanoid army that holds Preston. Fenik will avoid battle at all costs.

Use this if the party approaches the front or back door openly from the road.

The goblins will notice anyone entering the yard from the front or back of the house, if they are not being sneaky. The goblins are all upstairs in the loft. It will take one move action for the goblins to jump downstairs.

You walk up to the front door and knock soundly upon it. You hear some movement from within and a weather worn farmer answers the door. His clothes are dirty and it appears that he has been working in the fields.

"Hello there, may I help ya?" he asks.

You see his wife and son working in the background on the table. They seem to be bundling up food and other supplies.

The farmer is polite but will not let the PCs into his house. He will state nothing is going on and will try to get rid of them as quickly as possible. If asked about the goblins he will say he saw them running off down the road. Have the PCs make an opposed check using their Sense Motive skill (or a d20 modified by Wisdom bonus) versus the farmer's Bluff skill. The farmer does not have the bluff skill and has no Cha bonus, so it is an unmodified d20 roll. He does act nervous, as do the wife and son. Have the PCs who can see inside make a Spot check (DC 15) to notice the boy looking up into the loft every few seconds.

If the PCs enter the house, the farmer and his son will do their best to hold them off and cry for them to stop. The father will tell of his daughter held above during the battle in a hope to get the PCs to stop.

The father and son will try to grapple the PCs to hold them. The goblins are above going to jump down in during the first round of combat. Fenik and the two brothers are going to stay upstairs and attempt to flee through the roof. They will knock out the daughter before they leave. It will take them 2 rounds to get out on the roof.

Use this text if the party sneaks up from the fields or from the barn to the back of the house.

The goblins upstairs have a chance to see the party sneaking across to the house. Have each PC make a hide check and the goblins make a single Spot check at +3 and compare it to each PC's hide that crosses the open space. Any PC that stays in the barn or the field will require a round to get to the house.

If they are unseen

You look inside the farmhouse and see several goblins ringing the room. There is one larger goblin wearing scale and carrying a large axe. The family is gathering food and putting it in sacks. You see one of the goblins coming back up to the window that you are looking into.

The players can watch for a while or burst in. If they watch they will see that there are more goblins in the loft above.

If they are seen

You begin to sneak up to the farmhouse. Suddenly, you see the face of a goblin in the downstairs window. Through the oiled hide you hear screams of warning as it disappears inside.

Tactics in either case

Surprised or not, the goblins downstairs will fight to the death. The one brother below will join them. If the brother dies quickly, the other brother will jump down and join in. Fenik will try to knock out the daughter (1 round) and escape through the roof. (2 rounds to get out on the roof.) The father will attempt to get upstairs to save his daughter.

Standoff – There is a good chance that there will be a standoff if the party listens to the farmer. Fenik just wants to leave alive. Play out a hostage situation any way you wish, but unless the PCs allow Fenik to leave without reprisal, there won't be an easy solution. Fenik is the only goblin that understands Common. Fenik is willing to surrender, but his friends aren't.

The Picks

Picks, (4: Father, Son, Mother, Daughter) Com1: CR 1/2; Medium-Size Humanoid; HD 1d8+1; 5 hp each; Size: Medium; Init +0; Spd 30 ft; AC 10; Atks +1 melee (1d3+1 [subdual] fists), or (1d6+1, club); AL NG; Saves Fort +1, Ref +0, Will +2;

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

Skills: Craft (various) +4, Spot +4, Profession (farmer) +4; Feats: Iron Will, Alertness.

Tier 1 (EL 4)

Goblin (5): CR 1/4; Medium-Size Humanoid; HD 1d8; hp 4, 4, 4, 5, 5; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Size, +1

Dex, +3 Hide); Atks +1 melee (1d6, club); SQ Darkvision 60 ft; AL N; SV Fort +2, Ref +1, Will +0.

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

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3;
Feats: Alertness

Equipment: hide armor (small), club, and small things (pretty rock, twisted twig, piece of copper wire bent into a ring, bone stuck through the ear, 3 inch piece of string) that are basically worthless.

Harl, male goblin Bbn 1: CR 1; Medium-Size Humanoid; HD 1d12+4; hp 14; Init +1 (Dex); Spd 40 ft.; AC 16 (+1 size, +1 Dex, +4 Scale; Attacks +3 melee (1d8+3 [crit x3], battleaxe), or (1d6+3, armor spikes); SQ Darkvision 60ft.; SA Rage 1/day; AL NE; SV Fort +3, Ref +3, Will +0

Str 15, Dex 13, Con 13, Int 10, Wis 11, Cha 8

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

Equipment: scale mail with armor spikes, battleaxe

Crak, male goblin Bbn1: CR 1; Small-Size Humanoid; HD 1d12+4; 14 hp; Init +1 (Dex); Spd 40 ft.; AC 16 (+1 size, +1 Dex, +4 Scale); Atks+3 melee (1d6+3 [crit x4], heavy pick), or (1d6+3, armor spikes); SQ Darkvision 60ft., Rage 1/day; AL NE; SV Fort +4, Ref +1, Will +0

Str 15, Dex 13, Con 13, Int 10, Wis 11, Cha 8

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

Equipment: scale mail with armor spikes, heavy pick

Fenik (Goblin/Rog 1): CR 1; Medium-Size Humanoid; HD 1d8; 5 hp; Init +4 (Dex); Spd 30 ft.; AC 17 (+1 size, +4 Dex, +2 Leather); Atks +0 melee (1d6, sap), or (1d4 [crit 19-20], dagger) or +4 ranged (1d4 [crit 19-20], dagger); SQ Darkvision 60 ft.; SA Sneak Attack +1d6; AL N; Saves Fort +0, Ref +6, Will +0

Str 10, Dex 18, Con 9, Int 14, Wis 11, Cha 12

Skills: Hide +7, Listen +4, Move Silently +6,
Spot +3, Forgery +2, Escape Artist +4, Speak
Language: Common, Goblin, Orc, Draconic;
Feats: Run

Equipment: leather armor, sap, dagger, diary (Part of this is certified and has maps and a written account of the armies at Preston. It is written in Orcish.)

Tier 2 (EL 5)

Goblin (5): CR 1/4; Medium-Size Humanoid; HD 1d8; hp 4, 4, 4, 5, 5; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Size, +1 Dex, +3 Hide); Atks +1 melee (1d6, club); SQ Darkvision 60 ft; AL N; SV Fort +2, Ref +1, Will +0.

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

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3;
Feats: Alertness

Equipment: hide armor (small), club, and small things (pretty rock, twisted twig, piece of copper wire bent into a ring, bone stuck through the ear, 3 inch piece of string) that are basically worthless.

Harl, male goblin Bbn 2: CR 2; Medium-Size Humanoid; HD 2d12+8; hp 22; Init +1 (Dex); Spd 40 ft.; AC 16 (+1

size, +1 Dex, +4 armor); Atks +4 melee (1d8+3 [x3], battleaxe), or (1d6+3, armor spikes); SQ Darkvision 60ft., SA Rage 1/day; AL NE; SV Fort +5, Ref +1, Will +0

Str 15, Dex 13, Con 13, Int 10, Wis 11, Cha 8

Skills: Hide +6, Listen +4, Move Silently +5, Spot +4;
Feats: Power Attack

Equipment: scale mail with armor spikes, battleaxe

Crak, male goblin Bbn1: CR 2; Small-Size Humanoid; HD 2d12+4; 22 hp; Init +1 (Dex); Spd 40 ft.; AC 16 (+1 size, +1 Dex, +4 armor); Atks+3 melee (1d6+3 [crit x4], heavy pick), or (1d6+3, armor spikes); SQ Darkvision 60 ft., Rage 1/day; AL NE; SV Fort +5, Ref +1, Will +0

Str 15, Dex 13, Con 13, Int 10, Wis 11, Cha 8

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

Equipment: scale mail with armor spikes, heavy pick

Fenik (Goblin/Rog 1): CR 1; Medium-Size Humanoid; HD 1d8; 5 hp; Init +4 (Dex); Spd 30 ft.; AC 17 (+1 size, +4 Dex, +2 Leather); Attacks +0 melee (1d6, sap), or (1d4 [crit 19-20], dagger) or +4 ranged (1d4 [crit 19-20], dagger); SQ Darkvision 60ft.; Sneak Attack +1d6; AL N; Saves Fort +0, Ref +8, Will +0

Str 10, Dex 18, Con 9, Int 14, Wis 11, Cha 12

Skills: Hide +7, Listen +4, Move Silently +6,
Spot +3, Forgery +2, Escape Artist +4, Speak
Language: Common, Goblin, Orc, Draconic;
Feats: Run

Equipment: leather armor, sap, dagger, diary (Part of this is certified and has maps and a written account of the armies at Preston. It is written in Orcish.)

Wrap-up

The farmer will run upstairs if he hears a lot of commotion there. When he finds his daughter, he will spend two rounds checking on her, finding that she is only unconscious. After that he will jump back down into any fight and begin to attack the goblins. Fenik and whoever escapes out of the house will jump down to the ground and flee into the fields. Tracking him will be difficult and without horses, PCs will be unable to keep up with him (if he's had more than 3 rounds to run, otherwise, play out chasing him down.)

Diary

If the PCs examine the diary, they will notice several maps and what appear to be numbers in Orcish. If any of the PCs can read Orcish, they will easily identify the book contains the number of troops in Preston.

Conclusion

There are several possible outcomes from the adventure

The party fails to find the goblins after the battlefield.

Unfortunate, but it happens.

You return after a long evening and day of fruitless searching. As you return to the city you see the forms of three goblins strung up by the side of the road. After asking around for a while, you hear the story.

"The Gran Marchers got them. Seems the scum attacked a farm in the protected area and killed one of the farmer's sons. Well there was a fight and several of the scum fled, but they captured these three here. Last I heard the farmer and his family have moved further into town to escape any more trouble."

They might find themselves ridiculed if they talk too much of how they failed to track the goblins.

The party finds the goblins but fails to capture/kill Fenik and the farmer's family is intact.

You watch the dust of cavalry coming up the road. A band of soldiers from Hochoch approach up the road. The soldiers take your statements of the events that occurred in the farmhouse. They then go and speak with the family. The farmer comes over to your group and speaks with you, after the guardsmen have left.

"My thanks for your help. My family is in your debt for your help. I've nothing to give you in thanks, but I invite you into my house for this evening if you would allow me to feed you.

If the PCs wish to stay, they can. The family will put the PCs up and feed them well. While John's wife gets the meal ready, John and his remaining son will leave to deal with Mark's body.

"You are pleasantly surprised when you return to the inn the next day and a round of drinks is purchased for you. Shouts welcome you as the returning heroes of Geoff.

They can keep anything off the goblins that they want. Any other goods that are picked up might need to be looked at.

The party finds the goblins, but another member of the family dies and Fenik gets away.

You watch the dust of cavalry coming up the road. A band of soldiers from Hochoch approach up the road. The soldiers take your statement of the events that occurred in the farmhouse. They turn to speak with the family, but stop, make their pardons, and leave the yard. The sight of the family mourning their loss strikes a cord within you as well.

The scene is almost more than you can bear, and with a heavy heart, you return to Hochoch. You find that no one speaks of the events of the farmhouse, but several people buy you drinks over the next few days.

They can keep anything off the goblins that they want. Any other goods that are picked up might need to be looked at.

The party finds the goblins and captures Fenik (either by force or if he surrenders).

You hear the sounds of cavalry riding up to the farmhouse. You meet them with the goblin held securely between you. After telling the soldiers of the events within the farm, you are given horses to ride back to the camp with your prize.

At the camp, you are admitted into Captain Parn's tent and told to wait with your prisoner. The goblin has kept silent through the entire ordeal. But he has seemed much more relaxed within the walls of the city. The Captain enters the tent with several other officers and two soldiers.

"My thanks for your quick work and this catch. I understand that he could be important to us. Please release him in the care of these soldiers and we will question him later."

The soldiers grab the goblin and scurry him out of the tent.

"The army thanks you for this. That goblin might be able to help us in the next few months. I will remember you for what you did this day. Please notify my aide of your names as you leave, unless there is anything else you need?"

The captain won't induct anyone at this time, nor will he give special favors to the PCs. If they mention or give him the diary read below. If they do not mention the diary, they will be shown out. They will find (if they read orcish) that some of the pages contain spells. All of the rest of the information doesn't make any sense. They will gain fame in Displaced Geoffians.

"A book, with maps inside? Let me see it."

You hand over the diary that the goblin carried and the Captain looks over it intently.

"This is of great importance to us. It will help us greatly. Please leave me now so I may speak to my superiors about this. Do not forget to leave your names with my aide."

The Captain will provide the PCs later the pages with spells on them out of the diary. They can keep anything off the goblins that they want. Any other goods that are picked up might need to be looked at.

The party finds the goblins and kills Fenik and presents the diary.

You hear the sounds of cavalry riding up outside the farmhouse. After telling the soldiers of the events within the farm, you are given horses to ride back to the camp with your prize.

At the camp, you are admitted into Captain Parn tent and told to wait. The Captain enters the tent with several other officers and two soldiers.

He speaks, "I am told you found information of great need to our forces, please let me see it."

He looks carefully at the book and calls his aide over to translate the language written on the page. After several minutes of consultation with his aide, the Captain looks up at you. You see that he is surprised and happy at the contents of the diary.

"This is of great importance to us. It will help us greatly. Please leave me now so I may speak to my superiors about this. It would please me if you would leave your names with my aide."

He then leaves the tent in the direction of the other officers' tents.

The Captain will provide the PCs the pages with spells on them out of the diary. They can keep anything off the goblins that they want. Any other goods that are picked up might need to be looked at.

The End

Experience Point Summary

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

Award the total value (objectives plus role-playing) to each character.

Encounter One

Killing/Defeating the Dog Pack 50 xp
(Defeating includes calming Fang)

Encounter Two

Findings out there are 8 Goblins 25 xp
(Successful Tracking/Search)

Encounter Three

Defeating the Orcs 75 xp

Encounter Five

Defeating the Goblins 150 xp
Capturing Fenik 25 xp
Getting the Diary 25 xp

Conclusion

Turning in the diary 50 xp

Total experience for objectives 400 xp
Discretionary roleplaying award 0-50 xp

Total possible experience 450 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 that are worth more than 100 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 that it later find unreasonable but which were allowed at the time.

Encounter One

- Fang, Certified: Riding dog with 2 Feats. It will take 10 time units to retrain Fang to work with a PC. Record the PC's name on the cert if they take the time units to train the dog. The trainer will be required to have 4 ranks of **handle animal**. No one else can train the dog but the owner. This animal doesn't count as an animal companion. He is trained for working with foot troops only.

If the dog is transferred to another owner, the new owner must retrain the dog to work with him or her (same training requirements).

Fang, riding dog (1): CR 1; Medium, long; HD 2d8+4; hp 18; Init +2 (Dex); Spd 40 ft.; AC 16 (+2 Dex, +4 Natural); Atks Bite +3 melee (1d8+3, Piercing); SQ Scent, Spiked Collar; AL Neutral; SV Fort +5, Ref +5, Will +1.

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +5, Spot +5, Swim +5.

Feats: Dodge; Mobility

SQ: Scent— dogs can use their sense of smell to detect approaching enemies, sniff out hidden foes, and track. See the *Monster Manual* p. 10.

- Spiked Collar (2 sp, .5 lbs, Steel): The collar will cause 1d6 damage to any creature that uses natural attacks on the neck of the wearer.

Encounter Three

- Scale Mail (8) 400 gp
- Greataxe (8) 160 gp

Encounter Five

- Diary pages: These pages are written in orcish. They contain the spells *Tensor's floating disk* and *message* (the spells are written in Draconian). They are not scrolls but can be used to learn these two spells and copy them into spellbooks. Normal time unit costs apply for learning and copying the spells.
- Small Hide Armor (5) 15 gp (75 gp)
- Battleaxe 10 gp
- Pick, Heavy 8 gp
- Small Scale mail with spikes (2) 100 gp (200 gp)
- Small Leather armor 10 gp
- Dagger 2 gp
- Sap 1 gp

Total: 866gp and 2sp (Full value). If the items are sold for gold, half value. (433gp, 1sp)

Critical Event Summary—*Runaway*

This is only necessary for the first run of this scenario. Please return these sheets to the Coordinator.

What happened to Harl? captured escaped died

What happened to Crak? captured escaped died

What happened to Fenik? captured escaped died

Did the PCs turn Fenik in to the soldiers? Yes No

Did the PCs get the diary? Yes No

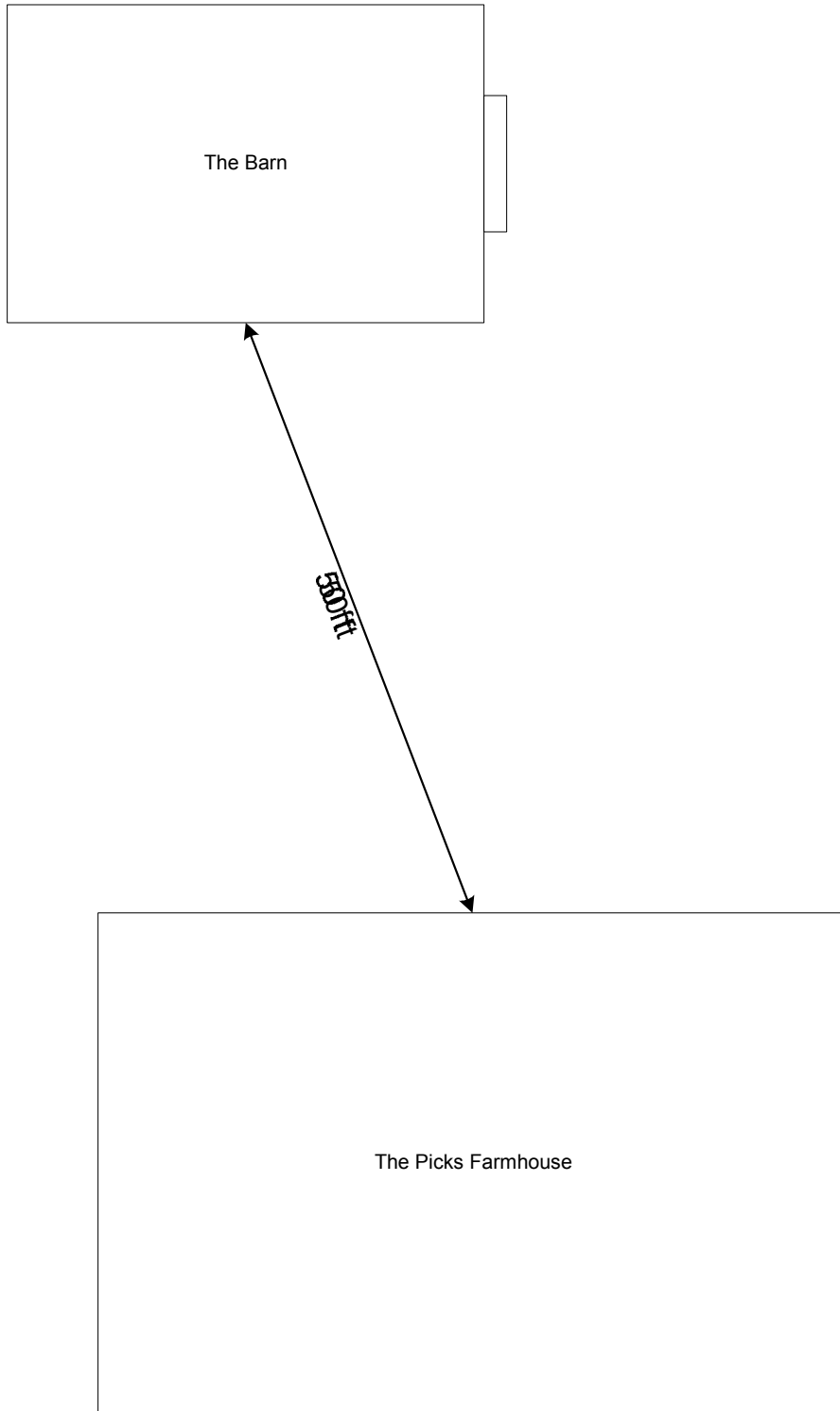
Did the PCs give the diary to the Captain? Yes No

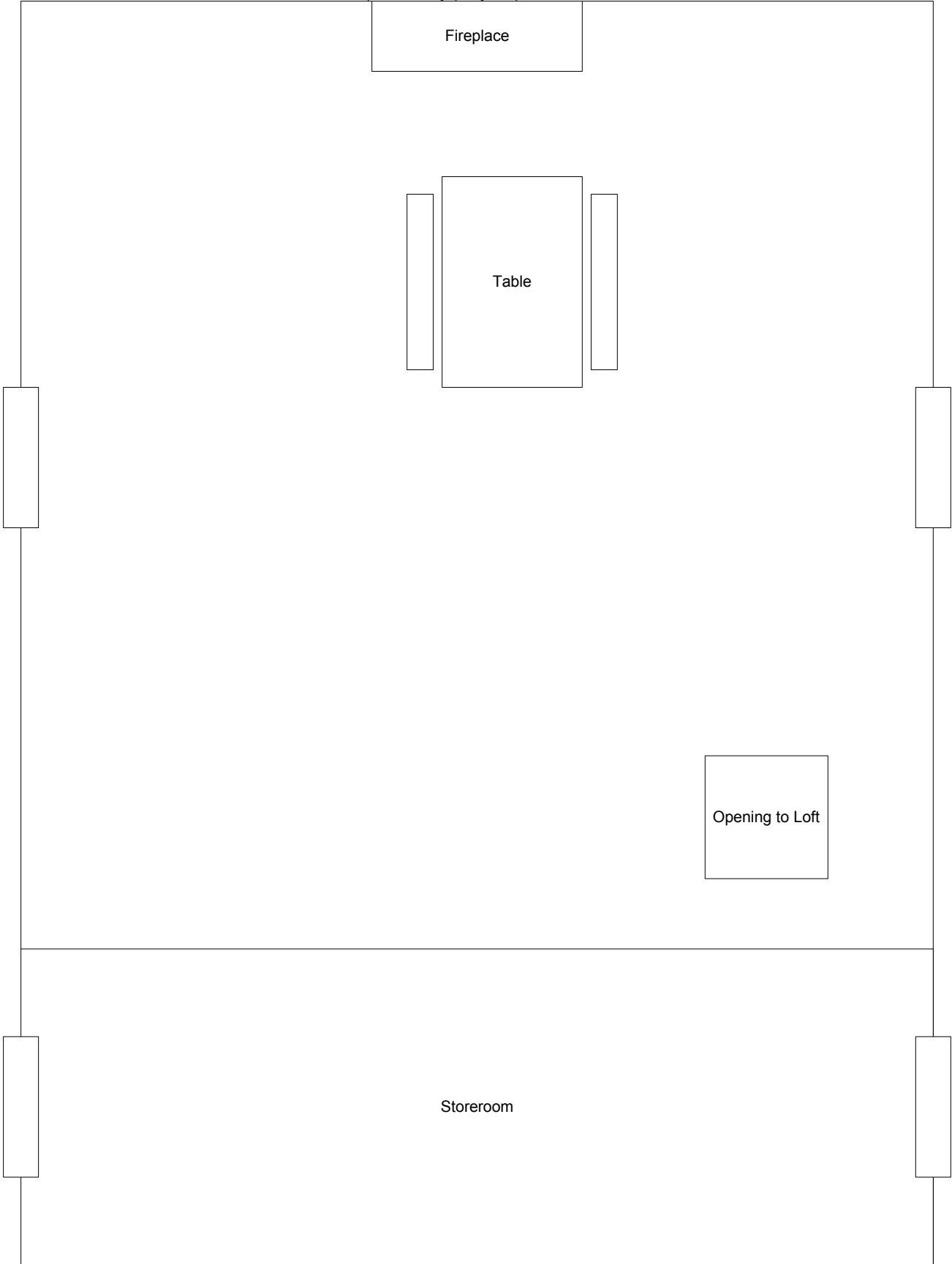
Did any PCs give their real names to the aide? Yes No N/A

If not who? (Please list player and character name, if possible)

Please list any other important events that may have occurred during the game.

The Map of the Farmhouse





To the
Barn