

SHL6—Intro1



BOOK DELIVERY

An Introductory One—Round D&D Living Greyhawk Shield Lands Regional Adventure

Version 1.0

By Wayne A. Kauchak

A simple task easy enough for young inexperienced adventurers. Enter a swamp and retrieve a book. But, what treachery does that swamp hold? A one-round Shield Lands Introductory Adventure for 1st-level characters only.

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

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at poc@shieldlands.net; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior

gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Shield Lands. Characters native to the Shield Lands 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the LIVING GREYHAWK Campaign Sourcebook.

ADVENTURE BACKGROUND

Krepsis is a sorcerer involved with the Incandenti. He is seeking access to a book of magical lore (*Theories on Spellpool Manipulation*) that is held by the Arcanists' Society. He has been unable to get access to the book, so has decided to trick young adventurers into retrieving a copy of the book.

The copy of the book was known to be in the library of Archmage Nagelous, who had retired to the small village of Creekview. Creekview was lost during the invasion and was subsequently swallowed by a swamp. When the land, being a short distance from Critwall, was

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

recovered by Shield Landers, the Arcanists' Society was given ownership of the swamp for arcane testing.

ADVENTURE SUMMARY

Introduction: The PCs, gathering for drinks in a Critwall tavern, are approached by Krepsis. He will convince the PCs to undertake a mission to recover the lost book.

Encounter One: With a map provided by Krepsis, the PCs are traveling into the dangerous testing grounds of the Arcanists' Society. They will cross paths with the deadly flora of the swamp, a violet fungus paired with a shrieker fungus.

Encounter Two: The PCs arrive in the former village of Creekview, now sunk 10 feet into a swamp. The PCs will have to explore the few buildings that have second floors rising above the swamp. In one of the houses, the PCs will have to fend off a swarm of mosquitoes.

Encounter Three: Once the PCs discover Nagelous' home, they will discover the building has become a den for a rust monster.

Encounter Four: After dispatching or distracting the rust monster, the PCs can enter the lower level library. Taking a book will cancel the magical protections of the library, allowing the lower level to be swallowed by the swamp.

Encounter Five: After retrieving the book and escaping the house before the swamp swallows it, the PCs travel back towards Critwall. The PCs will be stopped by young initiates of the Arcanists' Society.

Encounter Six: The party will be met by Krepsis (always expecting betrayal) and his thugs. Depending on the knowledge gained from the mages, the party may turn over the book to Krepsis or confront him and his thugs.

Conclusion: The PCs will either have given the book to Krepsis or returned it to the rightful owners at the Arcanists' Society or maybe even kept it for themselves or sold as treasure.

PREPARATION FOR PLAY

One consideration that is not taken into account is if one of the characters belongs to the Arcanists' Society. This is unlikely at first level, but it's possible. If this occurs, that character should have knowledge that the swamp is a testing ground for the society, but would not have any upfront knowledge of Nagelous and would be unable to get a meeting with knowledgeable members of the Society.

INTRODUCTION

Dewey's Tavern is the prime drinking establishment for adventurers in Critwall. It is here that the grand icons of the Shield Lands come to recount their tales while the young novices listen in with perked ears.

Dewey's is a simple two-story tavern with a few rooms upstairs. It is owned by Dewey, a sturdy man who looks a bit more like a dwarf than a human. Legend has it he is a retired adventurer who was one of the last to leave Critwall before the occupation. Behind the bar is a greatclub inscribed "equalizer". A sign on the wall reads, "Raise a toast to my friend, a loyal soldier to the end. You will be remembered Sergeant Duc."

By fate or mere chance, a young group of adventurers share your table. After the first quiet round and glancing appraisals, introductions begin.

The players should introduce their characters to each other before continuing the adventure.

It must be destiny as a gaunt, young man with slightly elven features approaches your table. He wears a robe covering his body, but a thin frame is surely enveloped within. A thin mustache and goatee mark his face below serious eyes. He sets a hand on the table. "Are you looking for adventur? I have a simple task that I can't undertake myself."

Without waiting for a reply, the man calls to the server, "Fresh drinks for these lads!"

Creatures: Krepsis has dark brown hair and brown eyes. Slightly pointy ears hint at his elven half. He does a good job of acting the weak and bookish sage.

☞ **Krepsis:** Male half-elf Sor1; hp 5; see Appendix One.

Development: Krepsis wants to get help from the PCs for a simple job of retrieving a book from out of the swamp to the east of Critwall. He can provide a map to the village, but will admit to not having ventured into the swamp himself, "it's just too dangerous". The PCs reward would be his thanks and they can keep any other treasure they find. Krepsis is willing to pay the PCs up to 50 gp each if they demand payment.

The key part is that Krepsis will not take any chances by lying to the PCs and getting called on it. His truthful story will be that his research reveals a book owned by the archmage Nagelous may be a link to powerful magic, but the Arcanists' Society ignored his pleas (the Society did ignore his pleas to have access to their copy of the book). Krepsis will not reveal more about the powerful magic as he needs to book to confirm his theories. If the PCs ask too many big-picture questions, Krepsis will

evade answering and will even cancel the deal if necessary. If the PCs don't accept the mission, they will not have the map and the adventure is over unless they creatively determine a way to find the site of Creekview.

Once the PCs accept the mission, Krepsis will give them the map and tell them the title (*Theories on Spellpool Manipulation*) with the expectation that the PCs return with the book to Dewey's Tavern in a few days.

It is currently noon and the PCs can leave for the swamp at any time. The edge of the swamp is only a 2-hour walk from Critwall. PCs can purchase supplies or talk to townsfolk for more information regarding the swamp.

Gather Information

- DC15 – The village of Creekview was swallowed by a swamp during the occupation. The land was poisoned by IUZ and all manner of dangerous creatures reside within it.
- DC20 – The swamp to the east of Critwall is a testing ground for the Arcanists' Society.
- DC25 – The archmage Negelous lived in Creekview before the occupation.

Once the PCs enter the swamp, have them set a 5-foot wide marching order and continue to Encounter Two.

ENCOUNTER ONE: THE HOOK

The swamp is easily navigable as many worn paths wind into and throughout. Swatches of the swamp show signs of burns, lightning strikes, and damage from sizeable forces. The weather is calm though, and the current area appears uninhabited.

After three hours of following winding paths to the location of Creekview, an unexpected site appears. A patch of 5-foot tall mushrooms grows under the thick canopy of a rotting tree. A piercing shriek, breaking the gloomy silence, emanates from within the mushroom patch.

See DM's Map #1. The path makes a wide turn with the mushroom patch to the northeast. The lead PC should be at the corner of the bend, closest to the mushroom patch when the shrieking begins. Ground off of the path is considered difficult terrain.

Creatures: The mushroom patch is made up of a harmless Shrieker and one dangerous Violet Fungus. A DC 12 Knowledge (nature) check will reveal the presence of both types of mushrooms.

All APLs (EL 4)

➤ **Shrieker** (1): hp 11; see *Monster Manual* page 112.

➤ **Violet Fungus** (1): hp 15; see *Monster Manual* page 112

Tactics: The violet fungus will try to attack the closest PC, only moving if it has to because of the difficult terrain.

If the violet fungus is being damaged from range with nothing to attack, it will move as far as possible directly away from the direction of the damage.

Treasure: The remains of a body lie within the mushroom patch. Some coins, gems, a ring, potion of cure light wounds, and a +1 dagger can be found around the decomposing body.

All APLs: Loot – 50 gp, Coin – 10 gp, Magic – 195 gp - potion of cure light wounds (4 gp each), +1 dagger (191 gp each).

Development: The PCs can easily bypass these creatures by continuing on the path. If they do this, only reward experience for the shrieker and not the violet fungus, unless they are aware of the violet fungus' presence.

If the PCs move off the path to investigate the noise, the violet fungus will attack the first PC to come within 10-feet of it.

If the PCs stand by the path discussing their options for too long, the violet fungus will move forward to attack the closest PC.

ENCOUNTER TWO: LINE

The sunken village of what must have been Creekview appears in a clearing. What would have been a nice meadow with a small creek is now a swampy morass, no creek in sight. The only structures viewable are three 10-foot high flat-roofed buildings with windows, but no doors. The glass of the windows are missing and vines and moss poke through the openings.

Whichever building the characters choose to investigate first will be this encounter. The second building they choose to investigate will be Encounter Four. If the characters take time to investigate the third building, describe it as similar to this encounter, but without the creatures within.

The buildings' exteriors are coated in moss and vines, so only close inspection will reveal rotting timber beneath. The PCs can only access the 2nd floor of the buildings.

Creatures: The first building the PCs investigate will contain a swarm of mosquitoes. A loud buzz preludes the thick black cloud of flying insects.

All APLs (EL 2)

➤ **Mosquito Swarm** (1): use stats for bat swarm; hp 13; see *Monster Manual* page 237.

Tactics: The swarm will try to surround and damage the closest warm-blooded creature. After 3 rounds, the swarm will disperse on its own.

Treasure: None.

Development: The swarm will not form until a PC gets within 10 feet of the building. At that point, the swarm will form as a surprise round (DC 15 Spot check to not be surprised) by the closest window. At 10 feet away from the building, a listening PC will not be surprised by the swarm if they make a DC 15 Listen check.

The inside of this building is covered in a thick layer of moss with vines stretching to and fro. There is nothing of significance here. The lower level has been flooded with mud and water. The opening where the steps should be is noticeable only by the floating muck in its place.

After investigating their first building, use Encounter Four for the next building they investigate.

ENCOUNTER THREE: WAIT FOR IT

This building is similar in size to the previous except that it appears to be in better condition on closer inspection. The moss layer on the exterior appears to be thinner and not as many vines have overtaken it. Investigation of the moss will reveal timbers that have resisted the rotting effects of the swamp.

When the PCs get close enough to see through an open window, read the following:

The interior of this building is not consumed by the moss and vines of the swamp, but is in shambles. Piles of wood, probably from broken-down furniture, are cleared to the sides. It appears to be a single upper room of the building with a stairwell in the far corner, from which a pony-sized, squat, humped creature with two long antennae comes rushing at you!

Creatures: A rust monster has a lair in the lower floor. The surprise round is the rust monster moving to the upper floor and appearing before the characters.

All APLs (EL 3)

➤ **Rust Monster** (1): hp 27; see *Monster Manual* page 216.

Tactics: The rust monster will move towards the closest character with metal items and attempt to turn the items into rust.

Treasure: None.

Development: The rust monster has smelled the presence of metal and dashes out of its lair to get at it. The characters can distract the rust monster by leading it with a tasty metal item away from the building.

ENCOUNTER FOUR: AND SINKER

The following describes the lower level of the building:

This level of the building, now below ground level, is showing a greater state of decomposition than the above level. The walls have fallen away except for a few remaining support beams. Water seeps through the walls to a large puddle in the middle of the open space.

In the far corner, the remains of a library withstand the degrading power of the swamp. Though many of the books are swollen with water absorption, a few are still in relatively good condition. This corner of the floor also appears to be in better shape than the rest.

The target book, *Theories on Spellpool Manipulation*, can be found with a DC 10 Search check. Other books may be taken, though most are of little value (DC 10 Appraise to confirm). Removing a book from the shelf will initiate the flooded level trap listed below. Read the following when the first book is removed:

The book easily slides from the shelf, but from behind it, a water spout forms. All along the walls, the trickles have now become flows. One of the walls is beginning to bulge as the pressure of the swamp appears to finally be overtaking the building.

The characters have 4 rounds to flee the lower level before the walls give way and the entire level is filled with mud and water.

Flooded Level Trap: CR 2; mechanical; touch trigger; no reset; no attack roll necessary (see note below); Search DC 15; Disable Device DC 15. Note: Level floods in 4 rounds (see *Drowning*, *Dungeon Master's Guide* page 304). Market value 1,000 gp.

Treasure: The recoverable books from the library can be sold to a collector in Critwall.

All APLs: Loot – 20 gp, Coin – 0 gp, Magic – 0 gp.

ENCOUNTER FIVE: FISHED IN

Read the following when the characters travel back towards Critwall:

Exiting the swamp is much easier than the journey inward. At the rise of a hill, you interrupt a pair of men on the other side in an apparent argument over a scroll.

Creatures: Jax and Breon are two novitiates of the Arcanists' Society. They are currently in an argument over which one gets to cast the spell from the scroll (an experimental form of magic missile). Upon seeing the characters, Jax and Breon will straighten up and question the reasoning the party is in the testing swamp of the Arcanists' Society.

Both Jax and Breon are aware of Nagelous' home and intact library. They also know that Krepsis, who is not a member of the Arcanists' Society, tried to steal a copy of *Theories on Spellpool Manipulation* from the Arcanists' Society library in Critwall. They will be quite upset to hear that the library has been destroyed. Jax and Breon will state that any books from the Nagelous' library belong to the Society and should be returned.

Jax and Breon will not enter into a fight with the characters, knowing they are outnumbered and probably outmatched. If the characters do not reveal their mission or choose to turn over the book(s), Jax and Breon won't try and stop them. They will warn the characters that Krepsis is not to be trusted and his intentions are of ill will to Shield Landers.

🧙 **Jax and Breon:** Male human WIZI.

ENCOUNTER SIX: CONFRONTATION

Read the following when the characters continue traveling on towards Critwall:

Before the towers of Critwall pierce the horizon, your group is stopped by none other than Krepsis and two club-wielding thugs. "Change of plans", spits Krepsis. "I think this is as good a place as any to hand over the book."

Creatures: Krepsis doesn't trust the PCs and has brought along some hired help from Critwall.

All APLs (ELI)

🧙 **Krepsis:** Male half-elf SORI; hp 5; see Appendix One.

👊 **Thug (2):** Male human COMI; hp 8 each; see Appendix One.

Tactics: Krepsis will open combat with a *sleep* spell. Any characters not asleep will be set upon by the thugs, while Krepsis will fight defensively to protect himself.

The thugs are weak-willed and will turn tail and run if Krepsis dies or one of the thugs is killed.

Treasure: The only treasure is what can be taken from Krepsis and the thugs.

All APLs: Loot – 10 gp, Coin – 50 gp, Magic – 0 gp.

Development: It is possible for the characters to intimidate the two thugs. A successful Intimidate check (see *Player's Handbook* page 76) will cause the thugs to drop their weapons and flee back to Critwall.

If the characters hand over the book to Krepsis, he will thank them and only pay gold if there was an agreement from the prior meeting. If pressed for gold in exchange for the book, Krepsis will only pay a maximum of 25 gp per character.

If the characters ask about the book belonging to the Arcanists' Society or show that they may not give up the book, Krepsis will initiate combat.

CONCLUSION

If the characters retrieve the book and turn it over to the Arcanists' Society, then read the following:

Doing the right thing has great rewards. The Arcanists' Society, though upset at the destruction of Nagelous' library, is thankful to have at least kept a dangerous book out of dangerous hands. They have rewarded each of you 50 gp and have not pressed an arrest for trespassing in their testing swamp.

If the characters successfully retrieve the book and give it to Krepsis, read the following:

Krepsis thanks you with a sneer and disappears into the bustling streets of Critwall. He paid for your services with the agreed upon amount [maximum of 50 gp each] or left a tip (a measly 20 gp each) for your adventuresome spirit. Krepsis seemed quite eager to have the book; one may wonder what will become of it.

If the characters keep or sell the book for themselves, read the following:

It wasn't hard to find a buyer in Critwall for the book(s) recovered from Nagelous' library. 40 gp each is a worthy sum. Time will tell what may become of possibly an important item.

Treasure: Depending on what the characters do with the book, their reward may differ.

All APLs: Loot – 40 gp, Coin – 50 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 roleplaying) to each character.

Encounter One

Destroy or ignore shrieker fungus:

All APLs 30 xp

Destroy or knowingly bypass violet fungus:

All APLs 90 xp

Encounter Two

Defeat or bypass mosquito swarm:

All APLs 60 xp

Encounter Three

Defeat or bypass rust monster:

All APLs 90 xp

Encounter Four

Survive or disable trap:

All APLs 60 xp

Encounter Six

Defeat or bypass Krepsis and his thugs:

All APLs 30 xp

Story Award

Return book to the Arcanists' Society:

All APLs 90 xp

Total possible experience:

All APLs 450 xp

TREASURE SUMMARY

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

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

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

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

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

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

Encounter One:

All APLs: Loot – 50 gp, Coin – 10 gp, Magic – 195 gp - potion of cure light wounds (4 gp each), +1 dagger (191 gp each).

Encounter Four:

All APLs: Loot – 20 gp, Coin – 0 gp, Magic – 0 gp.

Encounter Six:

All APLs: Loot – 10 gp, Coin – 50 gp, Magic – 0 gp.

Conclusion:

All APLs: Loot – 40 gp, Coin – 50 gp, Magic – 0 gp.

Total Possible Treasure

All APLs: L: 120 gp; C: 110 gp; M: 195 gp - Total: 425 gp (400 gp maximum on the AR).

APPENDIX ONE – ALL APLS

Encounter One

Krepsis: Male half-elf Sor1; CR 1; medium humanoid (half-elf); HD 1d4+4; hp 8; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk/Grp: +0/-1; Atk/Full Atk +0 melee (1d6-1, quarterstaff); SQ Half-elf traits, spells; AL CN; SV Fort +1, Ref +2, Will +3; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +5, Diplomacy +4, Gather Information +4, Listen +2, Search +1; Spellcraft +4, Spot +2; Toughness.

Possessions: Quarterstaff, spell component pouch, 300 gp.

Physical Description: Krepsis has dark brown hair and brown eyes. Slightly pointy ears hint at his elven half. He does a good job of acting the weak and bookish sage.

Spells Known (5/4; base DC = 12 + spell level): 0— [detect magic, read magic, resistance, touch of fatigue]; 1st— [charm person, sleep].

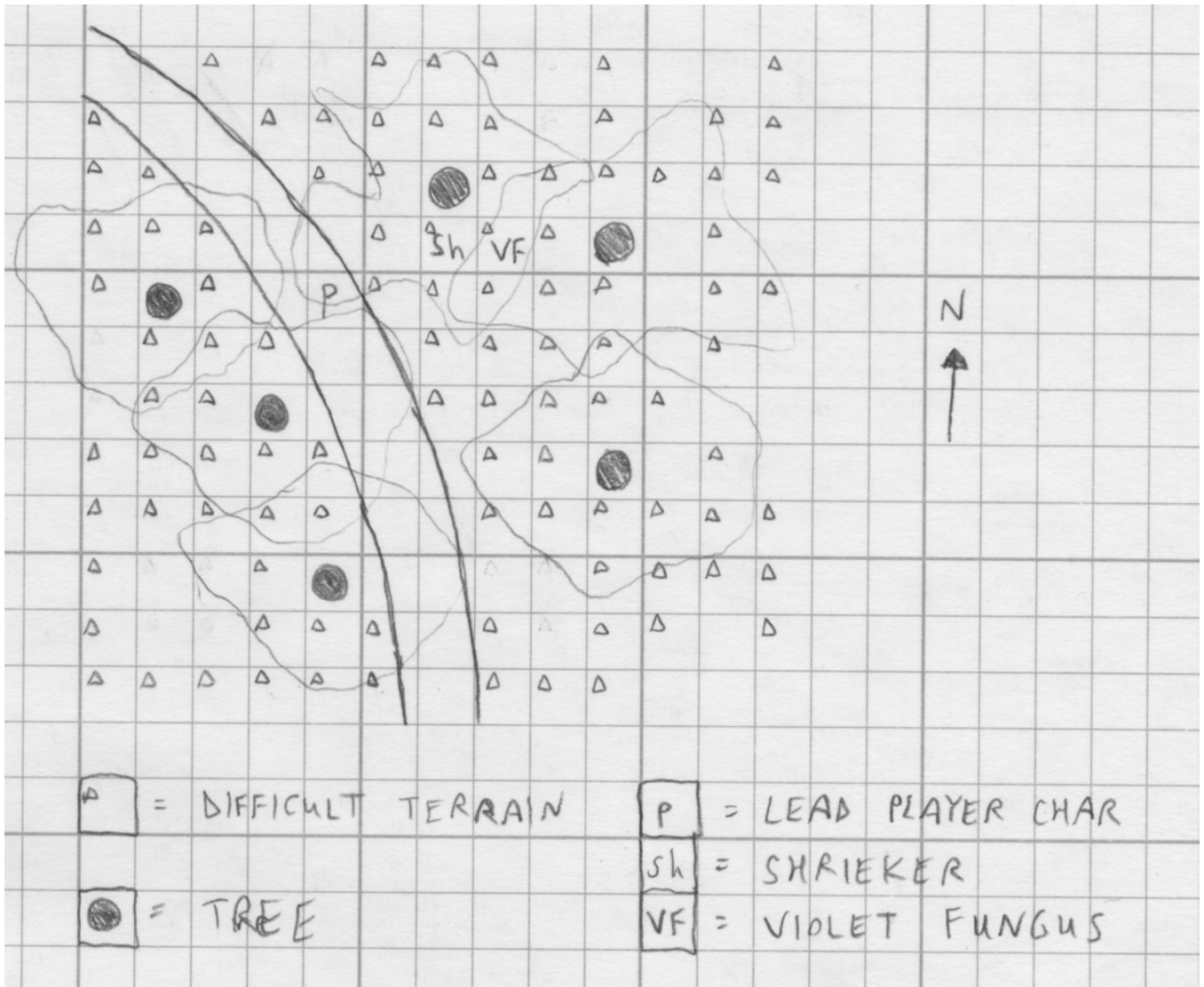
Encounter Six

Thug: Male human Com1; CR 1/2; medium humanoid (human); HD 1d4+4; hp 8; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12; Base Atk/Grp: +0/+1; Atk/Full Atk +1 melee (1d6+1, club); AL N; SV Fort +1, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 8, Wis 9, Cha 10.

Skills and Feats: Climb +5; Toughness.

Possessions: Club, leather armor, 5 gp.

DM MAP #1



DM MAP #2

