

GRMI-12

FIELD MANEUVERS

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

Version 1

by Jason McLain

Someone is trying to undermine the control of the Army of Retribution in Hochoch. Can they stand their ground and help the Geoffites keep the only free city in Geoff? Or will they be forced back to the Gran March? An adventure for military-oriented characters levels 3-8.

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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, but the actual playing time will be closer to three hours. 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 four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven 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 rule books 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. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the 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" among the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will 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, a character sheet, and a LIVING GREYHAWK log 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*.

DETERMINING AVERAGE PARTY LEVEL (APL)

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 PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely 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 following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six 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 an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character 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 three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is 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.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

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 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

ADVENTURE SUMMARY AND BACKGROUND

The town of Hochoch was liberated from the giants in CY 586 by a combined effort of the Knights of the Watch, Knights of Dispatch, Rangers of Gyruuff (Geoff), Gran March soldiers, and priests of various denominations. Since then, the town has been a haven for refugees from when the giants first took over Gyruuff. The Army of Retribution, commanded by Knight Field Marshal Dispatcher Alicia Helanasdotter, consists of approximately 5,000 soldiers. While defending the town, the Gran March army has been constructing border forts to the north, south, and west of Hochoch. This has caused ill feelings between Gran March and the natives of Gyruuff, the elves of the Dim Forest, and elves of the Oytwood forest. The Gyri (natives of Geoff) feel that the Gran March forces are merely securing their place in

control of Hochoch instead of actively trying to liberate the rest of Gyruuff. The elves are upset because the Marchers are using the trees of their forests to create the roads and border forts. Added to these feelings is the constant threat of the giants and their allies. It is quite obviously a tense situation.

Currently, the Army of Retribution is still completing and repairing their defenses from the Battle of Bloody Ridge. A large staked fence surrounds each border fort, with stakes twice as high and wide as usual to be effective against giants. The fields immediately surrounding each encampment are cleared to provide an open view of any approaching enemies.

While guarding a small supply depot located in one of the border forts to the northeast of Hochoch, the heroes encounter a small boy trying to steal a few supplies. They can let the boy go with a promise that he will not do it again, or they can hold him and find out some interesting information. If questioned, the boy will tell the adventurers that he was being paid to find out the kind and quantity of supplies stored there. This is the party's first encounter with a spy ring in the city of Hochoch. As the PCs are performing another task for the Army of Retribution, they discover that the encampment is about to be overrun through a series of tunnels that exit in the center of camp. The tunnels are big enough to allow a large force of humanoids gain easy access past the camp's defenses. In fact, as the PCs try to demolish the tunnel, they have a run-in with the initial elements of that force.

INTRODUCTION

Many players may not be aware of the military orientation of this scenario when they come to play. Read the blurb on the cover sheet and stress the military orientation of this scenario. Inform players that if they are playing a PC who is not already a military member or veteran, they should think of reasons their character would join at least for a short term as a "civilian advisor" or some such. If a player wishes to have nothing to do with military membership, you should release them to play something else.

Setting the scenario up for active Gran March army members is easy—they have simply been reassigned to duty here (the scenario counts for military Time Units). Gran March army veterans have been reactivated for duty following the losses at the Battle of Bloody Ridge and have been assigned here as well. Veterans are reactivated at their former rank (typically Soldier, but sometimes Combat Specialist) and are subject to the standard rules for active military members (see the Gran March military document on the web site for details). Civilians would not normally be drafted into military service, but volunteers would be gratefully accepted for short-term assignments until reserves can be reactivated and organized as replacements.

ENCOUNTER 1: ARRIVAL

You arrive in the town of Hochoch. A dry breeze floats across the fields doing little to cool your sweat. You observe a community half in ruins, half in reconstruction. Hochoch was liberated nearly five years ago, but the marks of destruction and pillage left by the giants are not easy to cover. Some of you traveled to Hochoch with the most recent convoy bringing supplies. Others have just come here as another step on the road. Perhaps some of you were even born in this country, and have journeyed here to see the only free part of Geoff. For many, the memories of Hochoch as it once was and what it now stands for stir deep emotions of anger and revenge.

The PCs are eventually brought before an officer, Lt. Danerly. He informs them that they have been reassigned to the Army of Retribution, or they have “volunteered” to re-enlist for a short term. Lt. Danerly gives them a brief detail of the mission of the Army of Retribution and what he expects of his new recruits. The PCs will have a short tour of duty at one of the border forts near the Dim Forest to the northeast of Hochoch, on the Gran March side of the Realstream. They are needed to help supplement the Army’s strength as it lost many troops during the Battle of Bloody Ridge earlier in the year. It is important to note that as Lt. Danerly gives his speech, he is looking at each PC with an ice-cold stare and an almost unbridled anger in his voice.

“My name is Watcher Lt. Danerly, Puissant Vigil, and I am your commanding officer. If I tell you to do something, you better do it. Period. No questions asked and no excuses given. This is an area that has the constant threat of attack by the giant army that has taken over the rest of Geoff. If you don’t follow my orders to the letter, people can die. Punishment for not following my orders is immediate court marshal, and a trip to the labor camps. Don’t worry, it won’t cost ya’ a thing for the trip, although I will do my best to make the trip as uncomfortable as possible. Any questions or confusion so far?”

Lt. Danerly, although he conveys himself as tough, is just trying to intimidate the PCs. He is actually fairly lenient as it helps him to avoid any unnecessary paperwork. He is an excellent field officer, and others of his unit will inform the PCs of this. The soldiers under his command respect him incredibly, and always have a good laugh at Lt. Danerly’s “introduction.” Nevertheless, the soldiers always obey their orders to the letter, probably because they don’t want to take a chance with Lt. Danerly’s true anger.

After answering one or two questions, Lt. Danerly calls in Sergeant Bromulin. He instructs the Sergeant (Sgt.) to take the PCs to the border fort, assign them bunks, and get them ready for nighttime guard duty. The PCs are then led away and are taken to the fort on horse and wagon. The trip is short and uneventful. As they travel to the fort, riders pass occasionally, bearing messages to and from the fort and Hochoch proper.

Sgt. Bromulin is a bear of a man himself. He carries himself with confidence and actually swaggers a bit when he walks.

LIVING AREA AT THE BORDER FORT

The living area is basically four large tents to house the unit. There are weapon racks inside each tent holding only pole-arms as the standing order is to carry swords, bows, and shields with you at all times. Within each tent there are 12 cots with a very small chest at the end of each bunk. Although it is not cold enough yet, there is an area in the center of the tent where a small stove can be placed to warm the occupants. Each tent also has two entrances, one at each end, consisting of a large, tied-up flap.

The tent that the PCs are shown has a number of empty cots equal to the size of the PC party. If there are female characters, they are shown a different tent in another area specifically reserved for females. Sgt. Bromulin will show any females their tent after ensuring their male counterparts are taken care of. The PCs can stow any gear in the chests without concern for theft. As the PCs pick their cots, the sergeant informs them that they need to get some sleep as the guard duty starts in about 3 hours. Morning field clearing will follow guard duty, so there won’t be much time for sleep later.

“You are to guard one of the supply tents tonight. Make sure no one goes in the tent without written authorization or escort. If someone attempts to enter by force, shout an alarm and do whatever it takes to stop them. Be careful though, a lot of the Hochoch civilians have lost all their belongings due to the giants, and we haven’t been able to provide them with much in the way of food yet. We’re still putting all of our effort into trying to make this place defensible against those damned, stinking son of pig-belly giants! Anyway, be careful. We don’t want to harm any civilians for any reason. We’re here to help, not hurt. I’ll return shortly before your duty starts to show you where to go. Get some sleep, and that’s an order!”

Sgt. Bromulin leaves, saying he will be back in a few minutes to take any female characters to their tents after he checks on something. If there are no female characters, he will not return until it is time for the PCs’ guard duty. This is an ample time for the PCs to get to know each other if they do not already. Allow the players some time to introduce their character and interact with the others. Eventually, they should fall asleep and are awakened by the sergeant a few hours later.

ENCOUNTER 2: GUARD DUTY

The PCs are led to a large tent (much larger than their living quarters) that is located on the other side of the fort. There is a small fence surrounding the tent, but it needs repairs, as there are many gaping holes large enough to allow a man through. It was mainly put there to help discourage civilians from entering. There is a smaller two-man tent nearby as well. This houses the supply sergeant and his assistant. They do not pull guard

duty, and will be quite irate at having their sleep interrupted. The PCs can station themselves wherever they choose, although Sgt. Bromulin will suggest that they patrol the area between the fence and the tent (about 10 ft. wide). There are two torches standing on 6-ft. tall poles at the tent entrance. There are no other light sources. Inside the tent are stacks of crates (some even from the convoy in “Caravan Duty”—no alchemist’s fire) and any other conceivable container. They all hold a variety of food, clothes, and general equipment (tools, lamp oil, rope, etc.).

Unfortunately, the PCs have arrived late to their duty (Sgt. Bromulin was detained and could not get them there in time). The last group of guards is no longer present. The previous guards left as nothing really happens, and the supply sergeant is just a few feet away anyway. As they set up for guard duty, Sgt. Bromulin quickly leaves, obviously on another errand.

About an hour or so later, the PCs can hear a small noise coming from inside the tent. What they see upon entering the tent is a small boy picking himself up from the ground. He was trying to climb to the top of a stack of crates when he lost his balance, fell, and in the process knocked over a ceramic jug, which is the sound the PCs hear.

The small boy’s name is Timi and is so scared that he is frozen to the spot and will not run away. He gives himself up quite easily and says, “I just wanted some food, I just wanted some food,” over and over again. He cries and whimpers and pleads to the PCs to let him go if he promises to never steal again.

At this point, the PCs have several choices available to them. They can simply let the boy go under his promise or they can turn Timi in to Sgt. Bromulin. If they let Timi go, he will simply run off toward Hochoch and his home. If they turn him in, then Sgt. Bromulin will escort Timi into a temporary holding area while they find his parents. The third option for the PCs is to question Timi and if at all possible, encourage the PCs to do just that. This may start off as simple questions such as “Why are you trying to steal from the Army?” and the like. If they question Timi, they will find out that Timi came to steal food and blankets for his mother (his father died recently and he is trying to become the “man of the house”). He also came because a “**strange man wearing black**” is going to pay him “**20 whole shiny copper pieces!**” All Timi needs to do is tell the man in black what kinds of supplies are located in the tent, and an approximate amount of each. If asked, Timi has never seen the man in black before.

The man in black, named Kesrenath, is actually one of the coordinators of a local spy ring that works for the giant army. He is a human from another region of Flanaess. Apparently, Kesrenath hired Timi because he felt that if the child were caught, the military would simply assume that it is just a hungry kid and let the matter go with no investigation. Kesrenath is actually gathering information on the current supply status of the Army of Retribution. He is aware that supplies have been short in the last few months, and needs this confirmed to

relay the information to his contacts. Timi is not aware of any of this. Kesrenath has told Timi that a surprise party is being planned and he wants to know if there are any cakes in the tent. Timi, wanting so badly to take over his father’s responsibilities and prove himself, agreed to do the job.

While questioning Timi, the PCs discover that Timi is to meet the man in black at a shack located near the supply tent, about 100 ft. past the fence barricade. The PCs may jump at this chance to catch the person they will rightly assume is a spy. In the attempt to keep the party together, as a DM you may want to have the supply sergeant and/or assistant awake to the “commotion” and volunteer to hold Timi.

As the PCs approach the shack, the man in black steps out (thinking that Timi has returned) and is surprised that he is found. He immediately disappears around the shack. On a Listen check (DC 20), any and all PCs can make an attempt to hear the man as he starts casting a spell (*invisibility*). At this point, Kesrenath does everything he can to escape rather than fight the PCs. The PCs may attack or try to capture him. If Kesrenath falls below ½ of his total hit points, he gives up, pleading for his life. Because Kesrenath may appear in two points in the scenario, his stats are given in Appendix 1. If the PCs capture Kesrenath, either in this encounter or in Encounter 4, they can learn the following:

- Kesrenath’s name and the fact that he is not from either Geoff or the Gran March.
- He was trying to get supplies for a birthday party to restore morale in his family. (Encounter 2 only).
- He is not a spy of any sort.
- There is obviously no need for the PCs to arrest him as there is no harm done in looking for food, is there? (Encounter 2 only).

Kesrenath will not say anything else unless it will help him escape the PCs. Regardless, he will not say anything that might incriminate him at all or indicate his connection as a spy.

This encounter ends with the PCs reporting the events during the night to Sgt. Bromulin, or turning Kesrenath in. Have the supply sergeant come and tell the PCs that they need to report this to their immediate supervisor if the PCs don’t know what their next step is. Sgt. Bromulin informs them that he will take the information to the lieutenant (the prisoner as well if applicable) and that they are to return to duty. He also says they can hold on to Kesrenath’s items for the time being. The remainder of their guard duty is uneventful, and the PCs can sleep in rotations to allow any spellcasters a chance to get some rest. Immediately following their duty, the PCs are shown to the clearing zone just north of the encampment.

Treasure: Kesrenath carries a mighty composite short bow (+2 Str bonus), a *scroll of invisibility* (written at 3rd level), and 100 gp.

ENCOUNTER 3: STUMPED!

The following morning, the PCs are ordered to remove a huge tree stump from an area in the clear zone. The tree itself must have been 7 ft. in diameter before it was cut down. Only a successful strength check of DC 100 will enable the PCs to remove the stump from the ground. PCs can and will have to combine skill checks to remove the stump. There are some things that PCs can do to lessen the DC check, and those are:

- Removing any root systems gives the PCs a +10 bonus to their skill check. This requires 3 hours for digging and chopping.
- Using horses or mules to help pull the stump gives a bonus of +30.
- Using levers, pulleys, etc. gives a bonus of +15.
- Each attempt that results in a check greater than or equal to half the current DC moves the stump a little. Loosening the stump in this way reduces the DC on the next check by 5, but each attempt represents 10 minutes of pulling.
- If the PCs use an imaginative or well thought-out plan, you are free to give them a bonus to their check (no more than +15).

If the PCs take the initiative and ask for horses or gear, it will be provided to them. They will be issued shovels, picks, spades, and 100 ft. of hemp rope, but they will not be given anything else unless they ask for it. Realistically, this task should take around 5-6 hours to accomplish. Emphasize the heat of the day and the dirty nature of the job.

About halfway through the task, a female human named Jora comes to the party with a cart filled with items for sale. She will have small strips of jerky (50 cp), clay jugs of water with cups (5 cp), and wide-brim shade hats made of straw for sale (1 sp). Allow the PCs a chance for role-playing with Jora for a bit. She recently lost her husband in the Battle of Bloody Ridge and is trying to raise money to move to the Gran March. She is sick of war, and the loss of her husband only heightens her urgency to get out of the area. A few pieces of information that she can pass on to the PCs:

- Supplies are indeed lower than they should be. That is how she is making more money than usual.
- She thinks that the Armies are preparing an offensive, although she doesn't know where or when.
- Her husband died at the hands of a giant during the battle.

Jora will move on as soon as she realizes that she will not make any more money from the PCs.

The PCs can resume work on the stump, and once it is removed and the dust clears, the PCs discover that there is a tunnel directly beneath the stump's location. It is approximately 30 ft. down from the surface and is 25 ft.

wide and 15 ft. high. The tunnel is square in shape so it is obvious to the PCs that a large burrowing creature did not create this. Looking down the length of the tunnel, the PCs can see that every 10 ft. or so there are support beams to keep the tunnel from collapsing. If there are any dwarves in the party, they can recognize it as recent dwarven work without having to roll a skill check.

PCs who enter the tunnel will need light sources. The tunnel runs in a direction that leads straight to the center of the border fort. However, the tunnel is not yet complete and only extends in that direction about 200 yards, roughly relative to the outermost stake fence constructed around the encampment. If the PCs explore in that direction, they will eventually reach a dead end.

Before reaching the dead end, the PCs will discover a small room dug into one of the tunnel walls. It is here that they find the bodies of 10 slain dwarves and what little of their gear that remains. The bodies look as though they have been tossed, trampled on, and generally abused. They have been stripped of any gear, and a few are completely naked. Pieces of armor and metal are also strewn about the room. If any PC examines the bodies, they will see that their throats have been cut. Since there is bedding in the room, the PCs may be able to discern that the dwarves were asleep before they were killed. One of the dwarves has tattoos covering his torso and arms depicting the symbols of Dumathoin. The PCs will also see a slightly smaller tattoo depicting the symbol of the Cragmor clan. PCs from Gran March will be able to recognize the clan symbol, although any characters from elsewhere may have some trouble identifying it. Regardless, it is obviously a clan marker. The PCs can discover a scroll lying underneath the tattooed body on a successful Search check (DC 18, see Player Handout #1). With a successful Spot check (DC 10), the PCs will also notice that the two light sources in the room are a bit unusual. They consist of leather tubes attached to the walls with light emanating from the top of each tube. The tubes are hanging by a small leather loop snagged on small rocks jutting out of the wall. Upon closer inspection, the PCs will see that inside the tubes, near the top, is a small piece of metal that has been enchanted to provide light. These are the two *everburning torches* listed in the treasure summary. Nothing else of interest or value will be found in this room.

Moving along the tunnel in the direction toward the camp, the PCs reach a dead end. Here they find mine carts on wheels (there is no track system). Some are full of dirt while the others are empty. They also see a wide variety of shovels, picks, and spades. The tools might be valuable to any dwarves in the party as they are all of dwarven make, but other than that they are regular tools. There are also lanterns with oil in them (about 6 hours total), sacks, and other assorted gear. If the PCs inspect the end of the tunnel, they can see that the last 30 ft. or so has been dug out rather crudely. The tunnel no longer has a square shape to it. It now seems to have been done quickly and poorly.

Along the way through the tunnel, some PCs may ask about tracks and the like. Unfortunately, the tunnel

floor is very dry and although there is a lot of dust, because of heavy foot traffic they will not be able to determine what is moving through the tunnel. All they can tell is that they were made by bipedal humanoids, and lots of them.

Treasure: Two *everburning torches* can be found in wall sconces.

ENCOUNTER 4: THE TUNNEL

The tunnel, as it goes in the direction away from the encampment, is the same square-cut design. Again, every 10 ft. or so, support beams have been installed to prevent the collapse of the tunnel. Moving in this direction, the tunnel extends approximately 1 mile (well across the tree line surrounding the clear zone). Nearing the end of this tunnel, it unexpectedly takes a sharp turn to the left. Before going around the corner, the PCs can hear two voices clearly.

If the PCs captured Kesrenath in Encounter 2, then read the following:

“Where do ya think Kes’Nath is?” asks a very deep voice.

“Dunno, he wuz suppos’d ta be here today. Maybe he got himself kilt. I wish I wuz there ta see that!!!” replies the other.

Allow the orcs to make a Listen skill check against a Move Silently check by the PCs to see if they are aware of the PCs approaching. Add a modifier of +5 to the orcs’ check since the PCs are moving in a tunnel where sounds are magnified.

If the PCs did not capture Kesrenath, continue with the following instead:

“What do you mean you killed the dwarves,” asks/yells the human voice.

“It was <grunt> needed dones. They almos’ done wit tunnel. Time to die fer them,” exclaims the slurping guttural voice.

“And how do you expect the tunnel to be finished now? Who here has the ability to dig under the encampment without the Marchers knowing? And what will your chieftain think when his army cannot use the tunnel tomorrow night? Hmmmm....?” replies the human voice, rather sarcastically.

The guttural voice sharply answers, “Dunno! We ready to kill them hoomans and burn town! We ready to...wait, me hear somthin!”

At this point, it should be made painfully clear that the orcs know that the PCs are there. Combat will ensue immediately as the orcs have been waiting for a good bloodletting for some time. If any of the PCs get a chance to look around the corner (presuming they met but did not catch Kesrenath), they will see the same human figure that fled during their guard duty run up a 40-ft. ladder that leads to the surface. As he runs away, Kesrenath screams *“You again!”* Kesrenath appears in DM

Appendix 1. He will have rested and refreshed his spells but will no longer have any expendable supplies he used. After climbing to the top of the ladder, he will pause long enough to see if anyone is climbing after him and will fire his bow at anyone who is (keep in mind that climbing PCs lose their Dex bonus to armor class). If it looks like anyone will make it to the top of the ladder, he will try to flee into the woods. If he is unable to escape, he will fight.

The orcs have scavenged bits and pieces of the dwarven gear. One of the orcs is wearing masterwork breastplate and carrying (but not wielding) a small masterwork steel shield. There is also a small masterwork steel shield carried by another orc. All the orcs are armed with greataxes.

APL 4 (EL 6)

Orc Barbarians, Bbn1 (6): CR 1; Medium-size humanoid; HD 1d12; hp 9; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +4 melee (1d12+3/x3, greataxe); SQ Darkvision 60 ft., light sensitivity, barbarian rage; AL CE; SV Fort +1, Ref +0, Will -1; Str 16, Dex 10, Con 11, Int 9, Wis 8, Cha 8. Height 6 ft.

Skills and Feats: Hide +2, Listen +2, Move Silently +1, Spot +1; Alertness.

Possessions: Scale mail, greataxe.

APL 6 (EL 8)

Orc Barbarians, Bbn3 (6): CR 3; Medium-size humanoid; HD 3d12; hp 20; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +7 melee (1d12+3/x3, greataxe); SQ Darkvision 60 ft., light sensitivity, barbarian rage, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +1, Will +0; Str 16, Dex 10, Con 11, Int 9, Wis 8, Cha 8. Height 6 ft.

Skills and Feats: Hide +3, Listen +4, Move Silently +3, Spot +2; Alertness, Power Attack.

Possessions: Scale mail, greataxe.

APL 8 (EL 10)

Orc Barbarians, Bbn5 (6): CR 5; Medium-size humanoid; HD 5d12+5; hp 40; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +8 melee (1d12+3, greataxe); SQ Darkvision 60 ft., light sensitivity, barbarian rage, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +1, Will +0; Str 16, Dex 10, Con 12, Int 9, Wis 8, Cha 8. Height 6 ft.

Skills and Feats: Hide +5, Listen +6, Move Silently +3, Spot +4; Alertness, Power Attack.

Possessions: Scale mail, greataxe.

After the combat, the PCs should report their discovery to Sgt. Bromulin or to Lt. Danerley (taking Kesrenath with them if applicable). Their report will be immediately passed up through the channels. Lt. Danerley takes particular notice of the human involved with the orcs. Once the report has been given, Lt. Danerley orders Sgt. Bromulin to gather a squad to collapse the tunnel. At this point, Lt. Danerley turns to the PCs and instructs them to

go back to the tunnel. Should any more orcs arrive, they are to sound the alarm and kill the orcs if possible, or slow them down if nothing else until Sgt. Bromulin and his squad can arrive. Also, if they can devise a way to collapse the tunnel, then go ahead and do it. Many lives are in danger if that tunnel is not demolished!

As Sgt. Bromulin exits the tent, he yells for a cleric to come and heal any wounds the party has suffered to this point. The cleric can cast enough healing spells to heal the party members up to full health.

The encampment at this point is showing a lot of activity. Soldiers are preparing for combat, horses are being saddled, and archers are gathering their quivers. Elaborate on this scene as you seem fit, but do not let it escape the PCs' attention.

Treasure: The orcs have one set of masterwork breastplate, two masterwork small steel shields, and 36 gp.

ENCOUNTER 5: BLOW IT!

As the PCs head out back to the tunnel, a soldier from their unit runs up to them with new orders from Lt. Danerley (Player Handout #2). The message tells the PCs that because of reports of giants to the northern side of Hochoch, Sgt. Bromulin and his squad have been diverted. The PCs are now solely responsible for collapsing the tunnel. They are to continue to the location of the stump and collapse it from there. This will allow for observation should the orcs try to repair the tunnel (since the stump area is in full view in the clear zone). Once completed, the PCs are to return to the encampment at all possible haste.

There are a few options available to the PCs for collapsing the tunnel. They can use picks and spades to allow a small section of the tunnel to collapse, but they will have to remove the support beams as well. This method will also take a long time.

Another option for the PCs is to use the stump to block the tunnel, thus preventing the orcs from progressing further. Any gear left from the stump removal encounter will still be present, and the horses/mules that were used will still be there as well (presumably the PCs tethered the horses before they went into the tunnel, but they will be grazing nearby if they didn't). Smaller sections of the tunnel will need to be collapsed to fill in around the stump, but this method takes far less time.

Of course, the PCs can do anything they can think of that logically destroys the tunnel and prevents the orcs from using it. Allow for some generosity on this end, but it still needs to make sense.

However they do it, the destruction of the tunnel, as an effective way of entering the camp, is the main goal of the mission.

After the PCs have been at the stump site for some time (either working or deliberating), more orcs appear. The orcs are walking through the tunnel to resume

digging. Please read the following if any of the PC's are in the tunnel.

As you search for a way to collapse the tunnel, several shadowy shapes can be seen walking toward you in the tunnel. As they get closer, their shape tells you that they are orcs!

Fortunately for the PCs, the orc force as a whole was not able to move on such quick notice. The orcs appear in the tunnel in separate groups. The first group of orcs numbers 2, the second group numbers 2, and the last group is whatever remains by tier. These orcs appear every 5 rounds until all have arrived. The orcs will attack aggressively and do not relent until slain (the chieftain put such a threat over their heads that dying seems better than failing).

The second group arrives with a friend, a 12-foot tall ettin. The ettin is armed with two small tree trunks (treat as greatclubs) and immediately charges the PCs as soon as he sees them.

Through the thick of combat you see more dark shapes approaching you. One is obviously larger than the rest, taking up more than half the tunnel in its wide stride. Or is it two creatures walking closely together, for you can obviously see two heads.

APL 4 (EL 6)

👉 **Orcs** (6): CR ½, hp 4 each; see *Monster Manual* page 147.

👉 **Ettin** (1): CR 5, hp 65; see *Monster Manual* page 89.

APL 6 (EL 8)

👉 **Orc Barbarians, Bbn1** (7): CR 1; Medium-size humanoid; HD 1d12; hp 9; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +4 melee (1d12+3, greataxe); SQ Darkvision 60 ft., light sensitivity, barbarian rage; AL CE; SV Fort +1, Ref +0, Will -1; Str 16, Dex 10, Con 11, Int 9, Wis 8, Cha 8. Height 6 ft.

Skills and Feats: Hide +2, Listen +2, Move Silently +1, Spot +1; Alertness.

Possessions: Scale mail, greataxe.

👉 **Ettin** (1): CR 5, hp 65; see *Monster Manual* page 89.

APL 8 (EL 10)

👉 **Orc Barbarians, Bbn3** (5): CR 3; Medium-size humanoid; HD 3d12; hp 20; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +7 melee (1d12+3, greataxe); SQ Darkvision 60 ft., light sensitivity, barbarian rage, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +1, Will +0; Str 16, Dex 10, Con 11, Int 9, Wis 8, Cha 8. Height 6 ft.

Skills and Feats: Hide +3, Listen +4, Move Silently +3, Spot +2; Alertness, Cleave, Power Attack.

Possessions: Scale mail, greataxe.

👉 **Ettin** (2): CR 5, hp 65; see *Monster Manual* page 89.

After the PCs defeat the orcs and ettin, they are free to finish the tunnel in whatever method they have chosen. If the PC's run away to save their lives, Sgt. Bromulin and his squad will be able to return to the stump and collapse the tunnel later in the day. The PC's are not to go with Sgt. Bromulin at this point.

Treasure: The orcs and ettins carry 191 gp between them.

CONCLUSION

When the PCs return to the border fort, they find that the giant alert was false. The fort is standing down and returning to daily routine. Sgt. Bromulin immediately finds the PCs and escorts them to Lt. Danerly so they can report the success or failure of their mission. Lt. Danerly is in his tent speaking with the commanding officer of the Army of Retribution, Knight Field Marshal Dispatcher Alicia Helanasdotter. The PCs are able to hear Lt. Danerly giving details about the discovery of the tunnel and events afterwards. His attention, as well as that of the commanding officer, is turned immediately to the PCs. In a heightened voice he inquires about the mission.

At this point, both officers are extremely excited about the recent events in the camp (both the tunnel and the giant alert) and will ask endless questions about the PCs' actions. After giving their report, the PCs are congratulated by both officers for completing a dangerous and important mission. Any PC who is part of the Gran March military (either active or activated veteran) is given a commendation by the Knight Colonel. After this brief encounter, the PCs are given leave for the day, and are free to do whatever they desire.

If the PC's were unable to collapse the tunnel, they will still be heartily thanked. They will not receive commendations though.

Helanasdotter will also inform the PCs that they have long suspected another spy ring operating in the Hochoch area, but the actions of Kesrenath are the first proof. She will immediately launch an investigation.

After their final report, the PCs have the rest of the day for their choosing. Priests are available for healing, supplies can be bought or traded, and the like.

The End

EXPERIENCE POINT SUMMARY

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

game. You can award different roleplaying amounts to different characters.

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

Encounter 2 (or 4)

Capturing Kesrenath 150 xp

Encounter 4

Defeating the orcs 150 xp

Encounter 5

Defeating the orcs/ettins 150 xp

Destroying the tunnel 150 xp

Total experience for objectives 600 xp

Discretionary roleplaying award 0-75 xp

Total possible experience 675 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 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. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter Two (or Four)

- Mighty composite shortbow (+2 Str) (225 gp, 2 lbs, oak, common): This composite bow is constructed of oak laminated with bone and is inlaid with silver in intricate curlicue designs.
- Arcane scroll (150 gp, 1 lb, vellum, common): *Invisibility* at 3rd level.
- 50 gp

Encounter Three

- Everburning torch (90 gp, 1 lb, steel, common): This *everburning torch* consists of a steel bar with *continual flame* cast upon it. It has a leather container that has a removable hood connected by a leather cord.
- Everburning torch (90 gp, 1 lb, steel, common): This *everburning torch* consists of a steel bar with *continual flame* cast upon it. It has a leather container that has a removable hood connected by a leather cord.

Encounter Four

- Masterwork breastplate (350 gp, 30 lbs, steel, common): This breastplate armor is sized for a medium creature and has been polished to a mirror-like finish.
- Masterwork small steel shield (159 gp, 6 lbs, steel, common): This shield has been polished to a mirror-like finish.
- Masterwork small steel shield (159 gp, 6 lbs, steel, common): This shield has been polished to a mirror-like finish.
- 36 gp

Encounter Five

- 191 gp

Conclusion

- Commendation (awarded to all Gran March active military and activated veterans who succeed in collapsing the tunnel, not certified): "The individual named above is hereby commended for bravery in thwarting a plot to secretly attack a vital outpost."

APPENDIX 1: KESRENATH

➤ **Kesrenath, male human Wiz7/Rog3:** CR 10; Medium-size humanoid (human); HD 7d4+3d6; hp 30; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10) [+3 Dex]; Atks +7 melee (1d4+2/19-20, dagger) or +8 ranged (1d6+2/x3, mighty composite shortbow); SQ Sneak attack +2d6, evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +3, Ref +8, Will +6; Str 14, Dex 16, Con 11, Int 15, Wis 11, Cha 14

Skills and Feats: Appraise +6, Bluff +7, Concentration +10, Decipher Script +6, Disable Device +8, Gather Information +8, Hide +8, Knowledge (arcane) +7, Listen +6, Move Silently +8, Open Lock +8, Pick Pocket +8, Read Lips +6, Search +8, Spellcraft +12, Spot +6, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Mobility, Scribe Scroll, Spell Mastery (*mage armor, invisibility*).

Possessions dagger, mighty composite shortbow, quiver with 10 arrows, pouch containing spell components, *scroll of invisibility* written at 3rd level, 50 gp.

Spells Prepared (4/5/4/2/1; base DC = 12 + spell level): 0—*daze, detect magic, mage hand, open/close*; 1st—*grease, mage armor, magic missile* (x2), *shield*; 2nd—*invisibility* (x2), *Melf's acid arrow* (x2); 3rd—*blink, haste*; 4th—*stoneskin*.

PLAYER HANDOUT #1

Gorain,

You and your party of dwarves are hereby contracted to construct an underground escape tunnel for the townspeople of Hochoch. The tunnel entry will be located in the center of the Army of Retribution's northeastern border fort, and will end within the Dim Forest.

The tunnel must be wide enough for at least 10 people to walk hand in hand and tall enough to allow for mounts. Also, please begin the construction of the tunnel within the forest. This will allow for any trampled vegetation to grow back and effectively conceal the entrance.

The construction of this tunnel is to remain absolutely secret. By signing this contract, you and your party agree to NOT discuss this project with anyone other than myself.

Kesrenath

Contractor: Gorain Thindwarrow, son of Thoraine and Priest of Dumathoin, and party

PLAYER HANDOUT #2

Sergeant Bromulin and his squad have been diverted to a possible Giant threat north of Hochoch. You are responsible for destroying the tunnel. Remember, NO EXCUSES!!!!

Signed,

Watcher Lt. Danerly, Puissant Vigil, Commander

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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