

HIG3-07

Women and Children First

A One-Round D&D Living Greyhawk®
Highfolk Regional Adventure

Version 1

by William Best

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As evil armies move across the Vesve and great commanders vie for control, a small village suffers a siege of their own. A Highfolk regional module recommended for PCs level 1 through 7 who are truly good at heart.

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

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray

boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

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

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

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

Living Greyhawk Levels of Play

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

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

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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

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

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

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

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

Time Units and Upkeep

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

Adventure Background

For years, the Redeye clan of gnolls has lived at the northeastern edges of the Vesve, hunting in their territory relatively unhindered and separated from the more civilized humanoids. As the orcish hoards of Iuz pushed out from the east, the clan was forced deeper into the forest, and into the settled lands.

In the past, orcish warlords would raid their camp and steal their winter supplies or conscript the occasional fighter. The camp had taken these set backs in stride, mumbled a few gnollish curses, and continued on. But a few months ago, the orcs started raiding their camp regularly for supplies, weapons, and warriors to join the siege of Quaalsten. At this point, the camp has been stripped of almost everything, including supplies, and able bodied males. All that remain are the elderly, non-combatant females, children, and one patrol party that was out during the initial raid. Since then, the patrol has stayed hidden in the camp, either disguised as invalids or underneath trap doors, trying to save themselves for any attacks the camp may come under.

Unfortunately, that leaves the camp without anything, so they've taken it upon themselves to take what they need from the human town near them, just so they can arm and feed themselves while they try to restock. Unfortunately, the humans of Borderbrook haven't noticed that it's been primarily females and children raiding their town. Instead, they think the fate of Quaalsten will soon befall all of the towns and villages of the forest.

To make matters worse, a local girl by the name of Delinae decided to fake her abduction so she could run off to Verbeeg Hill to be with her 'long lost love', Ormeto. Ormeto came through town a few months ago masquerading as a traveling minstrel, and has been writing her ever since. While her job at faking wasn't exactly very good, the town had no reason to disbelieve, given gnollish tendencies to take slaves.

So they've sent all their women and children to Highfolk to stay. Sienwen, a comely, charismatic, and extremely shy half-elf woman, has taken it upon herself to shepherd the townsfolk, and to try to recruit any adventurers. Unfortunately, due to the state of Quaalsten, her choices have become somewhat limited. Enter the heroes.

Adventure Summary

The PCs meet in the Dead Goblin Inn and talk to a half-elf female named Sienwen. She tells them that her town is being raided by gnolls and requires help. The PCs then visit the town and talk to the townsfolk. It's likely they'll find out about how the daughter of the town mayor,

Delinae, was abducted by the gnolls (or so the town thinks). If the PCs stay the night, then they're part of a small gnoll raid on the town.

Otherwise, when they head towards the gnoll tribe they run into an orc camp just as most of the orcs from the camp who were out on patrol arrive themselves. In the camp they both find a dead orc and gnoll. If they search quickly enough, they can find the still-warm trail of the other gnoll that escaped (only to die shortly thereafter). Hopefully at this point the PCs have figured out that there's more to this story than meets the eye. From here they have two options:

1.) At the gnoll camp, if the PCs run in and slaughter them, then they're warmly greeted at Borderbrook when they come back, but when they return to Highfolk they later find that the town was over run by orcs, razed, and everyone there was slaughtered.

2.) If, at the gnoll camp, the PCs talk to the gnolls and convince them to leave the town alone, then when they go back they won't be as warmly greeted, and even less so if they don't find anything out about Delinae, but the town will be safe, as the orcs come in a few days and slaughter the gnolls and go home.

2b.) As a side to option 2, the PCs, if they talk to the gnolls enough and find out about it, may offer to help the gnolls defend themselves from the orc onslaught. In this case, the gnolls won't be wiped out, but they will move away to find a "more convenient" source of resources.

Introduction

Pouches of jerky are wonderful things. When you first open the drawstrings, you're greeted with the subtle smell of salt and smoke, mixed with the sweet odor of meat. Those first pieces are huge and succulent, but as time goes on, the larger pieces are slowly extracted, piece-by-piece, until you're left with nothing but small hard nubs and shreds at the bottom...

And here in the common room of 'Dead Goblin Inn,' it smells a bit like the bottom of a rotten jerky pouch, so that makes you the hard little nubs.

Rumors, as rumors are prone to do, have been slipping from one mouth to another for the past few days about a forest town, full of women, under siege by a great army of gnolls. In a bold move, a beautiful sergeant of their forces broke free and came to the great city of Highfolk to recruit brave and stout adventurers to help them hold off the encroaching menace. But as you sit here surrounded by the smell of rendering fat, in front of a small half-elven woman and her two dumpy companions, you find that rumors are also prone to exaggerations; severe exaggerations.

As reality sets in, you take a moment to survey the scene. Sitting around the same table as you is a motley crew, which you can only assume are other adventurers. Then again, this is the only table in the common room, primarily due to the fact that it's the only table left right side up and not in splinters. It would appear that last night was a bit rowdy around here. There's even a dagger stuck in the rafter above you. Off in the corner you see a gnome with a handcart full of thin boards and nails trying to piece the tables and chairs together as best he can. You can't make out what he's mumbling, but his eyes suggest it's not fit for the squeamish.

Behind you, the door to the outside opens and a serving woman walks in. She quickly slams the door shut, removes the towel she had over her nose to block the stench of Tannery Row, and squeezes by one of the chubby humans on her way to the kitchen

Where am I?

You are in the Dead Goblin Inn on Tannery Row in the city of Highfolk. There's some sort of rendering shop on one side, and a tannery on the other. This is the poor section of town, and the stench is horrible.

Why am I here?

One of the rumors you heard piqued your interest and you came to see if it were true. The rumors varied greatly in content, so you can make up your own reasons, but all of them ended with you meeting a half-elf woman by the name of Sienwen here in the Dead Goblin Inn.

Who is (are) this (these) woman?

Maybe you should ask them.

What does the half-elf/Sienwen look like?

She is a lithe half-elven woman with very soft and beautiful features. She's wearing an ankle-length, cream colored, muslin dress with a deep blue girdle and sandals. Her long golden hair is pulled back and braided along with a blue and a silver sash with small bells at the bottom. Orate silver earrings run the ridge of her ear, with fine chains that run up to a cirlet at the base of your braid. She stares at each of you with hopeful eyes and a faint smile.

Now is the time for the PCs to describe their characters to one another. They may also ask a few questions.

Sienwen is a bit nervous right now, as she's not familiar with swarthy adventurers, and she's not the bravest person to begin with. She's just waiting for someone to say something even remotely in regards to

her plight, so she can beg for help. Her fat friends are, for the most part, tagalongs, and not good for much beyond moral support. They don't know anything beyond what Sienwen knows, and they'll refer all questions to her (as their honorary leader).

When any PC beings to talk to her, in a non-aggressive or hateful way, she interrupts them and blurts out the following monolog. She will not be deterred from reciting it (barring some sort of physical or magical interrupt), as she's been psyching herself up for the past few days to get the nerve to talk to people.

"I knew someone would come to our aid!" the half-elven woman blurts out, "My name is Sienwen. When we first arrived here in Highfolk last week, I had no idea how I would go about contacting brave souls to combat the gnollish hoards, and here you are, plain as day, sitting here in the Inn with me ... " she trails off slightly and titters a short nervous laugh before continuing. "It's just terrible! Horrible, even! They're stealing our townsfolk, and raiding and razing our town! The men folk are trying to hold them off, but it's not looking so good. They sent all of us women and children to Highfolk for safety. We ... we just didn't know what to do, so we took a little collection and sold some of our belongings, and we've come up with some coin. 15 gold for each of you if you'll go and help the men stop those gnolls! Please help us! We just want to return to our families ..." and with that trails off, staring longingly into each of your eyes.

Most PCs may ask questions about this. She is willing to tell all she knows (which isn't a whole lot). The following questions are only guides, and anything close to them earns the same answer. If it's not one of these topics, then feel free to adlib her response. She's very timid and not all that knowledgeable. She is a relatively good cook though.

What town?

"I come from the town of Borderbrook in the eastern part of the Vesve. Our families have lived there for a couple hundred years, just outside the edge of the lands of the Timeless Tree."

Do you know anything more about the history of the town?

"Hmm ... well it got it's name from the stream it's built next to was the border that the Olves of the Tree told our forefathers that they could proceed no further. So they just set up camp there. Originally, they were woodsmen and hunters, but it's since grown into a small community."

What do you want us to do?

"Well ... ideally ... if you could ... it would be great if you could stop the gnolls. Please? Could you do that for us?"

What about the 'gnollish hoards'?

"Oh, they're just terrible. They've been attacking the town for weeks now, stealing in under the cover of night and smashing everything to pieces!" Small tears begin to well up in her eyes, "And ... and ... poor sweet Delinae ... they whisked her off to do who knows what with her! My mind reels at the horror ..." she trails off, puts her head down slightly and lets out a small sob. Her cherubic friends coo softly and rub her back.

What about this Delinae girl?

"Oh the horror of it all! The sheer TRAVESTY... They snuck into town, quiet as mice, and whisked her away before anyone could do anything ... All her poor father heard was a short scream and some thumping coming from upstairs from upstairs."

15 gold each? Why should I help you? I could make more beating up little kids!

"I'm sorry, that's all we have! We've had to start washing clothes and barmaiding to make ends meet since we got here. I could knit you all nice sweaters! Or maybe a hat ... or mittens ... or a nice scarf. Do you like scarves?"

If the PCs agree to go to Borderbrook, then she says:

"Oh joy! Oh joy!" She smiles with obvious relief, "I just KNEW the goodfolk of this town would come to our aid! Oh, I can't wait to see those horrible beasts brought to justice. When you get there, you should find the mayor, Hiner. He's been organizing and leading the men." And with that, she gives you a crude map with directions on it. She then turns to her friends and whispers, "They'll just be SO proud of me! I bet I've saved the whole village. They'll probably name a tree after me!" She turns back to you and says, "We'll be awaiting your safe return!" and with that, her and her friends curtsy and begin to walk upstairs.

Mostly, Sienwen is done. She's said what she knows and she feels "the deal is done", and she's too nervous to stick around. She'll stop and talk to the PCs if they ask her more questions, but she doesn't know that much else.

Encounter One: Borderbrook

The trip to Borderbrook has, for the most part, been quiet and uneventful. During the past 20 miles or so, you've been followed and observed by some elves in the distance, but they seem to mean no harm, and any attempt at approaching or contacting them has ended in their disappearance for a short while.

Rising out of the clearing ahead of you, glowing from the late-day sun's aura, you see a rickety looking tower lashed together from rough-cut trees. On top you can make out a humanoid form that rings a bell twice, and shouts something down to the ground.

The party has been spotted by the town's watchtower. Irrelevant of the form of transportation that they took to get here it's now late afternoon. When they choose to approach the town, or whoever first is in a position to view the scene (due to scrying or whatever) then read:

Borderbrook seems to be a relatively small village. To the northeast is a meandering brook next to which, 3 one-story houses and a smithy have been built. To the south is a larger two-story manor house, with a fenced-in field behind it and a barn. In the center of town is a strange wooden platform that's whitewashed along with a pile of wood on top. Towering over it is a 50' tall watchtower, composed of 3 rough-cut trees standing on end, and lashed together with various cross-members. On the west side of town, where the path leads in, are two houses with a porch built in-between and a animal skin tent with various boxes, barrels, and drying skins are strewn about. You can make out the faint silhouette of heads peaking out of the windows in each of the buildings.

This is a pretty free-form encounter. PCs are welcome to pick and choose where they go. To an extent, try to keep track of time in your head. They enter in the late afternoon, and they continue on from there. The sun begins to dip down in a couple hours, and twilight continues for another hour and a half. If they decide to crash here for the night, any of the townsfolk are glad to accommodate them, as long as they weren't rude to them or anything. Try to give them plenty of time to chat with people.

Area A: The Watchtower

The tower is composed of 3 rough-cut trees standing on end and supported by various cross-members lashed between them. On top a makeshift platform has been erected, with a short 'wall' of sorts around

the edge. You can make out a 2-foot square hole in the platform by one of the support beams. Beneath the tower is a round wooden platform that's been whitewashed. Stacked on top is a pile of whitewashed lumber, some of which appears to have been worked, including balusters, dowel pins, and jointed ends. The top of a head stares down at you from the hole above.

Originally, this town had a nice gazebo in the middle. There were flowers planted, and during nice nights, a few women of town would sing and play harps for the rest of the town. A Knowledge (architecture and engineering) or an appropriate Profession (carpentry) reveals what this pile of wood is with a DC 5 check. Otherwise, they just don't know.

Since the start of the raids though, the gazebo was taken down, and this tower erected in its place. They keep a man on watch during all hours. He has a decent supply of bolts and two crossbows, a bell, rations, water, sleeping accrements, and various light sources (candles, lanterns, oil, etc) up top. He has a long knotted rope that they let down when they switch shifts, and promptly take back up. They shift doesn't change much though, as Radlie spends about 18 hours a day up there.

If the PCs yell up at the Radlie the Watchman he looks down and says:

"What? I'm on duty here. If I let my guard down this whole town will be in jeopardy. Nope, can't let the town down, gotta go back to the watch."

For the most part he ignores the PCs as best as he can. If they get up top through one manner or another (scaling the tower is a DC 15 Climb check, or *levitate*, or *fly*, or use a grappling hook, etc), he'll ring the bell and do his best to shoo the PCs away. If this happens, the Mayor comes out of the Manor house and asks them to come inside and talk. Jump to area C.

☛ **Radlie:** Male human Com2.

Radlie is the town nice guy. Everyone likes him, and many people use him. He's generally jovial by nature, but when asked to perform some service, he focuses and gives it his all. Unfortunately, 'his all' isn't always that good, but everyone knows he tries his best. In this case, he's agreed to Mayor Hiner that he's going to do his best and make sure nobody sneaks up on the town, and he plans to do just that.

Radlie took in Sienwen (the half-elf who hired the heroes) when she was a very young orphan. He loves her very much and brooks no ill will or slander about her.

Area B: Crazy Gobo's Tent

Surrounding the tent are piles and piles of boxes, barrels, and frames. The frames are composed of sticks and have animal hides stretched across which are drying in the breeze. The tent itself is composed of various tanned and oiled hides that are roughly sewn together. Your eyes begin to water, and you're reminded of the stench of Tannery Row as you approach. From within the tent you hear the sound of grunting with the occasional short and high-pitched squeal.

Gobo is currently inside trying to speak to a wild boar piglet he caught. Being as he has no ability to speak with animals magically, he's trying to 'learn the language'. If the PCs begin to rifle through the stuff without any attempts at subterfuge, Gobo comes out and 'talks' to them (skip to his conversation). If they try to hide it, make opposed Listen/Move Silently rolls. Gobo gets a -5 to his check, because he's 'talking' to the piglet.

Most of the barrels are full of water, a few are full of pickled vegetables, and one is full of syrup. The boxes contain a mixture of mundane and useful items, like rope, knives, traps, etc, and then completely random forest items, like dirt, leaves, dried animal parts (like teeth, bones, claws, horns). A Knowledge (nature) check DC 5 identifies these parts as harvested from local wildlife, like wolves, badgers, bears, boars, and deer. The same is true about the hides being stretched and tanned on the frames.

If the PCs look into the tent or open the flap:

The tent is actually rather spacious. It has two main poles, and probably about 150 square feet of space inside. To one side are a few piles of furs and a couple boxes that seem to have become a makeshift table of sorts. Upon the "table" are hideous creations formed of animal parts, sticks, stones, mud, nuts, and various other natural bits have been lashed together. They seem to resemble some sort of creature.

On the other side there's a small humanoid roughly clothed with fur in key places and covered in mud and ichor. He's leaning over a wooden cage with a boar piglet in it. Both pig and man are making the grunting and squealing noises you heard from the outside.

If the PCs are detected outside rifling through his stuff:

From the inside the tent the snorting noises begin to increase in volume and fierceness. From out of the flap bursts a small humanoid roughly clothed with fur

allowing for the barest of modesty; he is covered in mud and ichor.

Continuation of either path:

If the PCs are detected (as in, they didn't do anything sneaky to hide their entrance or spying, Or he bursts out of the tent, he begins 'speaking'):

The humanoid looks around and starts grunting in your general direction while flailing his hands wildly. After a long string of grunts, he ends with a shrill squeal and calmly stares in your direction for a few seconds before saying in Common, "I see the words of the boar are lost on such simpletons as you. Have you come to pay respects to my greatness, or possibly purchase one of my forest creatures?" As you spend more time looking at him, you realize he's actually a dwarf - a very short and somewhat disproportional dwarf. He's completely covered in mud from head to toe. He has a long tangled beard and matted hair, but only on one side of his face. The other side of his head is shaven clean. He has scraps of hide strategically strapped to his body to cover the "sensitive" parts, a dwarven war axe on his back, and not much else. He smells like a pile of dung and mildew.

The PCs may propose the following questions. He answers a single question from each PC. After the first, they'll have to make a Diplomacy check at 5+APL. The DC goes up by 5 for every question thereafter. If it's on a subject he doesn't know, or they ask the same question trying to get more info, the DC goes up, but he just "humphs" at them and says something in his made-up 'boar' language.

Who are you?

"Well I'm" and with that, he lets out a stream of grunts, snorts, and squeals.

Um ... got any more? Where you came from, what's your past?

"I'm the demi-god of these here woods. I capture all the mundane animals and make super animals out of the parts. Soon, the world will know the greatness of ..." and he bursts into a stream of grunts, snorts, and squeals.

Great... So what do you know about the gnoll invasions?

"Nasty little buggers... and that's what they are ... little. Smallest gnolls you ever saw! Well, cept me. I've seen everything. Seen everything, done everything. I'm the greatest dwarf that ever was. Why

just the other day, I scared off a whole army of gnolls. There they were ... sneakin and crawling out of the forest right over their on their bellies! Comin' for all my god-type creature makin' stuff. But I fixed them good. I yelled at them in fluent boar and showed them my Chook-lerdg, which I had just finished creating. It hadn't learned to attack yet, but that didn't stop those gnollies from runnin for the hills! At least, they woulda ... if there were hills around here ..." and he beings to mumble something about making hills at some later point.

Right. So about that girl, Delinae?

"I know not what you speak of. I have no time to deal with your petty woman problems. If you can't keep track of your females, then that's your fault."

What are your super animals? What are those hideous statues in your tent?

"Ah, those are my precious creations. Each one is a beauteous work of art. They're special too, I tell ya. Given time, and the right kinda handling, they turn into fearsome and powerful beasties! Oh yes... I'm a master!" and with that, he dances a little jig singing "master" each time his heels click together. The smell of sweat, mixed with his already odoriferous scent, just makes matters worse.

Can I have one of your animals? Can I buy one?

"Well, why else woulda ya be here?" and with that he stares at you for a long while before saying, "Well ... I'll cut ya a deal. With the happenin's in the woods as of late, business has been kinda sparse. I'll let ya pick any one you want, for a paltry price of 250 golden solars!"

The PCs are welcome to purchase as many of these as they want. It won't require any Diplomacy checks, but they DO cost 250 gp. They are, completely mundane, and utterly useless statues made of various bits and pieces of nature. They're very nice though, in a creepy sort of way. If the PCs are belligerent to him, the price goes up to 300.

What do you know about <Insert some town member>?

"You mean the 'little' people? They're just tag-alongs to my greatness! Wherever I set up camp a throng of people flock to me. Like a god has time to get to know each lump of flesh? They're useless anyway."

🧝 **Crazy Gobo (Bel'Dan):** Male dwarf Bbn5/Rgr3.

Gobo is, as his name suggests, completely crazy. He fancies himself a lesser deity of nature, and on par with the likes of Ehlonna and Obad-Hai. As a result, he's grown a bit apathetic to the rights of those around him, and garnered quite the hatred among just about anyone he's met. The elves consider him an affront to nature and guilty of myriad violations of good conscience. The townsfolk mostly detest him, but have no real way to get him to leave. Any attempt to politely ask him has resulted in, as far as they can tell, a misunderstanding of what they're asking of him.

Area C: The Manor House

The manor house looks rather grand in contrast to the rest of the village. It's a two storied, whitewashed house with wooden siding and a huge veranda on the east side that opens onto a fenced-in garden. Carved wooden columns silhouette an ornate entranceway in the front. You can make out a large fenced-in field and a barn behind the house. All the windows appear to be boarded shut.

If the PCs investigate the garden or veranda:

There's a side path from the front into the fenced garden and veranda in the back. On the veranda is an unmanned bar with a few tapped kegs of something behind it and ornately carved steins hanging on a rack at the back. A few tables and chairs are scattered about. The garden seems to have once been a well-groomed flower garden and small hedge maze, but small weeds appear to have sprung up all over, suggesting that it hasn't been maintained in a few weeks. A few wrought iron benches are scattered amidst the paths, and the head of a stone statue peaks out from above the top of the hedge maze.

The PCs are welcome to run around in this as much as they want, but if they haven't met the mayor yet, then he'll come out and introduce himself as if they met him at the front door.

If the PCs approach the front door:

As you get closer, the front entryway looks a bit strange in contrast the rest of the house. The carved pillars and ornate archway are a sharp contrast to the simple lines of the rest of the house. Besides it, the only thing to mar wall of siding are larger windows, which seem to all have been boarded shut with rough-hewn boards.

If the PCs do nothing to hide their presence, then Mayor Hiner exits and greets them when they get close. Waiting in the doorway behind him his ranch hand, Cheil, awaits any aggressive action the PCs might make, before rushing to the aid of his boss.

The door ahead of you opens and a short, well dressed human man steps out. You can make out the hulking form of some other human in the shadows behind him. "Greetings," he says, "I'm Hiner, Mayor of Borderbrook. How about we relax on the veranda and knock a few back while you tell me why you're here?" and with that he motions towards the bar and begins to walk. The hulking form behind him steps out of the shadows and follows. The mayor is a short man, of some girth, dressed in fine clothes and jewelry. His clothes include a jacket, vest, frocked shirt, tights, and shoes with spats. In sharp contrast, the man shadowing him is astoundingly huge. If his features weren't obviously human, you would think he was possibly of half orcish blood. He's dressed simply in loose fitting muslin shirt, pantaloons, and a worn leather apron.

The mayor finally reaches a table and sits down. The larger man removes two steins from the rack and fills one full of ale and one full of wine from two of the kegs behind the counter. He hands the wine to the mayor, and settles down with the mug of ale on a stool behind the bar. The mayor smiles and says, "So, what is it that brings you folks to our fine little town?"

If the PCs explain to them they're here to help the town with the gnoll problem, and mention Sienwen sent them, then Hiner relaxes and says:

"Ah, so she went and did something anyway did she? She's a good lass, even if she is a bit uppity for a woman. Ah well. I can't look a gift horse in the mouth though; those gnolls could tear in here any minute and slaughter us all. Actually, they could have for a while, but it seems they haven't noticed how few of us that are left, yet. Anyway, I'd be happy to answer any questions you have, and I'm sure the rest of the townsfolk would too. About all that's left now is me, my ranch hand Cheil here, the brothers Polk and Paen, and Athinasin the smith. A few of the families packed up and went to visit their kin in the Highvale when all the trouble started. Boy, I knew I should have done it too, but I was pig headed and didn't think it was anything we couldn't handle. Then those beasts broke into my house and stole my daughter, Delinae! So the rest of us sent our women and

children to Highfolk for safekeeping. It's been pretty sad around here ever since."

If the PCs say they're there to help, but don't mention Sienwen, then he says:

"Well, I'm not a big fan of mercenaries running around my town no matter how noble their intentions, but I guess in this case I don't have much of a choice. The gnoll incursions have been getting worse as of late, and I think it's only a matter of time before they storm in here and slaughter us all. If you could put an end to this whole mess, we'd all sure be grateful. I know I've lost my fair share to this horror." And with that he trails off, swirling his wine around in his mug and staring into the ripples.

If the PCs don't tell him they're there for help and just start grilling him, he tries to get them to leave.

"Ah, well, you see, this town's got a lot going on right now, and we're all kind of busy. So if you could just wander off somewhere, you'd make all our lives a bit easier. It's not that we're not normally a friendly lot here, but it just hasn't been a good month for visitors."

The Mayor's willing to answer any questions the PCs have, even if he asks them to leave.

Who are you?

"I told you, I'm Mayor Hiner. I've been mayor of this town for a good 10 years or so, ever since the twin's father passed away.

Who's the big guy with you?

"That's Cheil. He's been my ranch hand for the past few years. He takes care of my livestock and makes sure the estate's running while I tend to running this town."

What's in the barn out back?

"That's just our livestock. We had to start bringing them in at night and locking it up to keep the gnolls from stealing us blind. All that's left at this point is a few cattle and pigs. The hen house has long since been stripped clean. Bo, I miss having eggs in the morning." And with that he lets out a long sigh.

What's the deal with the gnolls?

"We're not really sure. The olvenfolk of the Timeless Tree asked the founders of this town not to cross the brook, so we never really explored that way much. Then, a few weeks ago, we started having petty thefts

and such, finally, the smith, Athinasin, ran into a small group of gnolls that were stealing some of our chickens and tools from the barn. He's a dead shot with his longbow, and he nailed one right in the chest. The rest of them drug the hurt one and their loot across the river and into the woods. Since then, we've been on the watch every night. For a while we thought that it was over with, but then they started coming again. Stealing things here or there in the night. Then, out of the blue, they stole into my house and kidnapped my daughter, Delinae! We've been trying to capture one of those beasts ever since!" and with that, he chokes up a bit and takes a big swig of his wine.

What happened to Delinae?

Hiner lets out a wistful sigh, and after a long pause he begins, "It's all my fault. I can't say that I really believed Athinasin when he made with his whole gnoll story. It just seemed a bit too convenient to me. He's owed me some money for a while, then all of a sudden stuff started disappearing, and he started paying, it just seemed a bit fishy..." and with that he sighs yet again.

Can we see Delinae's Room?

"Hmmm", Hiner thinks for a second and then says, "I guess it would be OK" and with that he stands up and motions for you to follow him. Inside, the boarded up windows don't allow much light to come in. On the veranda side of the house, a large dining area is set up, though it doesn't look like it's used very often. On the other side is a sitting room, where the family must have entertained guests. Hiner leads you to the rear, through the kitchen, and up a tight spiraling staircase. At the top the stairwell opens into a T shaped hallway, with a bedroom on each end. The door to the right is closed. He walks up to the closed door, pulls out a tiny key from his waistcoat, unlocks the door, and opens it for you.

Inside is obviously a girl's room. Everything is clean and tidy. An armoire on the wall next to the door has porcelain dolls neatly arrayed on top of it, as does the bed, and on the far wall is a small wooden desk. Through the dim light from the boarded window, lace valances adorn a wrought iron curtain rod and bed posts. Hiner walks in and lights the lantern on her end table. "Well," he says, "here we are."

The PCs are each welcome to Search if they wish, as well as take 20. Here's what they'll find based on their results.

- DC 5+APL: There's a series of parallel scratch marks between the door and the armoire. It looks like something pushed it against the door to barricade it.
- DC 10+APL: There aren't any sheets on the bed underneath the comforter.
- DC 15+APL: The armoire is mostly empty.
- DC 20+APL: You find Ormeto's note to Delinae. See Player Handout #1.

Who's this Ormeto guy?

"Cursed be that scoundrel! I told him to never come around this part of the forest again, else I'd cover him in honey and raw meat and tie him to a tree in the woods" and with yet another long sigh he says, "But alas, I guess his devotions will go unanswered for sure now. At least my fair daughter will live on in his dreams and atrocious poems." And with that, he walks downstairs.

If the PCs investigate the rear of the house or field or barn:

The rear of the house is even more spartan than the front. The few windows on this side have been boarded up. The upper window on the east side seems to be doubly boarded. A small, nondescript door is in the exact center of the house. A larger apple tree resides under the doubly boarded window. Behind the house is a large fenced-in field with a big red barn in it. The field looks empty, as far as you can tell.

If the PCs go to investigate the barn its two doors are locked with a good (DC 30 Open Lock check) lock made of steel. If they somehow make it in, it's a simple barn with 8 cow pens on one side, a hayloft above, and a pigpen on the other side. A few miscellaneous items, like tools and rope and such are hung upon the wall.

☞ **Mayor Hiner Keperny:** Male human Rog2/Ari3

Hiner is a short and shady sort of fellow who's done his best to appear to be an upstanding individual. How he came to this town is a mystery, but what the townsfolk know is that he conveniently showed up right after the twin's parents were killed on the way back from a visit in Highfolk, and purchased their farm from the twins. In their grief, the twins had decided to go out adventuring and track down their parents killer. He had Athinasin try to spruce up the house to make it more presentable, and eventually declared himself mayor of the town. Most of the townsfolk humor him out of politeness.

☞ **Cheil:** Male human Com3

Cheil is a large, plain, and quiet man. Hiner brought him back one day and nobody has ever gleaned where he came from. He's a kind-hearted person though, so everyone lets him be and is thankful for his constant help.

Area D: The Brook Houses

There are three one-story houses here that all look rather dark, and two of which have their windows boarded up with roughly hewn boards. No light escapes from the boards, and their smokeless chimneys suggest no ones' at home. In contrast, the final house looks a bit plain, but in decent condition. It's actually more of a log cabin than a house, composed of mostly pine trees and joints that look like they were mortared with river clay. A few wafts of smoke float gently up from its chimney.

The first two houses are empty. The families that were living there moved in with their families in the Highvale to escape the problems. If a PC manages to get into one of these houses somehow (they're locked with a good lock [DC 30]), then they're completely empty with the exception of some larger furniture. The families basically moved out.

If the PCs approach the final house, it's Radlie the Watchman's and he yells down:

"Hey, that's my house. There's nobody in there right now, so why don't you just leave it alone, OK? Yeah that's great ... Move along ..."

If the PCs attempt to make any commotion about it, or Radlie sees them breaking into anywhere, he rings the bell atop his tower and Mayor Hiner and Cheil come out to investigate. They won't look very kindly on any infractions, and ask the PCs to leave if caught (or told by Radlie).

If the PCs make it into Radlie's house somehow, it's basically one big room. There's a big bed on the far side and a smaller one by the fireplace. A fireplace which has a cooking pot on a swing arm, a kitchen area, and a small storage area with foodstuffs and various trinkets. There's a lute on the mantle. This is also Sienwen's house. Radlie is her guardian. She doesn't know her parents (though it's obvious one was an elf and one was a human, given her half-elf heritage).

Area E: The Smithy

The smithy is actually rather large for such a small village. There's an exposed and a covered section of the workshop, a stable to the side, and an ornate 2-story house attached to the shop. A water wheel

dangles in the stream behind the shop. A shaft from the water wheel runs through the work area and stokes the fires. In the stable, a dappled riding horse shifts restlessly and whinnies.

The Stable

The stable is composed of 6 good-sized stalls, a hayloft, and a buggy house. There's just one horse in the stable - a large, silver, dappled riding horse. The whole place looks very tidy. The tack and tools are hung neatly on the wall, the buggy is clean and well taken care off, and the hay and water in the stalls looks fresh and clean. This stable looks better than most of the houses in this town.

The Workshop

The workshop is split into two sections - an open section that's has a roof and no walls, and an enclosed section that leads onto the open section. A large shaft runs down the length of the workshop, which slowly turns via the water wheel behind the shop. Lobes attached to the shaft provide the pumping action to power the bellows, which fan the fires in the forge. Anvils and workbenches line the floor, and tools are arrayed cleanly and neatly within arm's reach of each area. Horseshoe blanks and miscellaneous building items are neatly arrayed upon shelves in the rear, next to which are racks that look like they were designed to hold arms and armor.

The House

The two-story house is almost as large as the manor house, and considerably more ornate. Carved reliefs and fascia adorn the eaves, windows, and entryway. Through the windows you can make out beautiful window treatments. The house is painted in mellow browns and greens, and actually fits in rather well with the scenery.

If the PCs go to the door and knock, then Athinasin comes to the door. He's been watching the party since the bell rang. If someone is sneaking around, make opposed Hide and Spot checks (his Spot is +10). He won't act upon this knowledge unless the sneaking parties attempt to enter his house, or do anything uncouth like stealing his tools. If that happens, he'll ask them to cease any injustices and make amends, otherwise he'll have to contact the mayor.

The door opens and a tall, well-built elf steps out. His long silver hair is pulled back and clasped behind his head, and his violet eyes are soft and friendly. He's wearing a fine blue woolen tunic, loose pantaloons, a

long leather apron, and tall boots. He holds a pair of leather gloves loosely in his hands. He smiles and says, "Greetings and salutations, my name is Athinasin. What brings you to our fair village?"

Athinasin is a grey elf from the Timeless Tree who's chosen to leave (basically exile), to life closer to the other races. He's very curious and friendly by nature, but he won't brook any disrespect of him or the town. He and Sienwan have been flirting with each other for years, but he's never wanted to suffer the pain of loosing her in 100-120 years, so nothing ever happens. He'll still react warmly of any mention of her or what she's doing. She decorated most of the interior of the house, and she takes care of his household when she's around.

What's going on with this gnoll invasion?

He sighs and says, "I honestly don't know. They sneak in under the cover of darkness and loot like common thieves. They stole all the weapons and armor from my shop, as well as 2 of my horses. I've had to put my one remaining horse in Mayor Hiner's barn at night so Cheil can keep an eye on it. One night I heard some muffled barks, so I grabbed my bow and went to investigate. I saw some leaving Hiner's barn so I loosed a shot. I didn't think I would actually hit anyone from that range, as I didn't want to engage in a skirmish outnumbered 10 to 1, but I ended up hitting it dead square in the chest. We thought it was mostly over, as the raids mostly stopped thereafter, but all of a sudden they snuck in and stole poor Delinae right out from under our noses. I still don't see how they did it ..." and with that he stares off into space for a few seconds, then shrugs.

Where are the gnolls?

They're across the creek from my house. There's a game trail right across the way that they come down. I haven't really gone very far in, but their track was pretty easy to follow for what little I did search.

What happened to Delinae?

"I'm not sure really. I heard from Mayor Hiner that they snuck in through her window at night and stole her away. I went over and investigated later, but the two of them had already destroyed any tracks that might have been there by stomping around 'searching' on their own."

What do you know about Sienwan?

He smiles broadly and says, "Quite a handful that one is. She may not win any forward engagements, but the war will always end in her favor. I'm glad she's safe. I

hope this whole gnoll thing comes to an end soon. It'd be nice to see the town get back to normal again."

What do you know about Mayor Hiner?

"Hiner came into power a few years ago when the twin's mother and father were lost on a trip back from Highfolk. We all took turns searching for a while, but we never found them. Then Hiner came in and bought up the farm from the twins, who fancied themselves adventurers at the time and didn't care all that much about managing a farm. He decided he was the town mayor a while back, and nobody really cared one way or the other. I'm sorry his daughter was kidnapped though. She was a very sweet and considerate girl."

What do you know about the Polk and Paen (the twins)?

"Little strange, those two, but good at heart. I knew their parents pretty well. They lived in the manor house where Heiner is now. But, sometime back, they took a trip to Highfolk and never made it back. As best as we could tell, they were on their way home and just disappeared. Must have been attacked or something. Either way, the twins took it upon themselves to go out 'adventuring' to make a name for themselves and maybe find out what happened to their parents. In the meantime, they sold their farm to Heiner. After a few years, they came back and didn't talk about it anymore. I helped them build their house, and they've haven't left since."

What do you know about Crazy Gobo?

Athinasin grimaces and says, "I really wish he'd leave. All he does is cause trouble around here. He goes out hunting and trapping for weeks at a time, and it's nice and quiet, then all of a sudden he shows up and chaos ensues. How he stays alive with all his enemies is beyond me. I wouldn't put it over on him that this whole gnoll thing isn't his fault."

🔮 **Athinasin:** Male elf Rgr 5/Exp 3

Athinasin is a gray elf from the Timeless Tree. He doesn't tell anyone this, and nobody knows enough to ask him otherwise (elves are elves, right?).

His attitude and nature is traditionally elvish, but he's a bit more inquisitive than you would expect, especially for his age (268).

He came to this town shortly after Nyk Erb set up camp. He was enamored by the drunken braggart, and decided to stay a while to listen to his stories. After a while, the two became friends (barring their occasional fight), and Athinasin has lived here since. At this point, he's long out-lived the original residents, and he's become

as much a fixture as the terrain as far as they're concerned.

He's helped Radlie, on and off, take care of Sienwan, and during those years she's become quite attached to him. He reciprocates her feelings somewhat, but he's not willing to take up the problems of a relationship with one of human blood (even if she's half-elven) and it's a little strange since he's known her since she was a small child, and that was only a few short years ago.

Area F: The Twins' Houses (Polk and Paen)

It's hard to tell if the houses ahead are two houses with a porch in between, or one long house with the middle busted out of it. Either side looks like it probably only has two rooms in it, and one story. The porch itself is covered, and on it are two rocking chairs and a small table.

If the PCs go closer without sneaking:

As you approach the houses, a door opens from each onto the porch, and two men walk out and sit down in the rocking chairs in unison. Both men have short blond hair, loose breeches, pull over shirt, and a rope belt. They aren't wearing any form of shoes or boots. In fact, it appears both men are identical, down to the loaded and cocked heavy crossbow leveled menacingly in your direction. The left one says, "I'm Polk", the right says, "an I'in Paen", and in unison they say, "What brings you 'round these parts?"

The brothers, for the most part, answer the questions in any order. They're not really looking to shoot anyone, they just don't know if the PCs are here as looters or opportunists. It doesn't occur to them unless someone's with them (like the mayor) that the PCs are here to help. The twins are hardcore, backwoods hicks.

We're here because some lady told us to be here?

Polk says, "What lady are you talkin' about?"

Yeah, Sienwen told us to come here and help?

Paen says, "You talked to miss Sienwen? You's sho lucky. She's thar prettiest thin' in these he'ah woodz. I knows she dun fixin' tuh do sumfin all uppity likes. She'in aah-ays plannin' up sumfin fierce!" and he turns and looks at his brother and says, "Whats you thinkin' bro?"

"Whelp," Polk beings, "She's always been fulla smarts! If she dun sends ya'll here, whelp we dun be accepin' your help." And with a smile he puts down his crossbow, pulls out a jug from behind his rocking hair and takes a big long swig before handing it to his

brother. With a gargle and a bitter grimace he yodels in the air and says "We's gunna give them gnolls what for, ain't that right Paen!" Paen appears to be too engaged with the jug to respond.

What do you know about Delinae?

As soon as you say her name, Polk puts his head between his hands and sighs. Paen turns to you and says, "Oh, now yah dun it. Polk 'taint been the same since them thar Gnolls dun stole's 'ole Delinae. Accordin' ta Hiney, they done snuck in through her winder, tossed her in a gunnysack and made off into the night all sneaky like. We dun think he wuz ribbin' us at farst, cuz we dun never heard no Gnolls bein' all sneakin' like, but when Sienwan tole' us, we knew she never dun tells no lie. 'Ole Polk's not been the same since ... see's hee'd dun been courtin' 'er for years now. The day after she gots taken wus Polk's day ta asks her ta be his wife. He dun asks her every Freeday." And with that, you hear a tiny sob from beneath Polk's hands. Undeterred, Paen continues, "He use ta do it on thar gazebo, but whens we took it down fur tha tower, he was all reddy ta ... Polk? Is you cryin again? You's the sofest bro I ever dun had. I'm fixin ta slap the woman out of you." You can barely make out him mumbling under his breath something about 'mama's boy' and 'the good twin'.

What can you tell us about the gnolls/invasion?

Paen's face darkens and he scratches his head for a bit, takes a glance at Polk, then says, "Them's dogmen been cumin' 'round these parts fur the past month er so. At first we wus thinkin' it wus critters ur sumfin sneakin' in at night and steelin' our vittles, but then's 'ole Athinasin, he dun caught them sneakin' into town. He plugged one right in its gizzard, and the rest of 'em drug the shot one and their loot off into the woods off yonder across the streams. There's a game trail they done went down."

Who's this Athinasin person?

"Athinasin's the smithy. He's not so bad as elves go, 'specially round these parts. Not like those crazy tree elves. They're always checkin' up on us, from a distance-like. Makin' sure we's keeping our end of the bargain and not goin' cross the river. Uh course, they ain't seem ta do nutin' bout the gnollies. Good fur nutin tree elves."

Who's the dwarf/Crazy Gobo?

Both brothers being to laugh as you bring it up, Paen finally grabs a breath and says, "Thas ole Crazy Gobo. He's crazy as a woodchuck. He's a trapper in these parts, and dun sets up camp here now and again ...

though why he picked now just goes to show ya how crazy he is. I don't think he gets along with the other people in these parts. He's a scrapper, tried and true."

What the hell are you talking about, "tree elves"?

"You know, them tree elves. They all live in a big tree. They cum stopin our gran'pappy when he dun show up here. They sayin' "Ya betta not cross this'in heer river, else we fixin' ta throws you a beatin'. An so's, that's where he stopped and sets up this town. He names that stream "Borderbrook" on account of them durn tree elves."

Who's your grandfather?

"Our granpappy wus nun other than, Nyk Erb the great adventurer. We hears they still dun tellin' his stories all abouts the city of Greyhawk and such."

You were adventurers?

Polk looks over at Paen, then back to you and says, "We's not eva talkin' about that. Wherevers you heard that from, you's best tell them to shut their pie hole before we shuts it for them. Same goes fur you." Paen nods in agreement and taps his fingertips on his crossbow to hammer the point home.

If the PCs find some way into one of the brother houses, they both look almost exactly the same, with the noted exception in Polk's place.

The main room, while small, is actually rather spartan inside. There's a table with benches, and a fireplace with a cooking pot dangling from a wrought iron hangar. The furniture is made up of roughly hewn wood and seems to have been patched and repaired a few times. To the back you can see a bedroom, which is partially hidden by a half-open curtain that seems to be there to separate the two rooms and provide a little privacy. The beds are straw pallets with furs and sheets thrown on top.

In addition, in Polk's (the southern house of the two):

Next to the bed is a small end table with a fine porcelain bowl and pitcher as well as a small mirror. Hanging on the wall behind is a painting of a beautiful young woman and a handsome man, standing in front of a white gazebo.

If Polk is asked about this, and the PCs didn't come upon this information illegally, he'll tell them that the painting is of his mother and father in the town square, and the porcelain was his mother's.

Polk: Male human Rgr1

Polk is the more 'cultured' of the two brothers, at least in contrast to each other. When their parents were around, Polk was the younger of the two, and the mamma's boy. When their parents were lost, Polk was the one who convinced Paen to go looking for their killer (as they assumed it was murder and not an accident). Polk studied from any adventurer he ran into, and practiced every day. When Paen finally convinced him to come home, Athinasin gave him his mother's porcelain set, which he had the foresight to save from their house when they fool-heartedly sold it to Hiner. He also helped the two build the cabins they currently live in.

After they came back, he started taking a shining to Hiner's daughter, Delinae. Six years her senior, she wasn't nearly as thrilled with him and suffered his infatuation out of boredom. Since her supposed abduction, Polk has become quiet and morose, having lost the two women he ever loved.

Paen: Male human War1

Paen, in contrast to Polk, is a jovial 'good 'ole boy'. He puts up with Polk's attitude because of his strong family ties, but it annoys the heck out of him. He'd rather spend the day telling stories and drinking moonshine that he distilled out of woodchips from a still he has hidden beneath his cabin.

The brothers as a whole don't really do anything. They mostly just fish during the day and live off what they can scrounge up. It's a miracle they're still alive (or maybe it's because of Athinasin's pity).

Encounter Two: The Daring Midnight Raid

If the PCs stay the night in the town, then they have a chance to participate in this encounter. If they didn't, and went charging into the woods after the gnoll camp, then it takes place anyway.

If the PCs aren't around:

Cheil killed one gnoll, and the remaining one threw two lit flasks of oil into the barn. The rest of the town was able to put it out, but not before the barn was severely scorched. Cheil was hurt pretty badly in the combat and resulting fire, and will be bedridden for a while.

If the PCs are around:

Two gnoll boys have taken it upon themselves to 'pay back' Athinasin for foiling their raid a few weeks back. They plan on sneaking into the barn, stealing what they

can, and lighting the place on fire. Unbeknownst to them, Cheil has started sleeping there at night and locking the door.

The encounter begins with the gnolls trying to bust into the barn about an hour before midnight, at which point Cheil begins to shout. If the PCs are outside and/or near enough to hear him, they can make Listen checks. Otherwise, in 4 rounds, the gnolls bust in and start attacking Cheil. The next round, Radlie rings the bell (or sooner if he sees or hears the PCs acting). All PCs currently awake will hear the bell; make your own judgment for the sleeping PCs.

The gnolls attempt to kill Cheil if they can. It takes 10 rounds to bludgeon Cheil to unconsciousness. If the two gnolls work together, they can do it in 5.

They may take on one PC if they look wimpy, otherwise they'll bark at each other and attempt to flee. If both are still alive, they'll flee in opposite directions (and not towards their camp).

If the PCs have no way to beat their speed or stop them, then make opposed Constitution checks (add +4 for PCs with the Endurance feat). If one creature/PC loses 3 times in a row, then they're 'out' of the run. If it's a gnoll he's caught, and if it's a PC he/she is lost in the woods enough to be out of the chase. The gnolls are at +1 to the roll. If cornered (a.k.a. caught) the gnolls fight to the death.

If the PCs subdue or catch the gnolls, they are unwilling to talk without some sort of coercion. They only speak gnoll. They know the following:

Who are you?

One is named Ropyf and one is named Ridoc.

What are you doing here?

"We're teaching those stupid humans a lesson for hurting us."

Hurting you?

"Yeah, they killed our littermate, Forazg. Shot him dead with an arrow."

Where are you from?

"From our camp. No, we're not going to tell you where it is, so kill us or let us go."

Why are you raiding their village?

"Because we need it, and we deserve it. The humans will always make more. That's what they're good for."

If the PCs let them go, they take an extremely roundabout way of getting home. It takes them over a day to get back to the camp (which is only about a 3 hour walk away).

All APLs

☛ **Gnoll Boys (2):** hp 10, 9; see the *Monster Manual* for statistics.

Exception: these gnolls are missing armor, a shield, and the weapons.

Armor Class: 11 (+1 natural), touch 10, flat-footed 11

Attack: Club +3 (1d6+2)

Tactics: Gang up on a single person if possible, but if the odds start looking worse than that, run like the wind.

Encounter Three: The Orc Camp

The gnolls have been using this path for a while, and some of them aren't very adept at (or cared to) cover their tracks, so it's a DC 8 Survival or Search check to follow. In most cases, the path is about 2' wide, and a lot of times the brush is only cleared off for about 4' up, since it's used primarily by animals, and the gnolls just duck. Large animal companions have to be careful about moving, and mounts must be lead.

As you trek deeper into the woods, the brush begins to grow closer and thicker around you as the trail starts twist to and fro. At some points you end up skirting the edge of a small creek, or walking down a dried ravine, before climbing back into the confines of the vegetation. At other times the vegetation lets off as the older tree's canopies block the sun, and you're left with the stark contrast of a dark and almost barren landscape. A tiny microcosm, hidden from the sight of the world around, clothed in a soft brown floor, rough wooden pillars, an ethereal atmosphere, and an eerie silence. Then the path leads back into the vegetation and you're left with the confines of briars and scrub brush.

This trip has taken about 3 hours. The orcs have started to wise up to the possibility that some of the gnoll males are hiding out. They planned to raid the village, pretend to leave, and then set up a watch somewhere else to find out what the gnolls were hiding. As a result, the orcs came back here with 2 gnoll captives. They left one guard to watch the captives and went back to watch the camp. While they were gone, the gnolls tried to escape, and fought with the orc guard. The orc and one of the gnolls died in the camp (orc axed one, the other one proceeded to crack the orc's skull open with one of the rocks from the fire pit), and the remaining gnoll crawled into the woods a ways before collapsing and dying.

Anyway, a few seconds after the PCs enter the camp the other orcs come back. Read them the box text, and then find out what each of them is doing (approximately 1 round of actions). Combat begins as normal because both parties are surprised, but with the PCs in whatever position and job they were doing in that round. If a single PC gets to the camp (scouting) first, it's still in effect. If he's sneaking or hiding, make the appropriate Spot and Listen rolls. If the orcs fail, they'll begin to survey the scene and clean up the camp, and mutter about "those damn gnolls, we'll teach them a lesson" etc. in Orcish.

Abruptly, the foliage opens up and path you've been following widen into a small clearing. Bags, boxes, food, and debris lie strewn about haphazardly. The embers of a dying fire smoke faintly in the middle. Ahead, you can make out two slumped humanoid forms on the other side.

Again, the path is about 2' wide. The clearing is about 15' wide and 20' long. Outside the clearing is heavy brush. A humanoid can move through it, but at half speed, and for every square of brush between it and its target, the target gains ¼ cover. The remains of a fire is in the exact center of the clearing, along with some wooden sticks used for cooking. A pile of boxes and bags were on the side where the PCs came into the clearing, but they've been knocked over. Inside the boxes are dirt, leaves, bags of nails, animal skulls, rope, lanterns, animal feed of some kind, and miscellaneous trinkets.

Inspection of the bodies finds a dead gnoll and a dead orc. A DC 5 Heal check on the gnoll shows he has a few gaping wounds, and both bones in his left forearm are broken. A DC 15 + APL Heal or Search check finds a line of fur missing, and rope burn marks around his wrists. A DC 2 Heal check on the orc shows his head cracked open by something blunt. Brain matter appears to have a nasty habit of sticking to everything around.

The following can be found through searching the clearing. Note: the last item, the blood trail, can't be followed if the PCs take 20 to find it, as the stream he crossed will have washed the rocks he climbed over clean of blood.

- DC 10: You find there's a rock missing from the fire circle.
- DC 15: You find the missing rock, covered in ash, blood, and brain matter, over by the edge of the clearing near the orc.
- DC 18: You find a bloody greataxe beneath the pile of boxes.
- DC 20+APL: You find some bloody, frayed, and ripped chunks of knotted rope.

- DC 22+APL (For only the first 3 rounds after combat ends): You find a trail of blood leading off into the woods away from the path.

This trail can be followed with a Track (Survival) check of DC 15+APL.

You follow the blood through a tight patch of brush and foliage, at times crawling on your hands and knees through briars and muck. You finally come to a stream, and barely make out the bloody paw prints on the rocks as your quarry climbed up the stream to avoid detection. A few hundred feet up, hidden in the woods beyond beneath a fallen tree, you find another dead gnoll. His arms are tied in front of him with stout rope. His muzzle is bloodied, and grievous cuts and gashes are all about his body. His fur is almost matted with gore. The blood still appears fresh.

If the PC does a Heal check on him, he's dead. A DC 15 Heal check suggests he's only been dead for a short while (under an hour).

If the PCs capture one of the orcs that come into the camp, then they only speak orc. They'll talk with a little motivation, as they have no reason to care one way or the other. They all know basically the same thing (which is a lot of nothing). If they somehow have a way to speak with dead, the dead orc knows the same thing. The gnolls are just from the gnoll camp.

Who are you?

"We's great n powerful Jebli orxes ... we crush you."

Why are you here?

"We's roundin' up them weedy gnolls ta fights fur us against the stupid humans and elvesies."

What gnolls?

"All the gnolls in the area. We's gunna rounds them all up. Hopefully they all get plugged with arrows. I hate gnollies."

What happened here?

"Why you askin. me? You busts up our camp guud, and gutted our guard and our slaves. Just like you people, always killing and looting. Someday Gruumsh pay you back ... you see. He get you guud."

We're scary, powerful PCs - tell us more or we'll kill you!

"Whut? Yuu gunna kill me anyway. That what yuu people do. Breed and kill. Well and steal, and loot, but mostly breedin and killin", and with that he spits and says, "I spit upon your pointy-horse lady!"

APL 2 (EL 3)

👉 Jebli orcs (6): hp 5 each; see Appendix A.

APL 4 (EL 5)

👉 Jebli orcs (6): hp 5 each; see Appendix A.

👉 Jebli patrol boss: hp 33; see Appendix A.

APL 6 (EL 7)

👉 Jebli orcs (10): hp 5 each; see Appendix A.

👉 Jebli patrol boss: hp 47; see Appendix A.

Tactics: The orcs basically stumble out of the woods in a big pack. As far as they know, the PCs slaughtered the camp members, so they're enraged and just attack. Being orcs, they'll try to cut down the weaker party members first if they're able.

Treasure:

APL 2: loot- 46 gp; coin- 10 gp.

APL 4: loot- 132 gp; coin- 20 gp.

APL 6: loot- 163 gp; coin- 20 gp.

Encounter Four: The Redeye Tribe Camp

If the PCs continue on down the path, they'll come to the edge of the gnoll camp in about 30 minutes.

The foliage begins to thin out somewhat as the path widens and looks extremely well traveled. Ahead of you, you make out a strange 'whooping' sound along with some shrill barks.

The camp is currently still in an uproar. The gnoll scouts noticed the orcs trying to pull a fast one on them, and then leave, so they were expecting another raid. The PCs are welcome to sneak up to the camp, or walk up to the camp. Even if the gnolls see them, they're not going to react unless they enter their camp. If so, then cut to the confrontation. They're welcome to scout from a distance as much as they want though. The gnolls have far too much to worry about to go chasing after some silly adventurers.

As you get closer you can see a large encampment ahead of you. There looks to be 20-30 hide tents of various sizes, and a few wooden lean-tos. Most of the structures are arrayed around 3 fire-pits, a large central pit, and two smaller side pits. A few hyenas are roaming around loose, and fighting over a few scraps of dead animal. Whenever one wrestles the

prize away from someone else they let out the strange whooping sound you heard earlier.

For as many tents as are around, there's surprisingly few gnolls evident, and those that you do see are about the sorriest excuse for a gnoll you've ever come across. Many are walking around stooped over, their hair dirty yellow and ratty. Many look so small as to be children or midgets. In the larger tent in the center circle you can make out what looks like a gathering of sorts. A few gnolls are standing at the door looking in through open flaps, and the tent looks to be full.

If the PCs approach the camp, then make Listen and Spot checks. There are about 30 non-combatant gnolls and about 5 hyenas. It's likely they'll be spotted. If not, and they figure out how to look in the large tent, it's packed to the brim with gnolls. Most are crippled, elderly, women, and children, but one large male stands in the center and is talking to them in Gnoll about what they're going to do, whether they should move again, or whether they should disperse as a tribe, or what have you.

When the PCs are spotted (assuming they're not charging forward, weapons drawn), then read:

A call goes out from the gnolls around you. It's obvious that you've been spotted. One of the gnolls from the entrance to the large tent walks towards you, growls, and shouts at you in Gnoll.

The gnoll shouts "Go away and leave us be, we've had enough trouble today, and won't suffer your presence in our lands any longer."

If the PCs stop and try to talk with the gnoll, be it in Common or Gnoll, then read:

From your side, a decrepit-looking, gnarled, and stooped gnoll hobbles out, barks at the guard, and turns to you and says in Common, "Please, leave these lands. In the past, our tribe would have cut you down, cried out in victory, and feasted on your flesh while giving gloried thanks to Erythnul. But those times have passed. Leave us, before our tribe finds solace in your death as our last bitter act."

If the PCs continue to talk or ask questions:

This is what the old gnoll, Yata, knows.

Who are you?

"I am Yata, a devout worshipper of the Many and his lunar cycles. Once, long ago, I hunted with my pack mates and found much glory in the slaughter of the weaker races. Now, I am just old and waiting to die. If

our leader was stronger, he would have butchered me when I first faltered, but instead I am left to die in shame like a crippled deer..."

What is this place?

"This is the camp of our tribe, the Redeye. Or at least, the remnants of it."

Why do you keep attacking Borderbrook?

"We're just raiding that village for supplies that the cursed orcs keep robbing from us. They should be thankful we aren't as powerful as we once were, or we'd cut through that village like a great thunderbolt and burn everything to the ground."

What did you do with Delinae?

"We don't know what you're talking about. We haven't taken slaves in over a season. In fact, all we've ever done from those humans is run. One of them even killed one of our pups for stealing a food bird."

The orcs? The remnants? Why are there only women, children, and elderly around? What's going on?

"The pack leader of the east has sent his orcs to round up anyone they can find and force them into their armies. At first we gathered our bravest warriors and extra supplies and sent them gladly into the fray, but they kept coming. Soon they were taking our winter stores and pups not even of age yet. We've tried moving further and further away, but somehow they always track us and take whatever we've stored up. Once a week a pack of orcs comes from the north and robs us of whatever we've acquired. We hide what we can, but if we give them nothing, they kill some of us out of rage."

Look, how about you stop attacking the humans, and we'll give you stuff, or not kill you, or whatever?

"I hesitate to trust any words that come from your deceitful mouths, but I will ask our pack leader and see what he has to say." and with that, the old gnoll beings to hobble over to the large tent.

If the PCs attempt to follow, he turns around and says:

"Go not any further, we'll not have your kind so close as to strike us down before we can react. Stay where you stand or this uneasy truce will surely fall."

After Yata enters the tent:

Loud barking and yapping in gnoll erupts from the tent soon after Yata enters. It's obvious they're conversation has turned heated. Eventually the sounds die down, and the old gnoll comes hobbling out and towards you. As he walks, some of the smaller

gnolls, that must be children, throw stones at him and let out a shrill cackling sound.

“The leader has accepted your offer. To that human village we will never go again. Now take your leave, lest this uneasy truce turn into a trial in blood.”

Oh, those orcs. Yeah, we killed them good. Don't worry about it!

“What? You've doomed us for sure. I knew last night's golden moon was a sure sign of trouble. You fools, if killing them was all it would take to stop the raids, don't you think we would have a pile of orc skulls? No, now they'll be more coming back for sure, more than we can handle, and more than enough to slaughter us all. Your kind brings nothing but death with you.”

Hey ... why don't we stay and help? We'll kill those orcs too!

“I hesitate to trust any words that come from your deceitful mouths, but I will ask our pack leader and see what he has to say.” and with that, the old gnoll beings to hobble over to the large tent.

If the PCs attempt to follow, he turns around and says:

“Go not any further, we'll not have your kind so close as to strike us down before we can react. Stay where you stand or this uneasy truce will surely fall.”

After Yata enters the tent:

Loud barking and yapping in gnoll erupts from the tent a while after Yata enters. It's obvious they're conversation has turned heated. Eventually the sounds die down, and the old gnoll comes hobbling out and towards you. As he walks, some of the smaller gnolls, that must be children, throw stones at him and let out a shrill cackling sound.

“The leader has accepted your offer. You may stay in the smaller circle that is furthest from the center. The few cubs that remain in those tents will vacate to our circles. If you make any sudden actions, we will be forced to kill you.”

But wait, why don't we just talk to the pack leader ourselves? We're smart!

“No. Our few remaining warriors must stay in hiding, so as to not be found out by the cunning orcs. No one outside the Redeye will know who is, or is not, our leader. Stay where you are!”

If the bloodthirsty PCs attack the gnolls instead or at any later time:

Let the players roll initiative like normal, but secretly roll the gnolls also. When the first gnoll's initiative comes up, then read:

From out of fleeing and cowering gnolls around you, a few decrepit old forms begin to stand tall. Their mangy fur is shrugged off like a coat, and underneath lies a snarling beast suited in leather armor and red, hate-filled eyes. From out of the large tent a huge gnoll swaggers out, and lets loose the brace on his hyena companion.

APL 2 (EL 4)

- ☛ Gnoll: hp 11; see the *Monster Manual*.
- ☛ Hyena: hp 13; see the *Monster Manual*.
- ☛ Redeye pack leader: hp 27; see Appendix A.

APL 4 (EL 6)

- ☛ Gnolls (2): hp 11, 11; see the *Monster Manual*.
- ☛ Hyena: hp 13; see the *Monster Manual*.
- ☛ Redeye pack leader: hp 51; see Appendix A.

APL 6 (EL 8)

- ☛ Gnolls (4): hp 11, 11, 11, 11; see the *Monster Manual*.
- ☛ Hyena: hp 13; see the *Monster Manual*.
- ☛ Redeye Pack Leader: hp 67; see Appendix A.

Tactics: The gnolls come in from all sides of the PCs if they were in the camp. Otherwise, they come in a group from the edge of the camp. The gnolls aren't looking for an honorable fight, they're looking to kill, and they're going to choose the weakest perceived target if they can. Spell casters, bards, lightly armored people, whatever. This doesn't mean they'll keep whacking at a mage who's AC is buffed to high to hit though. If the target turns out to be difficult, they'll switch to the next best.

Treasure:

- APL 2: loot- 39 gp; coin- 5 gp.
- APL 4: loot- 46 gp; coin- 5 gp.
- APL 6: loot- 90 gp; coin- 5 gp.

Encounter Five:

Murder O'Clock in the Camp

If the PCs asked to stay and help, then they get this encounter, otherwise they don't.

You spend a night and a day at the gnoll camp, which seems all the more subdued with your presence. Red

eyes stare out of the darkness of tent flaps and watch you. The tents you were assigned aren't the cleanest of places, and smell like wet dog and rotting flesh. As the light begins to fade on the 2nd day you hear the hyenas begin to growl and whoop again. Finally, after a short time, a curdling cry is heard and orcs begin to pour out of the woods towards the camp.

From out of fleeing and cowering gnolls around you, a few decrepit old forms begin to stand tall. Their mangy fur is shrugged off like a coat, and underneath lies a snarling beast suited in leather armor. From beneath the mundane items around them they pull their weapons, and begin to stride forward with red hate-filled eyes.

The gnolls the PCs would have fought in Encounter 5 are now on their side. Fight, fight!

APL 2 (EL 5)

FRIENDLY: See combatants in Encounter 4 (APL 2).

- **Jebli orcs (3):** hp 5 each; see Appendix A.
- **Orc sorcerer:** hp 11; see Appendix A.
- **Orc sergeant:** hp 24; see Appendix A.

APL 4 (EL 7)

FRIENDLY: See combatants in Encounter 4 (APL 4).

- **Jebli orcs (6):** hp 5 each; see Appendix A.
- **Orc sorcerer:** hp 21; see Appendix A.
- **Orc sergeant:** hp 38; see Appendix A.

APL 6 (EL 9)

FRIENDLY: See combatants in Encounter 4 (APL 6).

- **Jebli orcs (10):** hp 5 each; see Appendix A.
- **Orc sorcerer:** hp 31; see Appendix A.
- **Orc sergeant:** hp 52; see Appendix A.

Tactics: The orcs are on a mission of genocide, a.k.a. the extermination of all life in this camp. They'll move as a mob, with the sorcerer in back and the sergeant in front, flanked by his common orcs, attacking whoever gets to them first. If someone makes an obvious target of himself or herself, the sergeant moves toward dealing with that person.

Treasure:

APL 2: L: 46 gp; C: 42 gp; M: *wand of enlarge person* (15 charges, 38 gp per character), *pipes of the sewers* (96 gp per character).

APL 4: L: 129 gp; C: 75 gp; M: (15 charges, 38 gp per character), *pipes of the sewers* (96 gp per character), *salve of slipperiness* (83 gp per character).

APL 6: L: 160 gp; C: 95 gp; M: *wand of enlarge person* (15 charges, 38 gp per character), *pipes of the sewers* (96 gp

per character), *salve of slipperiness* (83 gp per character), *boots of the winterlands* (208 gp per character).

After It's All Done

The gnolls show a grudging amount of gratitude to the PCs for their help in repelling the orcs, and swear a blood oath to leave the human community alone. PCs are welcome to stay for as long as they wish, although eventually the gnolls tire of the heroes, and tell them to go.

Any PC that displays a great amount of battle prowess (DM's discretion) during the battle with the orcs earns the Favor of the Redeye Tribe (see the Treasure Summary for details).

Encounter Six:

Back to Borderbrook

As you break the edge of the forest into the clearing between the woods and the creek, the sound of the watchtower bell begins to ring out again. From out of their houses, Mayor Hiner and Athinasin walk towards you to meet you as you reach the bank on the town side. From up above, Radlie bellows "Hail adventurers, what news bring ye?"

Tell them they attacked the gnolls:

Hiner and Athinasin listen to your story. Finally Hiner pipes up and says, "I'm glad you taught those brigands who was boss. Now everyone can come back and resume business as usual ... other than poor Delinae I guess ..." and with that he puts his head down and lets out a long sigh before turning around slowly and returning to his house. Athinasin says, "We thank you for your hard work. It's not easy to storm into the dark woods and bring down a tribe of gnolls. I have one last request of you though, if one of you is returning to town, could you tell Sienwan that she can come home? It would be nice to have our families back. Good day, and safe journeys, friends."

Tell them about bargaining with the gnolls:

Hiner and Athinasin listen to your story. Hiner's face grows progressively redder before he bursts out, "I'll hear nothing more of this. How could you look those thieves, killers, and kidnapers in the eye and not strike them down for their transgressions. What a waste! I knew I should have hired some adventurers from Dyvers. I KNOW they know how to get the job done right." And with that, he turns around in a huff and stomps off to his house.

If the PCs haven't told him about Delinae:

Athinasin glares at Hiner as he leaves and then turns to you and says, "Did you find out anything about Delinae though?"

If the PCs found out that the gnolls didn't have anything to do with Delinae:

"Hmmm, this is strange news indeed. But at least I think it should be safe for people to come home now. Please tell Sienwan about what you learned so that they can come home. Good day and safe journeys, friends."

Otherwise, if the PCs failed to ask:

"That's too bad. It would have been nice to have some closure on the subject. I guess we'll never know. I'm sure the women will be able to make ends meet for a while in Highfolk. I just hope that this town is still around for them to come back to. Good day and safe journeys."

Athinasin thanks the heroes profusely for what they've done, knowing that they've averted a threat to the community. He does not seem overly concerned with the fact that the heroes bargained with the gnolls to get them to cease their depredations, so long as they honor their accord.

Conclusion

Your trip back to Highfolk is quick and uneventful, with the worst part of the trip at the end of your journey as you suffer the stench of Tannery Row on your way to the Dead Goblin. After a few drinks, and a few drunken jokes at the bar maid's expense, Sienwan and her two cherubic companions quietly enter the bar and sits down. Her previously pristine clothes seem a bit worse for wear, but it doesn't hide her glowing eyes and obvious excitement at seeing you, "So, what happened, how is the town?"

Attacked the gnolls:

"Oh, how dangerous! I'm glad I'm not an adventurer. I'm also glad we can go home though. I don't like these big cities. It's all rush-rush everywhere. Do this, don't do this, don't step on that. What's a girl to do? Well, here's your pay. G'bye!" and with that, the 3 of them giggle at each other, wave, and head out the door.

A few weeks later the chatty mouths are at it again, but instead of grand stories of Amazon cities under siege, it's about a town by the name of Borderbrook that was recently razed by an orcish

hoard, and how a party of adventurers led to the downfall and slaughter of a whole town of people. Just think of the rumors that this is going to generate. Hard nubs and shreds, indeed.

Since Athinasin is either dead or lost, the heroes do not earn his gratitude. Cross that item off of each of the heroes' Adventure Records.

Bargained with the gnolls:

"Oh I just KNEW you were the right people for the job. That's just the cleverest thing I've ever heard. I bet Athinasin will just be so proud of me! Here's your pay for a job well done. G'bye!" and with that, the 3 of them giggle at each other, wave, and head out the door.

Around you the inn is a flutter with people talking to people about myriad things. Rumors are again in motion and the day is still young.

A few weeks later, the heroes receive word that Athinasin wishes to give them a reward for their hard work. He sends a message, inviting the heroes to return to Borderbrook again someday soon, so that he may craft a suit of armor for each of them. See the Treasure Summary for the details of his gratitude.

Bargained with the gnolls and didn't find out about Delinae:

"Oh pooh! I guess a little more time here can't hurt" and she lets out a long sigh. "Thanks for helping us out. Here's the money as we agreed. I'll take my leave now." And with a curt curtsey, she drops a bag of coin on the table and heads out quietly with her companions in tow.

The chatty mouths are at it again, but some tell of a gnoll run slave train to the north where beautiful maidens are auctioned off to the highest bidder. Oh well, there's always tomorrow.

A few weeks later, the heroes receive word that Athinasin wishes to give them a reward for their hard work. He sends a message, inviting the heroes to return to Borderbrook again someday soon, so that he may craft a suit of armor for each of them. See the Treasure Summary for the details of his gratitude.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the

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

Encounter Three

APL 2 90 xp; APL 4 150 xp; APL 6 210 xp.

Encounter Four (does not earn Story Award)

APL 2 120 xp; APL 4 180 xp; APL 6 240 xp.

Encounter Five (only if they bargained with the gnolls)

APL 2 150 xp; APL 4 210 xp; APL 6 270 xp.

Story Award (no XP for Encounter Four)

Successfully bargained with the gnolls:

APL 2 90 xp; APL 4 135 xp; APL 6 180 xp.

Total possible experience (bargaining with the gnolls):

APL 2 330 xp; APL 4 495 xp; APL 6 660 xp.

Total possible experience (killing the gnolls):

APL 2 210 xp; APL 4 330 xp; APL 6 450 xp.

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*,

analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three: The Orc Camp

APL 2: L: 46 gp; C: 10 gp; M: 0 gp.

APL 4: L: 132 gp; C: 20 gp; M: 0 gp.

APL 6: L: 163 gp; C: 20 gp; M: 0 gp.

Encounter Four: The Redeye Tribe Camp

APL 2: L: 39 gp; C: 5 gp; M: 0 gp.

APL 4: L: 46 gp; C: 5 gp; M: 0 gp.

APL 6: L: 90 gp; C: 5 gp; M: 0 gp.

Encounter Five: Murder O'Clock in the Camp

APL 2: L: 46 gp; C: 42 gp; M: *wand of enlarge person* (15 charges, 38 gp per character), *pipes of the sewers* (96 gp per character).

APL 4: L: 129 gp; C: 75 gp; M: (15 charges, 38 gp per character), *pipes of the sewers* (96 gp per character), *salve of slipperiness* (83 gp per character).

APL 6: L: 160 gp; C: 95 gp; M: *wand of enlarge person* (15 charges, 38 gp per character), *pipes of the sewers* (96 gp per character), *salve of slipperiness* (83 gp per character), *boots of the winterlands* (208 gp per character).

Total Possible Treasure

APL 2: L: 92 gp; C: 52 gp; M: *wand of enlarge person* (15 charges, 38 gp per character), *pipes of the sewers* (96 gp per character) - Total: 226 gp.

APL 4: L: 261 gp; C: 95 gp; M: *wand of enlarge person* (15 charges, 38 gp per character), *pipes of the sewers* (96 gp per character), *salve of slipperiness* (83 gp per character) - Total: 573 gp.

APL 6: L: 323 gp; C: 115 gp; M: *wand of enlarge person* (15 charges, 38 gp per character), *pipes of the*

sewers (96 gp per character), *salve of slipperiness* (83 gp per character), *boots of the winterlands* (208 gp per character) - Total: 800 gp.

Items for the Adventure Record

Items Found During the Adventure

APL 2

- *Wand of enlarge person* (Adventure, DMG)
- Bladed gauntlets (Adventure, *Arms and Equipment Guide*)
- *Pipes of the sewers* (Adventure, DMG)

APL 4 (All of APL 2 plus the following)

- *Salve of slipperiness* (Adventure, DMG)

APL 6 (All of APLs 2-4 plus the following)

- *Boots of the winterlands* (Adventure, DMG)

Special (new items to be listed on the Adventure Record)

Gratitude of Athinasin: For helping out the community of Borderboork, the elven smith Athinasin has agreed to craft one mithral suit of light or medium armor from the *Player's Handbook* for half the normal cost (+500 gp for light armor, +2,000 gp for medium armor). The armor may be selected before or after any Highfolk regional scenario; once used, write "used" across this text.

Armor chosen _____

Favor of the Redeye Tribe: For your prowess in battle, the leaders of the gnoll tribe have scarred your left arm with an eye sigil. If you encounter the Redeye tribe again, you are treated with an initial reaction of "friendly" instead of any other reaction. In a combat situation, the Redeye gnolls will not fight against you (although they may still fight your allies). Only those specifically selected by the tribe receive this favor, and only if the hero fought alongside them to repel the orc threat.

Bladed Gauntlet: The bladed gauntlet has two blades that extend from the back of the wrist following the forearm. Unlike with a standard gauntlet, an attack with a bladed gauntlet is not considered an unarmed attack. The bladed gauntlet does 1d6 damage, has a critical threat range of 19-20, and is considered a slashing weapon. You may purchase any version of the bladed gauntlet as if it were a *Player's Handbook* weapon (note that the item still has a frequency of adventure, however). This item appears in the *Arms and Equipment Guide*, pages 5-6.

Caster Level: N/A; *Prerequisites:* N/A; *Market Price:* 30 gp (per gauntlet); *Weight:* 2 lb. (per gauntlet).

Appendix A

Encounter 3 – The Orc Camp

All APLs

👉 **Jebli orc:** Male Medium-sized Humanoid (Orc); HD 1d8+1; hp 5; Init +0; Spd 30; AC 13 (flat footed 13, touch 10); Atk +4 melee (1d12+5 [crit x3], greataxe) or +1 ranged (1d6 [crit x3], short bow); SQ: Light sensitivity, darkvision 60 ft.; AL CE; SV Fort +3, Ref +0, Will -2; STR 17, DEX 11, CON 12, INT 8, WIS 7, CHA 6.

Skills and Feats: Listen +4 Spot +3, Alertness.

Equipment: Studded leather armor, greataxe, short bow, and 20 arrows.

APL 4

👉 **Patrol Boss:** Male Medium-sized Humanoid (Orc) Brb2/Rgr2; HD 2d12+2d8+4; hp 33; Init +0; Spd 40; AC 14 (flat footed 14, touch 10); Atk +7 melee (1d8+4 [crit x3], masterwork orc double axe) and +7 melee (1d8+2 [crit x3], masterwork orc double axe) or +4 ranged (1d6 [crit x3], short bow); SA: Rage 1/day, uncanny dodge, favored enemy (elf +2), wild empathy; SQ: Light sensitivity, darkvision 60 ft.; AL CE; SV Fort +7, Ref +3, Will -2; STR 18, DEX 11, CON 12, INT 8, WIS 7, CHA 6.

Skills and Feats: Survival +5, Hide +5, Move Silently +5, Listen +5, Spot +5, Knowledge (nature) +3, Climb +8, Heal +2, Swim +8, Search +4, Alertness, Track, Exotic Weapon Proficiency (orc double axe), Two-Weapon Fighting (when in light armor).

Equipment: Masterwork studded leather armor, masterwork orc double axe, short bow, and 20 arrows.

APL 6

👉 **Patrol Boss:** Male Medium-sized Humanoid (Orc) Brb3/Rgr3; HD 3d12+3d8+6; hp 47; Init +0; Spd 40; AC 14 (flat footed 14, touch 10); Atk +9/+4 melee (1d8+4 [crit x3], masterwork orc double axe) and +9 melee (1d8+2 [crit x3], masterwork orc double axe) or +6 ranged (1d6 [crit x3], short bow) and +1 ranged (1d6 [crit x3], short bow); SA: Rage 2/day, uncanny dodge, favored enemy (elf +2), wild empathy, trap sense +1; SQ: Light sensitivity, darkvision 60 ft.; AL CE; SV Fort +7, Ref +4, Will +0; STR 18, DEX 11, CON 12, INT 8, WIS 7, CHA 6.

Skills and Feats: Survival +7, Hide +6, Move Silently +6, Listen +6, Spot +6, Knowledge (nature) +4, Climb +8, Heal +2, Swim +8, Search +4, Alertness, Track, Exotic Weapon Prof: (orc double axe), Two-Weapon Fighting (when in light armor), Endurance, Power Attack.

Equipment: Masterwork studded leather armor, masterwork orc double axe, short bow, and 20 arrows.

Encounter 4 – The Redeye Tribe Camp

APL 2

👉 **Redeye Pack Leader:** Male Medium-sized Humanoid (Gnoll) Rgr1; HD 2d8+1d8+9; hp 27; Init +1; Spd 20; AC 20 (flat footed 17, touch 11); Atk +6 melee (1d8+4, morningstar) or +3 ranged (1d6 [crit x3], short bow); SA: Favored enemy (human +2), wild empathy; SQ: Darkvision 60 ft.; AL CE; SV Fort +8, Ref +3, Will +1; STR 18, DEX 12, CON 16, INT 10, WIS 12, CHA 10.

Skills and Feats: Survival +5, Hide +5, Move Silently +5, Listen +7, Spot +7, Knowledge (nature) +4, Climb +8, Heal +5, Swim +5, Search +4, Intimidate +3, Power Attack, Cleave, Track.

Equipment: Banded mail armor, heavy steel shield, morningstar, short bow, and 20 arrows.

APL 4

👉 **Redeye Pack Leader:** Male Medium-sized Humanoid (Gnoll) Rgr4; HD 2d8+4d8+18; hp 51; Init +1; Spd 20; AC 20 (flat footed 17, touch 11); Atk +9 melee (1d8+4, morningstar) or +6 ranged (1d6 [crit x3], short bow); SA: Favored enemy (human +2), wild empathy; SQ: Darkvision 60 ft.; AL CE; SV Fort +10, Ref +5, Will +2; STR 19, DEX 12, CON 16, INT 10, WIS 12, CHA 10.

Skills and Feats: Survival +8, Hide +8, Move Silently +8, Listen +10, Spot +10, Knowledge (nature) +4, Climb +8, Heal +5, Swim +5, Search +7, Intimidate +3, Power Attack, Cleave, Track, Endurance, Rapid Shot.

Equipment: Banded mail armor, heavy steel shield, morningstar, short bow, and 20 arrows.

Spells Prepared (4th-level ranger; 1; base DC = 11 + spell level): 1st—*entangle*.

APL 6

👉 **Redeye Pack Leader:** Male Medium-sized Humanoid (Gnoll) Rgr6; HD 2d8+6d8+24; hp 67; Init +1; Spd 20; AC 20 (+1 natural) (flat footed 17, touch 11); Atk +12/+7 melee (1d8+4, morningstar) or +8 ranged (1d6 [crit x3], short bow) and +3 ranged (1d6 [crit x3], short bow); SA: Favored enemy (human +2, orc +4), wild empathy; SQ: Darkvision 60 ft.; AL CE; SV Fort +11, Ref +6, Will +3; STR 19, DEX 12, CON 16, INT 10, WIS 12, CHA 10.

Skills and Feats: Survival +10, Hide +10, Move Silently +10, Listen +12, Spot +12, Knowledge (nature) +4, Climb +8, Heal +5, Swim +5, Search +9, Intimidate +3, Power Attack, Cleave, Improved Sunder, Track, Endurance, Rapid Shot, Manyshot.

Equipment: Banded mail armor, heavy steel shield, masterwork morningstar, short bow, and 20 arrows.

Spells Prepared (6th-level ranger; 1; base DC = 11 + spell level): 1st—*entangle, longstrider*.

Encounter 5 – Murder O’Clock in the Camp

All APLs

☛ **Jebli orc:** See Encounter 2.

APL 2

☛ **Orc sergeant:** Male Medium-sized Humanoid (Orc) Rgr3; HD 3d8+6; hp 24; Init +2; Spd 30; AC 16 (flat footed 14, touch 12); Atk +5 melee (1d6+4 [crit 19-20], bladed gauntlet) and +5 melee (1d6+2 [crit 19-20], bladed gauntlet) or +4 ranged (1d8 [crit x3], longbow); SA: Favored enemy (human +1), wild empathy; SQ: Light sensitivity, darkvision 60 ft.; AL CE; SV Fort +5, Ref +4, Will +0; STR 18, DEX 14, CON 14, INT 10, WIS 8, CHA 10.

Skills and Feats: Survival +5, Hide +8, Move Silently +8, Spot +4, Listen +4, Search +4, Knowledge (nature) +2, Swim +6, Weapon Focus (bladed gauntlet), Exotic Weapon Proficiency (bladed gauntlet), Track, Two-Weapon Fighting (when in light armor), Endurance.

Equipment: Chain shirt armor, 2 bladed gauntlets*, longbow, and 20 arrows.

*See Appendix D.

☛ **Orc sorcerer:** Male Medium-sized Humanoid (Orc) Sor2; HD 2d4+4; hp 11; Init +0; Spd 30; AC 11 (flat footed 10, touch 11); Atk +3 melee (1d6+2 [crit x3], shortspear) or +2 ranged (1d8 [crit 19-20], light crossbow); SQ: Light sensitivity, darkvision 60 ft.; AL CE; SV Fort +2, Ref +1, Will +2; STR 14, DEX 12, CON 14, INT 10, WIS 8, CHA 14.

Skills and Feats: Concentration +7, Spellcraft +2, Knowledge (arcana) +1, Perform (wind instruments) +3, Spell Focus (evocation).

Equipment: *Wand of enlarge person* (15 charges), *pipes of the sewers*, component pouch, shortspear with intimidating tassels, light crossbow, and 20 bolts.

Spells Known (6/5; base DC = 12 (13 for evocation) + spell level): 0—*acid splash, flare,*

resistance, prestidigitation, ray of frost, 1st—magic missile, mage armor.

APL 4

☛ **Orc sergeant:** Male Medium-sized Humanoid (Orc) Rgr5; HD 5d8+10; hp 38; Init +2; Spd 30; AC 16 (flat footed 14, touch 12); Atk +9 melee (1d6+4 [crit 19-20], bladed gauntlet) and +9 melee (1d6+2 [crit 19-20], bladed gauntlet) or +7 ranged (1d8 [crit x3], longbow); SA: Favored enemy (human +2, elf +4), wild empathy; SQ: Light sensitivity, darkvision 60 ft.; AL CE; SV Fort +6, Ref +6, Will +0; STR 19, DEX 14, CON 14, INT 10, WIS 8, CHA 10.

Skills and Feats: Survival +7, Hide +10, Move Silently +10, Spot +6, Listen +6, Search +6, Knowledge (nature) +2, Swim +6, Weapon Focus (bladed gauntlet), Exotic Weapon Proficiency (bladed gauntlet), Track, Two-Weapon Fighting (when in light armor), Endurance.

Equipment: Chain shirt armor, 2 masterwork bladed gauntlets*, longbow, and 20 arrows.

*See Appendix D.

☛ **Orc sorcerer:** Male Medium-sized Humanoid (Orc) Sor4; HD 4d4+8; hp 21; Init +1; Spd 30; AC 11 (flat footed 10, touch 11); Atk +4 melee (1d6+2 [crit x3], shortspear) or +3 ranged (1d8 [crit 19-20], light crossbow); SQ: Light sensitivity, darkvision 60 ft.; AL CE; SV Fort +3, Ref +2, Will +3; STR 14, DEX 12, CON 14, INT 10, WIS 8, CHA 15.

Skills and Feats: Concentration +9, Spellcraft +3, Knowledge (arcana) +2, Perform (wind instruments) +3, Spell Focus (evocation), Greater Spell Focus (evocation).

Equipment: *Wand of enlarge person* (15 charges), *pipes of the sewers, salve of slipperiness*, component pouch, shortspear with intimidating tassels, light crossbow, and 20 bolts.

Spells Known (6/7/4; base DC = 12 (14 for evocation) + spell level): 0—*acid splash, detect magic, flare, resistance, prestidigitation, ray of frost, 1st—magic missile, mage armor, shield, shocking grasp; 2nd—scorching ray.*

APL 6

☛ **Orc sergeant:** Male Medium-sized Humanoid (Orc) Rgr7; HD 7d8+14; hp 52; Init +2; Spd 30; AC 16 (flat footed 14, touch 12); Atk +11/+6 melee (1d6+4 [crit 19-20], bladed gauntlet) and +11/+6 melee (1d6+2 [crit 19-20], bladed gauntlet) or +7 ranged (1d8 [crit x3], longbow); SA: Favored enemy (human +2, elf +4), wild empathy; SQ: Light sensitivity, darkvision 60 ft., woodland stride; AL CE; SV Fort +7, Ref +7, Will +1; STR 19, DEX 14, CON 14, INT 10, WIS 8, CHA 10.

Skills and Feats: Survival +9, Hide +11, Move Silently +11, Spot +8, Listen +8, Search +8, Knowledge (nature) +2, Swim +6, Quick Draw, Weapon Focus (bladed gauntlet), Exotic Weapon Proficiency (bladed gauntlet), Track, Two-Weapon Fighting (when in light armor), Endurance, Improved Two-Weapon Fighting (when in light armor).

Equipment: *Boots of the winterlands*, chain shirt armor, 2 masterwork bladed gauntlets*, longbow, and 20 arrows.

*See Appendix D.

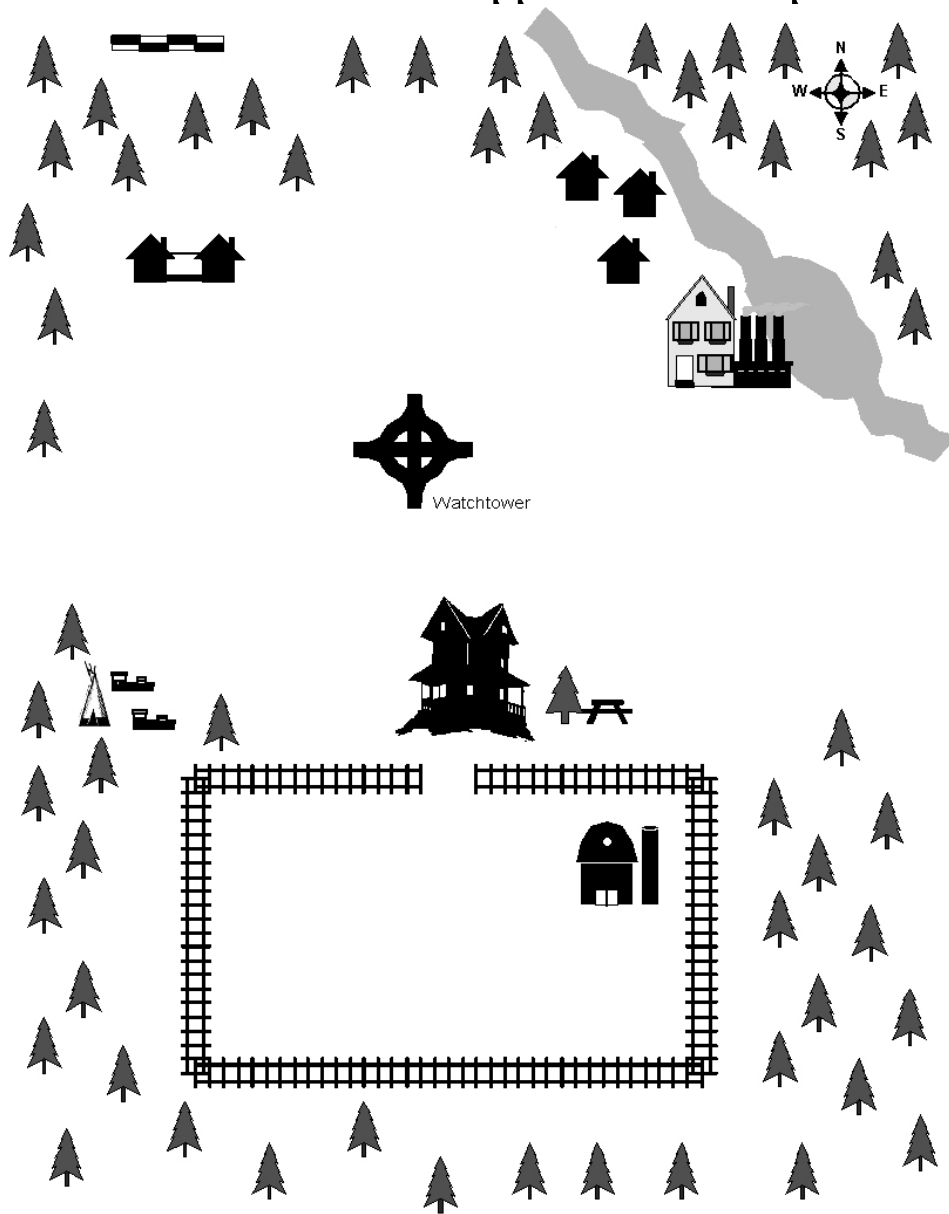
🦋 **Orc sorcerer:** Male Medium-sized Humanoid (Orc) Sor6; HD 6d4+12; hp 31; Init +1; Spd 30; AC 11 (flat footed 10, touch 11); Atk +5 melee (1d6+2 [crit x3], shortspear) or +4 ranged (1d8 [crit 19-20], light crossbow); SQ: Light sensitivity, darkvision 60 ft.; AL CE; SV Fort +3, Ref +2, Will +3; STR 14, DEX 12, CON 14, INT 10, WIS 8, CHA 15.

Skills and Feats: Concentration +11, Spellcraft +4, Knowledge (arcana) +3, Perform (wind instruments) +3, Empower Spell, Spell Focus (evocation), Greater Spell Focus (evocation).

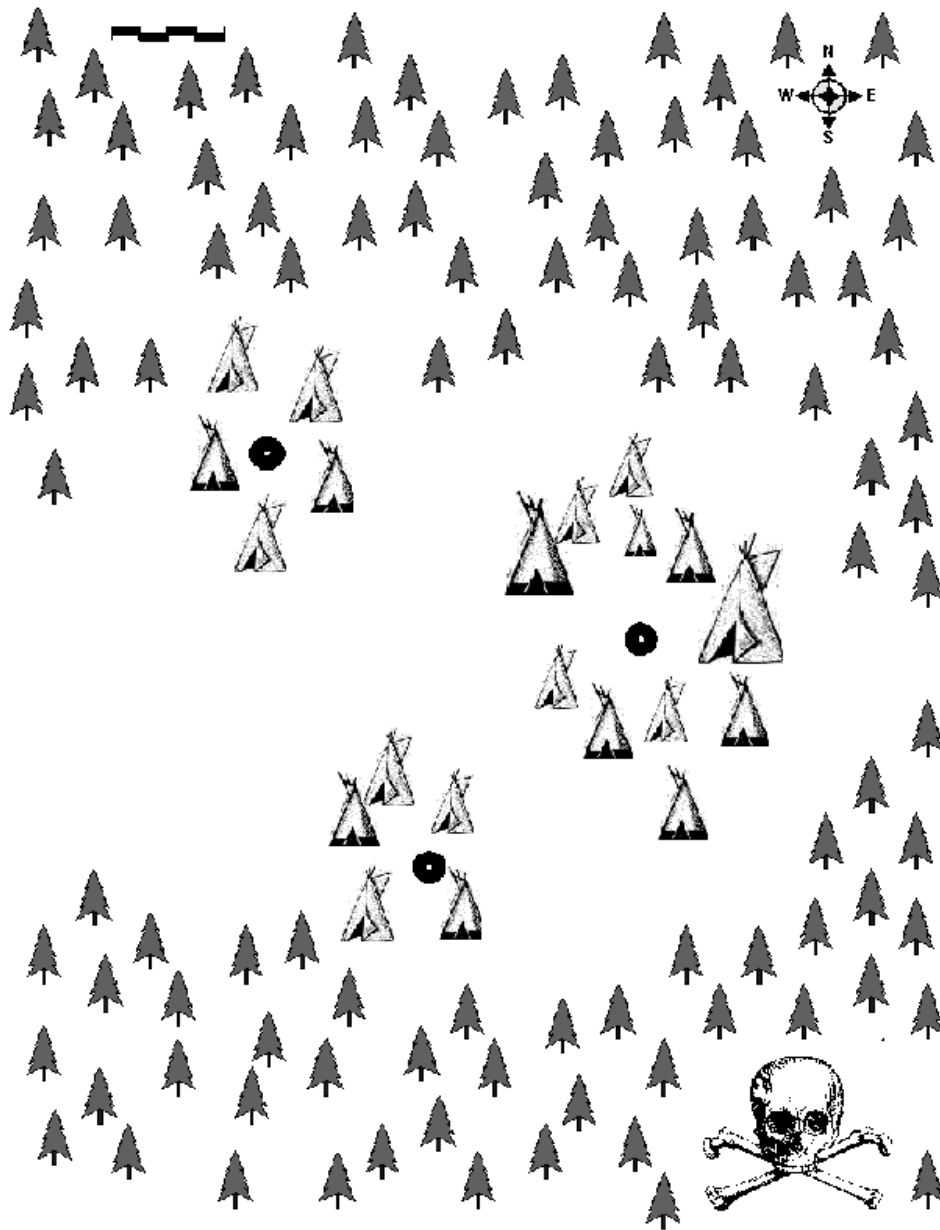
Equipment: *Wand of enlarge person* (15 charges), *pipes of the sewers*, *salve of slipperiness*, component pouch, shortspear with intimidating tassels, light crossbow, and 20 bolts.

Spells Known (6/7/6/3; base DC = 12 (14 for evocation) + spell level): 0—*acid splash*, *detect magic*, *disrupt undead*, *flare*, *resistance*, *prestidigitation*, *ray of frost*; 1st—*magic missile*, *mage armor*, *shield*, *shocking grasp*; 2nd—*scorching ray*, *levitate*; 3rd—*fireball*.

Appendix B – Map of Borderbrook



Appendix C – Map of Redeye Camp



Appendix D – New Rules Items

Bladed Gauntlet: The bladed gauntlet has two blades that extend from the back of the wrist following the forearm. Unlike with a standard gauntlet, an attack with a bladed gauntlet is not considered an unarmed attack. The bladed gauntlet does 1d6 damage, has a critical threat range of 19-20, and is considered a slashing weapon. You may purchase any version of the bladed gauntlet as if it were a *Player's Handbook* weapon (note that the item still has a frequency of adventure, however). This item appears in the *Arms and Equipment Guide*, pages 5-6.

Caster Level: N/A; *Prerequisites:* N/A; *Market Price:* 30 gp (per gauntlet); *Weight:* 2 lb. (per gauntlet).

Player Handout #1

Oh, precious Delinae.

I can't stand another moment of this separation. Every day slashes another deep scar in my tender heart. How I long to stare into your starry eyes as you tell me of your every desire. Each of your hopes and wishes are but a trail of breadcrumbs that I gladly follow. Please, end my agony, throw down the oppressive yoke of your father and come to me ... I count the minutes in breathless expectation,

*Forever and
eternally yours,
Ormeto*