

**PERIS4\_03**

# **Cries Of Shame**

## **A One-Round D&D LIVING GREYHAWK<sup>®</sup> Perrenland Regional Adventure**

Version 2.0

### **Round 1**

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On the Ferenwold, there are many hazards. Exposure, loneliness and marauders from the Yatils. There are also benefits; family, a warm bed and games of Wevenstock. Hazards and benefits, each has its place as those of an adventurous disposition partake all of these activities. Can the newly minted heroes make their mark with the Rosrijder clan and prove themselves worthy of the name "adventurer".  
A Perrenland introductory scenario for 4-6 characters of 1<sup>st</sup> level.

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

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## Introduction

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

### Preparation

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

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

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

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

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

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

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

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

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

### Scoring

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

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

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

### **Living Greyhawk Levels of Play**

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

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

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

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

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

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1<sup>st</sup>-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 1<sup>st</sup>-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 Perrenland. Characters native to Perrenland 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 And Summary

In this adventure, the player characters (PCs) find themselves a little down on their luck, having only recently started upon a life of adventure. Taking a temporary job as wolf-catchers, they stumble upon a Worg instead; which is part of a larger plot being woven to discredit rival septs and generate a civil war.

Once the Worg is disposed of, it appears to have been watching a Wevenstock game between two rival septs. It is not normal for such evil to be so interested in sporting entertainment! The Worg's master is actually down in the town (using a *Wand Of Alter Self*), looking for opportunities to disrupt proceedings and generally make himself (and his tribe) much stronger.

The opportunity presents itself at the post-game feast later that night, where he attempts to assassinate the local Skamtegular and blame another sept for it (having recently removed the head of Tristyan Kleinkuul). Tristyan had been killed for being unable to supply any more horses to the goblins for food, after he was banished for striking his mother (a skamteguler) over an argument.

There is a further opportunity for the PCs to gain information before striking out after the assassin, but most of it isn't of use except as background. Following this, PCs then encounter the tail end of a battle between the first group of Rosrijder pursuers and a raiding party of goblin wolf-riders (who are there as backup for the assassin).

The assassin makes himself known after the combat, and attempts to kill those PCs left standing, as he doesn't want any witnesses that goblins are involved in the plot. He plans to leave clothing and insignia belonging to rival clans or septs and hope a clan war starts.

If the characters manage to find all this out, the rescue of any still living clansmen from the battlefield earns the gratitude of the Goudenpaard sept.

## Introduction

Read, or paraphrase, to the players :

*It's spring in Perrenland and, for many reasons, you have left a cozy home and family life to seek adventure in the wider world. Finding yourself upon the Feronwold, you have taken up temporary positions as wolf-catchers in order to make ends meet. Not the best of jobs, but more exciting than home. Those of you who are rangers or druids are not at all pleased to be on this trip; but you are encouraging your friends to catch only elderly wolves, or those who have been injured by natural means. These careful tactics have netted you a couple of wolves; but yesterday you came across something which made your blood freeze. It was the largest set of wolf prints you have ever seen. In fact, such a wolf could clearly prove an imminent danger to local children. This is one wolf that must be tracked down and contained. You have been following the tracks since yesterday, with still no sign. It is mid-morning and it is starting to snow. Now, the tracks are fading ...*

At this point, determine if any PC has the Track feat (or owns animals suitable for tracking or hunting). If not, and they cannot find other suitable means, have them come across a hut in the woods where a friendly woodsman (Lart Beckler) can loan them one of his guard dogs (PHB p129, table 7-8) trained for hunting. Stress that they should keep the animal safe, as it is called "Woofy" and is a beloved family pet. The dog must be returned as soon as possible.

## Encounter One Cry Wolf

A survival check DC 18 (using the Track feat), or a DC 12 via scent from a guard dog, lets the PCs pick up the trail of the large wolf. Either way, the PCs will eventually find that :

*You soon pick up the trail where it left off, hoping for a quick catch. Before too long, it leads into rougher terrain where the tracks are not so easy to follow.*

If the PCs lose the trail completely, their options are return to Krestible or wander around looking for some local help. This should not really happen (unless the players are not focusing or are entirely clueless), though the DM can worry the PCs for a bit ...

Soon, the PCs start to walk down the trail where the Worg is hiding. Another Survival (using Track) check DC 12 will determine that the tracks have become fresher than before ...

A Spot check DC 20 (+5 circumstance bonus if they successfully followed the trail) lets them see the beast first at 60 feet. It is hiding in the bushes off to their right, waiting to pounce on them. Read:

***Ahead of you, about 60 feet, there is a hairy beast hiding in the long grass and bush, just below a rise. It wears a saddle and is watching you approach ...***

If the PCs failed the initial Spot check, they get a second Spot check DC 15 (no bonus) to see the beast at 30 feet. If they see it, read (and adjust) the text above. If they fail to see it, the Worg springs from the bushes when the PCs are level with it. It gets a surprise round on the PCs. Read:

***Out of the grass and bushland to your right, a huge, dark coloured wolf wearing a saddle rises to face you! Its gleaming red eyes chill you, as the saliva from the fangs indicate your fate!***

## **APL 2 (EL 2)**

**Worg (1)** : 30 hp. See *Monster Manual 3.5* edition for statistics.

A Survival check DC 10 (or INT check DC 15) recognises this creature as a “Worg” (a kind of monstrous wolf). The players might remember a certain battle in the middle film (of three) which cannot be mentioned in this text (you know, the one with the orcs riding huge wolves?).

Removing the Worg’s pelt in saleable condition requires either a Profession (Trapper) check DC 10 or a Survival DC 15 check. Feel free to apply other suitable skills within this range if another skill can be used. They can also redeem their bounty at the end of the adventure, as the Worg is counted as “a wolf” for this purpose.

### **Development**

If the PCs wonder about the Worg’s saddle, a Search check DC 12 reveals that there are boot marks on it which have been made by a small-sized foot *and* a large-sized foot (in the same place). A Spellcraft check DC 10 (or an INT check DC 15) will reveal that the foot-prints appear to

belong to the same rider, and that the rider appears to have shifted form whilst riding ...

### **Treasure**

Coin 10 gp; Loot 10 gp; Magic 0 gp.

## **Encounter Two Anyone For A Game?**

Read, or paraphrase, the following:

***Having dispatched the monstrous wolf and claimed its pelt for the bounty, you continue over a rise and discover what the wolf might have been originally observing (before it saw you)!***

***Over the hill, there appears to be a major battle underway. Two groups of twenty horsemen charge each other with small lances, and a swirling melee ensues. The odd thing about this battle is the large group of spectators gathered on the hillside shouting encouragement to the participants. This is all except for one woman: who seems to be screaming obscene language of the foulest kind aimed at her own side!***

A Spot DC 15 (DC 10 if using a spyglass) shows both groups are wearing Rosrijder clan colours, but have different tabard colours: gold for the Goudenpaard sept and green for the Kleinkuul sept.

Knowledge (Local: Iuz Meta-Region) DC 8 or Bardic Lore DC 12 recognises this as a Rosrijder Wevenstock match. Any Rosrijder clan members automatically recognise it. Those who make their checks remember that the Rosrijders are brilliant horsepersons – renowned throughout Perrenland for their skills in training and breeding the best horses (particularly fit for riding in mountain country like Perrenland). Remind the PCs of “The Man From Snowy River” and they’ll understand upon whom these clansfolk have been based.

What the PCs do will determine their reception from the Rosrijders. If they charge down into combat, both sides with turn and defend themselves (not likely, but you never know).

**NPCs (EL 13):** 40 Wevenstock riders; War3, 25 hp. See Appendix Two for statistics.

In this circumstance, the PCs will probably be mistaken by the Rosridgers as brigands and arrested. If captured alive, they spend 4 Time Units in jail before the problems are sorted out (if they have any previous favour certs from the Rosrijder clan, they only spend 2 Time Units in jail and their favours are to be voided).

If the PCs ride down in a friendly fashion, one of the spectators will see them approach, saddle up, and ride out to greet them. If there are any Rosrijder clan members amongst the PCs (or a PC succeeds at a Knowledge (Local) check DC 15, then they recognise the rider is wearing the gold of the Goudenpaard sept colours, and is an avid supporter of that team.

As the rider approaches, read the following:

***A single rider mounts up and rides out to greet you. A youngish man dressed in riding leathers and golden Rosrijder clan colours he gives the impression of a man born in the saddle.***

***“Hail travellers, welcome to Hilslop. Wherefore do you travel on this day?”***

The DM should play it by ear, here. Let the PCs speak freely. The man is Yannick Goudenpaard, son of the Hetmann Bereford Goudenpaard. He knows the following information :

- There is a game of Wevenstock underway; it's not a battle or clan war, just good fun.
- The foul-mouthed woman is his mother, Svendja Goudenpaard. She's the sept's Skamteguler (or “Shame Crier”).
- There will be a party tonight after the game. If the PCs show interest, they can attend as guests of Yannick. If there are any PCs who are Rosridgers, he will insist.

If the PCs have the Worg's pelt (from the previous encounter), Yannick says that can arrange to have it tanned and treated.

The gold team is his own sept, the Goudenpaard's. The green team are the Kleinkuul's who are visiting from the stad of Drakhuis, 15 miles southwest of Heldplatz.

Let the players watch the game for a while. If they ask about the game, give them the Player's Handout from the Appendix.

When the PCs are finished speaking with Yannick, the game winds up. The match seems to finish at this point with the gold team appearing to have won! Yannick is overjoyed. He hugs and kisses every PC whilst having difficulty controlling his emotions.

## **Encounter Three The Stadt Of Hilslop**

Presumably, PCs will not turn down the offer to attend a party. If they do, it's going to be a cold night on the Feronwold.

The DM should see Appendix One for a summary of the town. Let the PCs wander around until dusk and shop or take in the sights. No map is necessary, as it's fairly small. The DM might even like to draw up a makeshift town on a battlemat if he/she desires (following the descriptions in the Appendix).

After some exploration and appropriate description (which might include selling the pelt of the Worg and wolves), read :

***As dusk approaches, a definite party mood pervades the air of Hilslop, as street lanterns are lit and the smell of roasting meats drifts down from the main square. Following the smell, you find seats in the square and mugs of ale, wine or mare's milk to quench your thirst. Looking around, it appears that Yannick is seated at the foot of the high table with several more elderly men and women. It appears that both teams who participated in the game are present. Several young women with a family resemblance sit between Yannick and the clan Hetmann (or Head Of Clan).***

The PCs are cordially greeted and seated at a table with several young ladies and gentleman (plus one matronly chaperone): they're looking for spouses, not a fling!! ☺ This should allow for some “swedish-style” talk, as well as flirting of a (possible) precocious nature. Just remember that this adventure is rated PG ... but the players will find that the young men and women of Hilslop are very keen on meeting people who have ventured far beyond “local woods”. As talk continues, it seems that these folk are good natured, but naïve, and at times ascribe super-human powers to the PCs (believing that “to mate” as husband or wife with one of them would produce god-like

offspring). Now, the PCs can be as honest or as full of B.S. as they like in this encounter. Let them have fun!

## Encounter Four A Man Scored

Once the PCs have settled down and tried the inevitable pickup lines on the ladies (and vice versa), read:

***The party has been going well, but suddenly the peace is shattered by the sound of thundering hooves. A rider dressed in Kleinkuul green gallops swiftly across the bottom of the square and fires two arrows at the head table! He screams the cry: "Death to the Witch"!!***

***Both arrows strike true into the breast of Svendja Goudenpaard and she is knocked backward out of her chair. Amidst the stunned silence, all you can hear are retreating hoofbeats and the laboured breathing of a dying Skamteguler!***

The assassin has too much of a lead for 1<sup>st</sup> level PCs to have a realistic chance of combat at this point. They can try if they wish, but it requires high level magic to see this attack coming (or to get up quickly and take action or follow).

Svendja is on zero hit points and dying. She screams out for someone to remove the arrow lodged in her breast. This particular arrow was a critical hit and the arrow was coated with Dragon Bile poison! Any PC who tries to remove this arrow must make a Heal check (DC 15) in order to avoid being poisoned by a trap planted on it. Remember, there are plenty of NPCs around as a backup if no PC succeeds in helping Svendja.

**Dragon Bile Poison Trap:** CR4; Mechanical, touch trigger (failed Heal check DC 15), manual reset; poison (Dragon Bile, DC16 fortitude save resists, 2d12 hp / 1d6 Con), Search DC 15; Disable Device DC15. Market Price 300 gp.

Once Svendja becomes stable, the Hetmann looks very angry. Read to the players:

***Hetmann Bereford Goudenpaard rises and bangs his mug upon the table. "The Kleinkuul has broken the laws of hospitality. Whoever he is, for attempting to murder a skamteguler,***

***his head is forfeit! I authorise a 120 mark bounty for whosoever brings him in!"***

***About a dozen riders immediately go for their horses and ride out of the stadt, bent over their saddles looking for tracks in the wan moonlight.***

The PCs cannot negotiate this amount. Also, note he didn't say what condition. He hasn't actually held a trial yet, so alive is preferred (if asked). A Knowledge (Local) DC 5 notes that tradition dictates that this man's head be presented to the Skamteguler or her family upon his conviction. The blood price for her death (should Svendja die) would be 2,100 marks; enough that the sentence will probably become death anyway.

## Encounter Five Who Was That Masked Man?

If the PCs think to do some background questioning from various clansmen, they will find out the following (using Gather Information) :

DC 5: None of the visiting Kleinkuul recognised the rider.

DC 10: The Kleinkuul herds are currently found west and south of here.

DC 15: A man called Tristyan Kleinkuul was banished last winter from the Rosridjer clan after striking his mother in front of Voorstammann, Gerte Staalrijder.

DC20 Eika Kleinkuul, Tristyan's mother, is a Skamteguler herself.

DC 25 : Tristyan Kleinkuul vowed to revenge himself upon all the Rosrijder "witches" (Skamtegulers) for his banishment. There were rumours that he was selling horses to goblin tribes in the Yatil Mountains, only one day's ride from here.

## Encounter Six The Hunt Is On

Once the PCs decide to undertake the chase, either alone or trailing in the wake of the initial group, there is trouble within an hour.

If going it alone, it requires a Survival check DC 20 (DC 15 if they have suitable light sources) in order to follow the front-rider's tracks in snow.

After an hour's ride, have the PCs make a Listen check DC 10, then read:

***The sounds of battle reach your ears, and as you crest the edge of a vale, there is evidence of a skirmish involving goblin wolf-riders and the first party to leave town. Only three wolf-riders and one Rosrijder are still combative that you can see. They appear to have stumbled upon more than they could handle, as the last rider falls before you can react further. Only shadowy figures can be made out in what little moonlight there is, and the sputtering flames of torches soon extinguish.***

There are two choices here:

One, is for the PCs to charge into the battle head-on and assist the downed Rosrijders; the other is to choose discretion, and ride around the outside of the vale and surprise the goblins from behind.

## **APL 2 (EL4)**

**Goblins (3):** hp5 each. See Monster Manual 3.5 edition, but note that in this combat their Mounted Combat feat replaces Alertness.

**Wolves (3) :** hp14. See Monster Manual 3.5 edition.

**DM's Note:** Visibility outside the pools of light created by the sputtering torches is only 20 feet (Concealment applies beyond this point, see PHB p152), but at least the moon prevents Total Concealment from occurring.

### **Tactics:**

The goblins are mounted upon the wolves and will use javelins for the first two rounds at any obvious spellcasters in the party; and then change to morning stars in melee. Remember that they have the Mounted Combat feat.

### **Treasure:**

Coin 3 gp; Loot 16 gp; Magic 0 gp.

## **Encounter Seven An Interrupted Meeting**

Give the PCs time to clean up and heal after the previous encounter before springing this one on them :

***Suddenly, you hear a voice come from the shadows on the edge of the vale:***

***"Congratulations on such a great victory!"***

***Spinning around, you see a shadowy figure mounted upon a horse at the edge of the light. As you watch, the man trots into the lighted clearing wearing the green of a Kleinkuul Rosrijder ...***

***"I trust that you are searching for someone? I myself have just recovered a head."***

***Then the stranger throws a sack at your feet ...***

Players will probably ask for a Sense Motive or Spot checks at this point. Sense Motive DC 15 lets them realise that something is amiss with this encounter. Spot DC 20 penetrates the assassin's disguise.

He will claim his name is Tristyian Kleinkuul (*False*). This can be discovered on a Sense Motive DC 20.

If the PCs check the contents of the sack, read :

***The head of an Oeridian male falls from the sack. It has a grisly look of surprise on his face.***

See how the PCs react and role-play with them a little. The head is that of Tristyian Kleinkuul (kept fresh with a *Gentle Repose* spell). There is no way for any PC to actually know this directly.

At some dramatically appropriate moment:

***Without warning, the man called Tristyian shifts in shape and form before your very eyes! He shrinks, and melts away ... into the of a goblinoid with long, spindly arms!!***

***"Now it is time for you to die as well!" the little green creature squeals.***

## **APL2 (EL3)**

**Goblin (Drac'rack) Rog1/War2 :** hp24. See Appendix II.



(In this encounter the horse fights as well!)

**Light Warhorse (1):** hp 22. See the Monster Manual 3.5 edition.

#### **Tactics:**

The goblin will use lots of archery to take advantage of both Rapid Shot and his natural darkvision.

#### **Treasure:**

Coin 12 gp; Loot 38 gp; Magic – small +1 Chain Shirt 104 gp, Wand of Alter Self (25 charges), 188 gp

## **Conclusion**

*With the goblins defeated and the head of an unknown clansman, you return to Hilslop as victorious heroes. You are each given a 20 gold piece reward. When things are sorted out, it appears that the head in the sack belonged to Tristyan Kleinkuul. It appears he has been dead for nearly a week; probably due to angering one of his clients.*

*A tribe of goblins in the Yatil Mountains seems to have taken advantage of this to replace him and foment unrest amongst the clansmen living near the mountains. Goblins aren't known for creating grandiose plans such as these on their own. Could it be at the instigation of the Old One? Or a more sinister plot closer to home? Only time, and further adventures in regional Perrenland, with uncover the truth!*

Treasure: Coin 20 gp; Loot 0 gp; Magic 0 gp

### **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 role-playing) to each character.

[To award XP for an encounter the DM should award 30xp per EL defeated in the encounter. So at APL2 the party defeats a monster at EL4 and gets 120xp, while at APL 4 the monster is EL6 awarding the party 180xp. Each APL will be written for no more than 5 times the APL in EL's, so at APL4, the highest possible XP awarded

would be 600 (4\*5\*30xp.) Up to 20% of the total xp may be used for story and/or role-playing awards. So in the APL 4 example, there could be 480xp for specific encounters, 60xp for a story award and 60xp for role-playing.]

#### **Encounter One**

Defeating the Worg 60 xp

#### **Encounter Four**

Administering aid to Svenja Goudenpaard  
120 xp

#### **Encounter Six**

Defeating the goblin raiders 120 xp

#### **Encounter Seven**

Defeating the goblin (Drac'rack) 90 xp

#### **Discretionary role-playing award**

APL 2 : 60xp

#### **Total possible experience:**

APL 2 : 450 xp per PC.

## **Treasure Summary**

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use

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

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

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

**Encounter One:**

Coin 10 gp; Loot 10 gp; Magic 0 gp.

**Encounter Six:**

Coin 3 gp; Loot 16 gp; Magic 0 gp.

**Encounter Seven:**

Coin 12 gp; Loot 38 gp; Magic – small +1 Chain Shirt 104 gp, Wand of Alter Self (25 charges) 188 gp

**Conclusion:**

Coin 20 gp; Loot 0 gp; Magic 0 gp.

**Total Possible Treasure**

APL 2 : 400 gold pieces per PC.

## Appendix I : The Town Of Hilslop

**Hilslop (Hamlet):** Conventional; AL NG; 100 Mark limit; Assets 1,850 Marks; Population 370; Isolated (43% Oeridian, 29% Flan, 25% mixed Oeridian/Flan, 8 halflings, 2 half-elves, 1 half-orc).

Located 20 miles west of Diepval, it is part of that community. It follows the normal arrangement of a Rosrijder stad; it has several large buildings (town hall, temple, stables and other major structures) forming the outer edge of the settlement with covered (and walled) walkways linking all the buildings. The structures are large enough to house the entire community, with a communal green and fresh water spring making the central area of the stad a play area for the children and the main location for celebrations. Outside the walls, the area is heavily treed to provide shelter from the snows and winter feed for the horses.

### **Authority Figures:**

Hetmann Bereford Goudenpaard, male Oeridian, Rgr6 NG;  
Skamtegar Svenja Goudenpaard, female Oeridian, Brd5 NG (Bereford's wife);

### **Locations of Note:**

Shrine of the Old Kerk (the main shrine is to Allitur with a huge statue of a warhorse in the main courtyard, which is covered in gold leaf);

### **Figures of Note:**

Kopen Zonwandaleer, male Oeridian/Flan, Clr5 (Allitur) NG;  
Alton Bluebarrel, male Halfling, Rog4 CG;  
Fabienne, female half-orc, Exp2 (Weaving) N;  
Alia Goudenpaard, female half-elf, Wiz3 NG, hawk familiar;  
Chanfer Goudenpaard, female half-elf, Adept4 NG, owl familiar;

### **The chaperone party:**

These are the marriageable locals that the PCs are seated with at the feast.

*Morgan Goudenpaard*, female O; a matronly woman with graying hair – the chaperone.

*Tanja Losregering*, female OF; blonde, blue eyes, not a brain cell to be seen.

*Sophie Kleinkuul*, female Ofb; raven hair, green eyes, giggles a lot, but would make a good wizard.

*Josef Witstaf*, male Fo; blonde, brown eyes, seems haunted by his parents recent death.

*Becca Goudenpaard*, female O; dark hair, brown eyes, Morgan's daughter and is very quiet while being chaperoned. Livens up if a PC can get her away.

*Rafael Rondhuis*, male Of; brown hair, blue eyes, strong serious & silent.

## Appendix II : NPCs and Creatures

### Encounter Two

**Wevenstock Riders**, Male Human War3: Medium Humanoid;

HD 3d8 (Warrior) ; hp 18; Init +1; Spd 30; AC 14 (Flatfooted: 13, Touch: 11);

Atk +3 base melee, +4 base ranged; +4 (1d6, Shortbow); +3 (1d6, Wevenstock Lance); +3 (1d6, Mace, light); AL NG; SV Fort +3, Ref +2, Will +1;

STR 10, DEX 13, CON 10, INT 10, WIS 10, CHA 10.

Skills: Bluff +3, Handle Animal +5, Jump +1, Ride +9.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Mounted Archery, Mounted Combat, Point Blank Shot, Shield Proficiency, Simple Weapon Proficiency.

Possessions: Weapons: Shortbow (30 gp); Lance, Wevenstock (6 gp); Mace, light (5 gp); Arrows (20) (10 sp). Armor: Leather (10 gp), Buckler (15 gp); Goods: Riding Saddle & Tack (11 gp)

### Encounter Seven

**Goblin (Drac'rack)**: Male Goblin Rog1/War2: Small Humanoid;

HD 1d6 (Rogue) , 2d8 (Warrior) ; hp 15; Init +2; Spd 30; AC 19 (Flatfooted: 17, Touch: 13);

Atk +3 base melee, +5 base ranged; +6 (1d6, small MW Longbow, composite); +3 (1d4, small Scimitar);

SA: Sneak Attack +1d6; SQ: Darkvision (Ex); AL NE; SV Fort +3, Ref +4, Will -1;

STR 10, DEX 14, CON 10, INT 10, WIS 8, CHA 9.

Skills: Bluff +4, Disguise +4, Hide +4, Move Silently +4, Perform (Act) +2, Ride +8, Sense Motive +4, Speak Common, Tumble +5, Use Magic Device +2.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: light, Armor Proficiency: medium, Point Blank Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency.

Possessions:

Weapons: MW small Longbow, composite (400 gp); small Scimitar (15 gp); Arrows (18) (10 sp).

Armor: small +1 Chain shirt (1,250 gp). Shields: small Buckler (15 gp). Goods: medium Military Saddle & Tack (21 gp), Wand of *Alter Self* (25 charges) (2250 gp).

# Player's Handout

## The Gentle Art Of Wevenstock

Wevenstok, a game of horse, stick and kopf (head sized ball) played by the Rosrijders, has its origins in antiquity. Used to train young warhorses and to keep their riders in training, it still displays touches of the Rosrijder attitude to enemies of old.

The game has its origins in the method by which the ancestors of the Rosrijders expressed their contempt for the Aerdi tax collectors. A head would be taken, and then a mad ride past an Aerdi garrison would end with the head being flung over the walls. On these rides, as little killing as possible was done, but as much mayhem and havoc as could be achieved was carried out.

It is played on a roughly square piece of ground, traditionally a bow shot by a bow shot, and given the distances achievable by a proficient user of a composite longbow fired from horseback, it is an extremely large area. The rules themselves are simple.

Two teams of twenty riders attempt to move a kopf down the field and fling it into the opposition goal.

The goals are set fifty yards in from the end of the field, and take the form of a conical yurt with its door open. To do this, the riders are equipped with a loosely woven rawhide net, its mouth held open by a ring of wattle attached to the end of a blunt lance.

The players wear light leather armor, helmets and bucklers. It is allowable to attempt to sweep an opponent from the saddle with the lance, but not to thrust or charge with it. Nor is it allowable to strike directly at a horse (they're too valuable), although shouldering an opponent's horse aside with your own is perfectly fine.

The game is started with the ball placed in roughly the middle of the field, and the two teams line up alongside each other on the sideline. At the signal to start, there is a general charge for the ball, which is scooped up by the first rider to reach it in his or her net. It is then passed to a teammate by flinging it, generally using a two handed technique that requires standing in the stirrups, but occasionally, a very good or very strong proponent may do this one handed. The ball then progresses down the field towards the team's goal. At least four passes are required from the time a team acquires the ball before a shot on goal is allowed. Games are usually played the first to three, but occasionally, the target may be set higher.

The constant cut and thrust of the game is an excellent training tool, both for warhorse and riders, as it accustoms the horses to the push and shove and noise of battle, and the riders to working together. The gods help a ball carrier who gets isolated from his team mates, for he will most certainly find himself in the dirt very quickly, for while he may fend off or dodge one or two sweeps, it is a rare player who can survive three or four.

As previously stated, the ball is head shaped, and indeed, in the past it was played with a real enemy's head (hence the Rosrijder comment, "You broke it, you get a new one". These days it is made of a rawhide bag stuffed with rags and has a face painted on it; commonly named. A sure sign that you have attracted the opprobrium of the Rosrijders is to achieve the honour of having the ball named after you. In recent years, a favourite name on the ball has been that of the Voormann Karenin and before that almost exclusively that of his predecessor, Franz. Other favourite names are luz and occasionally Iggwilv. Interestingly, during the run up to this election, the name Karl seems to be popping up, particularly amongst the southern stad games.

Springtime, after the Feronwold has dried out from the snow melt, is the time of most games, culminating in the great tournament at the Feestelijk Voorjaar (Festival of the Spring), held at Heldplaats.

Every stad strives to get at least one team entered, with the big stadts, such as Heldplaats, Havikdal, Wyndplaats and Kleinstadt often having as many as twenty teams competing at the festival. However, the Rosrijders continue to play throughout summer and autumn for the fun and training. As an interesting side effect, when the clan goes to war, the teams ride together and fight together as very cohesive and well co-coordinated units.