

FURintro4-01

Out in the Woods

A One-Round D&D LIVING GREYHAWK[®] Furyondy Introductory Regional Adventure

Version x

Round 1

by Michael McKeown

Farmers near Kisail have reported raids on their melon harvest. Vandals have broken in homes outside the town as well. Has danger returned to the Dapple Woods? This introductory module is for first level PCs 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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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

	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	

animals separately. A single PC 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 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 Furyondy. Characters native to Furyondy 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

A group of three bugbears crossed the Volverdyva River from Verbobonc about two months ago. Their chieftain sent them across the river to scout out the lands in the Dapple Woods. Once across the woods, the bugbears found that a spriggan now lived in the area formerly under their tribe's control. The spriggan convinced them to aid him in raiding some of the farms and villages outside the Dapple Wood. Just three days into the raids, one of the bugbears was killed by an ettercap in the forest. The bugbear left behind a note to their chieftain outlining what had taken place since their journey began.

Adventure Summary

The current module begins with the character's journey to Kisail. Here they learn of the attacks on the farms from a Velunese merchant Adder Puffbeak. He has been traveling throughout the area selling his fine wines. Puffbeak has heard of the attacks from local villagers. Apparently the authorities are seeking information on the attackers.

The party meets in the Volverdyva river town of Kisail. In the market square they see a variety of vegetables and melons being unloaded from wagons. Seeking lodgings for the night they locate the Red Ember Inn, run a kindly dwarven woman named Dierna. The party meets a traveling merchant Adder Puffbeak who tells them about some raids that have occurred near farms along the Dapple Wood. Puffbeak talk to the party about his travels in the area. He tells them that most of the raids have centered on the small village of Berrlynn.

The party leaves Kisail the next morning, in the direction of Dapple Wood. Journeying on the main trail to the area, the party encounters a group of Green Jerkin rangers on patrol. The rangers are patrolling the area for the raiders. If the party agrees to help locate the raiders, the rangers tell them to bring any information they find to the commander Jurail Waincott in Kisail. They will point the party in the direction of a trail towards the forest. This trail takes them toward the village of Berrlynn.

In Berrlynn the party meets a human farmer Meldin and his wife Widinna. The two entertain the party with news of the area including details of the raiders. The farmer and his wife refer to the raiders as "ogres" If the party acts respectful to him; he

invites the PC's for dinner. Before they leave, he mentions that a gnome with an unusual odor was in town before each of the raids occurred.

Leaving the farmers, the party enters the Dapple Wood forest. They are able to pick up the trail of the bugbears. While on the trail, they encounter an ettercap and a pit trap set up in the forest. One of the bugbears fell prey to the ettercap's poison and his bones are at the bottom of the pit trap.

The bugbears lair is near their former burial grounds in the Dapple Woods. They have made a cave into their hideout. The cave is located at the far side of a clearing. It is here that the party meets them while they are lying low after a previous raid.

If the party searches the clearing, they find the tracks of the spriggan. The tracks are easy to follow. They continue along another path in the woods and lead to another cave where the spriggan awaits. Defeating the spriggan, the party travels back to Kisail.

Introduction

Your travels across the land have brought you to Kisail, on the banks of the Volverdyva River. Warm, early fall air has brought the harvest workers out in force as they work hard to enjoy what little sunlight is left in the day. The leaves on the trees have changed to dull reds, bright orange and yellows. But, as always, the Rhene barges plow up and down the river the center of trade and life for much of the region. As you enter the town, you notice the famed water gardens and canals. Workers are cleaning and weeding the gardens to get them ready for the winter season, while outside the town yellow melons were being loaded on to wagons for the journey to market across the kingdom. You notice that a small group of adventurers like yourself has gathered in the market square.

At this point have the PC's make in character introductions.

Encounter One

A group of traders has begun to unload their wagons inside the market square, and about you merchants parade their wares. Piles of various rare vegetables – acorn, pumpkin and zucchini

sit next to a cart with lined with fine cloth and laces. Across the way are some other local vendors selling melons of various types: watermelons, as well as strange green and tan colored melons. Next to them are apples in a variety of colors: red, green and yellows.

Give the PC's a chance to role-play if they wish to buy and of the vegetables or cloth for sale by the merchants. The afternoon has grown late and the PC's will probably want to get a room in the city.

It is late in the day and the thought a soft bed, cold ale, and warm meal enters your mind. Passing through the market square you see a wooden sign for the Red Ember Inn. A female dwarf by the name of Dierna greets you at the door with a bright smile.

"Hello travelers, I've seen you've journeyed far. What be your names? I'm Dierna" she says as you enter the doorway. She wipes her hands in her apron.

Allow the PCs to interact with Dierna, if they wish.

Inside, the Inn is filled with pipe smoke and a crowd of travelers from down the Velverdyva River. A group of dwarves sits at one table, their pipes filled with fine tobacco. Near the fireplace is a group of fine clothed elves. A serving maid brings around plates of stew, bread and freshly made cheese. Dierna moves back behind the bar and begins serving up drinks. Several human merchants sit at the bar.

There is a sign near the door that reads "Performing this evening in the common room for one show only, Carwend Braceworth renown Bard of Chendl."

Near a small stage at the back of the tavern an Oeridian man with a short black well trimmed beard dressed in bright patchmarked clothes steps up to the small stage and cries in a loud voice. "Hello fair fellows and maidens, I am Carwend Braceworth, I have traveled all the way from the capital for your entertainment. Our gracious host has seen fit to allow me to entertain you for this evening. Let me start off with a song that deals with something close to all our hearts!" He picks up a wooden harp at his feet and sings:

*"Some are gaming, some are drinking,
Some are living without thinking;
And of those who make the racket,
Some are stripped of coat and jacket;*

*Some get clothes of finer feather,
Some are cleaned out altogether;
No one there dreads death's invasion,
But all drink in emulation.
Drink today, and drown all sorrow,
You shall perhaps not do it tomorrow:
Best, while you still have it, use your breath;
There is no drinking after death."*

The crowd erupts in a burst of applause. Braceworth continues throughout the evening with a fair number of well-played songs and some juggling. His singing and merrymaking have been well received from the crowded inn. After a few hours he steps down and the patrons return to their conversations.

Have the PCs make a DC 15 Listen check. PCs who succeed hear the following:

A group of merchants next to you catch your ear. "You sure it isn't the Rhenne again? I've heard that a few of them have taken up with the Whispered One."

Have the PC's make a DC 15 Knowledge (religion) roll. A successful check indicates that this is a reference to the god Vecna.

"No it couldn't be the Rhenne, the attacks happened closer to the forest. Not anywhere near the river where they've hit in the past."

*"Ah Puffbeak, you've come at last."
A mid sized human man with a brown beard walks over to their table. He is dressed in simple cotton robes.*

Creatures: Adder Puffbeak, caravan master, human male, Rog 7; hp 26; AL: N; Bluff +15, Diplomacy +19, Gather Information +5.

If any of the PC's has played FUR 3-03 *Heart of the Kingdom*, they will recognize the merchant Adder Puffbeak on sight Adder is from Veluna and deals travels throughout Furyondy selling wine.

The merchants will hear any news that the characters have picked up on their travels. If they start questioning the merchants about the reference to Vecna, have the merchants insist that the Rhenne are not responsible for the attacks. This is a red herring.

What the merchants tell the PC's depends on the outcome of the Gather Information check:

DC 15:

- Puffbeak has heard of some raids near the town of Kisail.
- Villages and farms in the area are being attacked at all times of the day.
- Most of the raids seem to be centered on the small village of Berrlynn close to Dapple Wood.

DC 20:

- Apparently the authorities are at a loss to explain what the causes of the raids are.
- Some people blame the druids of Dapple Wood or some followers of Iuz. Everyone knows, though, that Krishena would never condone such a thing. (Krishena is one of the main druids in the Furyondy section of Dapple Wood).
- He would help fight the raiders but he has more important things to do. (He is a coward)
- He once fought a power evil outsider in Mitrik.
- The authorities are looking for information on the raids and might offer a reward.
- Watch out for animals along the way. They can be nasty. (Puffbeak has had bad experiences with animals in FUR 3-03 *Heart of the Kingdom*)

Encounter Two

Seeking out more information on the raids, the PC's travel to a small thorp outside of Kisail and encounter two Green Jerkin rangers and the villagers.

After leaving the town of Kisail that morning, you head towards Berrlynn, the small collection of farms and woodsmen huts, where most of the raids have taken place. The sun now hangs high in the sky. As you leave the road from Kisail you head up a small trail that takes you closer to the Dapple Woods. Berrlynn rests next to the Dapple Woods, The farther you get from Kisail the more you notice that the growth of trees has become more prevalent.

Have the PC's make Spot checks (DC 29) to notice the three Green Jerkin Rangers on patrol in this area. They have been taking 20 on their Hide searching for the raiders. When the PC's pass close to their positions, the rangers will enter the trail with bows drawn and arrows knocked.

Suddenly a male and female half elf and a male halfling jump out into the trail. Their bows are drawn and arrows are pointed at you. All three are dressed in brown and green jerkins and have swords at their waste and quivers on the backs.

"Hold, what are you doing in these parts? Speak!" cries the female half elf pointing a notched arrow in your direction.

Jastra Maplebow, female half elf Rgr 5; hp. 28.

Cohis Longsaddle, male half elf Rgr 4; hp. 24.

Bohan Timmkins, male halfling Rgr 3; hp. 18.

PC's who make a Knowledge: Nobility and Royalty (DC15) or Knowledge: Local (Iuz Border States Metaregion) (DC20) checks, realize the group wears the insignia of the Furyondian Green Jerkin rangers. The rangers will not attack the PC's unless attacked first. They are on patrol looking for the bugbear raiders. If the party cooperates with them, the rangers will lower their weapons.

If the PC's make a Diplomacy (DC 15) check the rangers can relay the following information:

- The raids have all centered near Berrlynn
- We are Green Jerkins Rangers and this is our patrol area. We are searching for the raiders that attacked two nights ago near a farm house in Berrlynn
- The raiders escaped into Dapple Wood. This seems to be their standard operation.

They will ask the PC's to relay any information that they find to their commander in Kisail. The rangers will tell the PC's to speak to Jurail Waincott, a human Oeridian male.

Encounter Three

Following the Green Jerkin Rangers' instructions you follow the trail to a small copse of trees that lie against Dapple Wood. Reaching

a clearing, you see there is a group of about ten worn farmhouses. Beyond the houses lie the brown fields of the thorp of Berrlynn. The crops have already been harvested for the season. A few remaining pumpkins stand in the field to your left, while a crude scarecrow hangs to your right.

As the players approach the village give them a Spot check (DC 12) to notice a late middle-aged human man and a woman dressed in farm clothes outside the closest farmhouse. The woman, carrying a bucket, appears to be walking towards the well. The villagers don't appear alarmed or threatened by the PC's as they approach. Meldin is quite talkative. Meldin and his wife don't seem fazed with any stories that PCs might tell.

After talking with the PC's for a while, the farmer offers the PC's something to eat and the opportunity to rest for the night underneath an oak tree outside his house, unless the party has a gnome with it. In that case, the farmer states that he has no room in his home and asks politely for the PC's to leave his property.

Creatures:

Meldin: male human Com 2; hp. 5.

Widdinna: female human Com 1; hp. 3.

"Afternoon! Don't see folks like you around these parts much – just merchants come to sell our crops in town. Right, mother?"

"That's right, father" says the woman.

Talking with the farmer Meldin and his wife Widdinna can yield the following information:

- The farmer and his wife are named Meldin and Widdinna. They've lived in the thorp for about forty years. His parents are buried in a small plot near the large elm tree at the edge of the thorp.
- For the past few months' two hairy "ogres" have raided the farmers near Berrlynn. They have stolen both valuables and food from the villagers.
- The yellow melon crop was rather successful this year, unlike three years ago when they had a problem with blight.
- Widow Dunwillow had a male caller from Willip. He was a member of the navy on leave.

- One man was killed over the summer when the ogre hit him with a spiked club.
- The ogres hit at all times of the day.

"Well, there was one important thing I remember," continues Meldin, "there was this gnome around just before a few of the raids started. He was asking a lot of questions about who was the richest people in town and where the crops were stored. Folks in Kisail say he was near there too, watching caravans come and go towards Dapple Woods. I didn't give it much mind at first, but now I think he was up to something funny. Each of the raids happened about the same time as he was around. And didn't he smell like the dickens. He had this big mustache too. Ain't that true, mother?"

"Yes indeed" replies the woman, "He smelt like something outta the grave. I bet he hadn't taken a bath in months. Some good clean soap and water is what that gnome needed. Yes indeed. A good cleaning would've straightened him out. That or a good woman, though don't know a woman with good sense enough to marry a dirty gnome. Even a gnome woman! But them gnomes is strange folk."

"That is true mother, seems like pranks and trouble making is all a gnome is good for!" answers the man, "But we should be going now. Time to start up supper. I hope you folks do something about these raids. It's getting so that folks can't earn a decent living farming in these parts"

At this point if the PCs have been kind and respectful to the farmer and his wife, have them make Diplomacy check. Give the PC's a +5 circumstance bonus if they agree to check out the raiders. At this point the farmer will continue:

"You wanna join us for supper? Mother made a lamb roast, carrots some turnips and fresh bread."

Regardless of the PC's decision, the dinner and the evening are uneventful. If the PCs do not wish to remain here during the night, they should be advised that it is dusk and evening is coming soon. PCs who still wish to push on will be entering the next encounter at night.

Encounter Four

Following the trail pointed out by the farmer and his wife, you soon leave the thorp of Berrlynn. After a few hours of travel you head deeper into Dapple Wood, one of the largest areas of forest in southern part of the Kingdom. You find a well-worn game trail that heads toward the center of the woods. Soon the tall oaks and maples overlap the top of the trail and the sky grows darker with each step.

Have the players make a Spot check (DC 20) to notice the ettercap and the webs which lay about the lair. If the PCs have not rested at the farmer's home, it is well into night at this point. PCs without darkvision are at a -5 circumstance penalty due to reduced vision from the darkness.

APL 2 (EL 4)

Ettercap, hp 27, see *Monster Manual* p. 106

Camouflaged Pit Trap (CR1): mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft deep (1d6 fall); Search (DC 24); Disable Device (DC 20).

Tactics: The ettercap will wait till one of the party members falls in the trap, then it will climb down from webbing which it has littered around the trees. The ettercap will take 20 on Hide while waiting for the PC's to spring the pit trap.

Treasure: The ettercap has a few items of treasure scattered about its lair. There is a hole in the side at the bottom of the pit trap where it lives. The ettercap is in the trees surrounding the hole as the PC's approach the area. There are a group of bones in the pit that appear to be about a few months old (Search DC 5). If the PCs make a Heal check (DC 20) they can identify the bones as goblinoid and human. There is also a dirty leather tube (Search DC 15) with a message inside written in Goblin. If one of the PC's is able to understand it, please hand them Player's Handout #1. This letter would be of great interest to the Green Jerkin Rangers or other authorities in the Kingdom. (Note that PCs may still take this message to the authorities, even if they do not understand what it says). There is also a masterwork cold iron shortsword lying in the pile of bones (Search DC 15). The crest on the scabbard is the standard of the Viscounty of

Verbobonc (Knowledge – Nobility and Royalty or Local – Tufflik, Fals and Velderdyva Trade Route Metaregion 2, DC 15). There are also two arcane scrolls (*Flaming Sphere* – third level and *Obscuring Mist* – first level) and a *Potion of Levitate* located in the pile of bones.

Encounter Five

As you continue to follow the trail pointed out to you by the villagers you come across a small clearing.

Have the PCs make a Spot check (DC 15) to notice the bugbears lair, a small thatched roof hut, at the other side of the clearing.

APL 2 (EL 4)

Bugbears (2): hp 16, see *Monster Manual* p. 29.

Tactics: Note that both of the bugbears is using a masterwork morning star (additional +1 to hit). The bugbears will attempt to Hide if they notice the approach of the PC's. Give them Spot and Listen rolls if the PC's attempt to sneak up on the bugbears. The bugbears will attempt to fight till their death. However, if captured alive, the PCs may question them. Successful Diplomacy (DC 20) or Intimidate (DC 15) reveals the information in their letter to the chief.

Development: Note that the spriggan often travels to the bugbears' lair and has left a well-worn path near the opposite side of the clearing. PCs with the Track ability who check the area may locate these (DC 15 Survival). The PCs may also Search (DC 15) the area to notice the tracks. The tracks will appear as those of a small humanoid. Once the tracks are found, they are quite easy to follow (DC 10).

Treasure: If the PCs Search (DC 15) the bugbears' lair, they find a 96 gold pieces in a large sack in the cave. PCs should be allowed to rest here unhindered if they wish to.

Encounter Six

The spriggan has made his camp within a barrow sacred to the bugbears. Because of this, the bugbears won't go near it.

As you travel deeper into the heart of Dapple Wood, several small mounds appear on the left and right of the path. Small bushes and trees grow out of the tops of some of the mounds, while others are covered in ferns and moss. The forest is very quiet in this area.

PCs who are successfully Tracking (Survival DC 10) can follow the trail directly to the lair. Otherwise, PCs may Spot (DC 15) the spriggan's lair, which sits to the side of the path a few yards from the PCs current position.

APL 2 (EL 4)

Shemp: hp 44, see Appendix.

Tactics: The spriggan will lie in his lair and wait for the approach of the party. If he has surprise over the party, he will hide near the entrance to his lair and attempt to use his sneak attack ability on the first member of the party that enters his lair (+6 melee, 1d6+4d6 sneak attack if not Spotted). Following that, he will immediately shift to large form as his next action (statistics provided in the Appendix are for this enlarged form). Note that the spriggan's supernatural sneak attack damage is NOT available if he is in large form, although the damage from his rogue abilities is available. He will fight to the death.

Treasure: Shemp has a few items of his own, and the PCs are free to loot his corpse (see Appendix). Like most of his kind, Shemp enjoys collecting armor and weapons. In a corner of the lair the PCs will find his collection of three longswords, a masterwork greatsword, a light mace, two longswords, a set of chainmail armor, two sets of spintmail and a set of leather armor.

Conclusion

Defeating the spriggan in his lair, you come to believe that this small corner of the kingdom will find peace at last from the deadly raids. You travel back to the inn in Kisail to enjoy some refreshments and think as you sit down to a warm meal that something of evil may yet come out of the woods again.

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 Four

Defeat the ettercap
APL2 120 xp.

Encounter Five

Defeat the bugbears
APL2 120 xp.

Encounter Six

Defeat Shemp, the spriggan
APL2 120 xp.

Story Award

Delivering the bugbears note to the authorities:
APL2 45 xp.

Discretionary roleplaying award

APL2 45 xp.

Total possible experience:

APL2 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 Four:

APL 2: L: 52 gp; C: 10 gp; M: 58 gp, *Scroll of Flaming sphere – third level* (31 gp per character), *Scroll of Obscuring Mist – first level* (2 gp per character), *Potion of Levitate* (25 gp per character).

Encounter Five:

APL 2: L: 53 gp; C: 16 gp; M: 0 gp

Encounter Six:

APL 2: L: 82 gp; C: 15 gp; M: 178 gp, *Chain Shirt +1* (104 gp per character), *Potion of Fox's Cunning* (25 gp per character), *Potion of Eagle's Splendor* (25 gp per character), *Scroll of Spider Climb – second level* (12 gp per character), *Scroll of Obscure Object – second level* (12 gp per character).

Total Possible Treasure

APL 2: L: 187 gp; C: 31 gp; M: 236 gp - Total: 454 gp (maximum gold: 450)

Items for the Adventure Record

None.

Item Access

None.

Appendix: Monster Statistics

Encounter Six

Shemp: male spriggan Rog 1; CR 4; large fey; HD 5d6+1d6+24, hp 44; Init +9; Spd 20 ft.; AC 17 (touch 12, flat-footed 14) [-1 size, +3 dex, +5 armor]; BA/G +2/+10; Atk +7 melee [1d8+6 crit 19-20/X2 large short sword]; Full Att +7 melee [1d8+6 crit 19-20/X2 large short sword]; Face/Reach 10ft./10ft.; SA sneak attack +1d6; SQ low light vision, size change; AL CE; SV Fort +5, Ref +9, Will +3; Str 18, Dex 16, Con 18, Int 11, Wis 9, Cha 11.

Skills and Feats: Climb +9, Disable Device +4, Hide +6, Listen +6, Move Silently +10, Open Lock +12, Sleight of Hand +12; Dodge, Improved Initiative, Weapon Finesse.

Sneak Attack (Ex): Anytime a spriggan's target is denied their Dexterity bonus, or when a target is flanked by a spriggan, the spriggan deals an additional +3d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources such as rogue levels.

Spell like abilities: At will- *produce flame, scare, shatter*. These abilities are as the spells caster level 8th; save DC 10 + spell level.

Size change (Su): At will, spriggans can change their size in fashion similar to the effect of an enlarge spell. The size change from Small to Large gains a +8 Strength, -4 Dexterity, +6 Constitution, and -1 to attack bonus and armor class. A spriggan's short sword has the same attributes as a large short sword when enlarged. An enlarge spriggan is unable to make sneak attacks or use its spell-like abilities.

Skills: Spriggans have a +4 racial bonus on Climb, Disable Device, Move Silently, Open Lock and Sleight of Hand checks.

Possessions: *chain shirt +1*, masterwork shortsword, *Potion of Fox's Cunning*, *Potion of Eagle's Splendor*, *Scroll of Spider Climb – second level*, *Scroll of Obscure Object – second level*.

Tactics: Give the spriggan Listen and Spot checks to hear the approach of the party. The spriggan will lie in his lair and wait for the approach of the party. If he has surprise over the party, he will hide near the entrance to his lair and attempt to use his sneak attack ability on the first member of the party that enters his lair. Note that the spriggan's supernatural sneak attack damage is NOT available if he is in large form, although the damage from his rogue abilities is available in large form. He will fight to the death. He will use his size change ability the first round of combat.

Appendix: New Rules Items

Spriggan (from the *Fiend Folio* p.162)

Small fey

Natural Form

Hit Dice: 5d6+5 (22hp)

Initiative: +9 (+5 Dex, Improved Initiative)

Speed: 20ft (4 squares)

AC: 19 (+1 size, +5 Dex, +4 chain shirt) touch 15, flat footed 15

Base Attack/Grapple: +2/-2

Attack: shortsword +6 melee

Full Attack: shortsword +6 melee

Damage: shortsword 1d6

Face/Reach: 5ft / 5ft

Special Attacks: Sneak attack +3d6, spell like abilities

Special Qualities: DR 10/cold iron, low light vision, size change

Saves: Fort +2, Ref +9, Will +3

Abilities: Str 10, Dex 20, Con 12, Int 11, Wis 9, Cha 11

Skills: Climb +5, Disable Device +7, Hide +14, Listen +6, Move Silently +10, Open Lock +12, Sleight of Hand +12

Feats: Improved Initiative, Weapon Finesse (shortsword)

Climate/Terrain: Any forest

Organization: Solitary or Pack (3-12)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic (any)

Advancement: By character class

Level Adjustment +2

Enlarged Form

Hit Dice: 5d6+20 (37hp)

Initiative: +7 (+5 Dex, Improved Initiative)

Speed: 30ft (6 squares)

AC: 16 (-1 size, +3 Dex, +4 chain shirt) touch 12, flat footed 13

Base Attack/Grapple: +2/-2

Attack: shortsword +6 melee

Full Attack: shortsword +6 melee

Damage: shortsword 1d8+6

Face/Reach: 10 ft/10ft.

Special Attacks: -

Special Qualities: DR 10/cold iron, low light vision, size change

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 18, Dex 16, Con 18, Int 11, Wis 9, Cha 11

Skills: Climb +9, Disable Device +4, Hide +4, Listen +6, Move Silently +8, Open Lock +10, Sleight of Hand +8

Feats: Improved Initiative, Weapon Finesse (shortsword)

Climate/Terrain: Any forest

Organization: Solitary or Pack (3-12)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic (any)

Advancement: By character class

Level Adjustment +2

Spriggans are evil, nomadic gnomekin with the strange ability to grow to a large size at will. They wander in packs through woodland areas, sometimes venturing into towns and villages. Spriggans live to rob and pillage as they journey. They are a numerous people, but pose little threat to civilized races because of their inability to organize.

Spriggans resemble ugly, mean gnomes with greasy, reddish brown hair and dull yellow skin. They grow their hair to ridiculous proportions, sporting bushy mustaches, sideburns and ponytails. They are disgustingly unclean things exuding an almost nauseating smell of rancid flesh.

Spriggans speak Common and Gnome. A few spriggans take the trouble to learn Sylvan and Kobold.

Combat

Spriggans employ tactics intended to startle or unnerve their foes. They swarm around opponents when small, only to enlarge at the last moment. This allows spriggans to use their greater reach to employ attacks of opportunity on advancing enemies. More dexterous spriggans serve as back-ups to their kin in melee, remaining in the shadows to thwart foes by sneak attacks, stealthy thieving or casting their *shatter* ability.

A spriggn can be summoned by using *summon nature's ally* IV spell.

Sneak Attack (Ex): Anytime a spriggn's target is denied their Dexterity bonus, or when a target is flanked by a spriggn, the spriggn deals an additional +3d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources such as rogue levels.

Spell like abilities: At will- *produce flame*, *scare*, *shatter*. These abilities are as the spells caster level 8th; save DC 10 + spell level.

Size change (Su): At will, spriggans can change their size in fashion similar to the effect of an enlarge spell. The size change from Small to Large gains a +8 Strength, -4 Dexterity, +6 Constitution, and -1 to attack bonus and armor class. A spriggn's short sword has the same attributes as a large short sword when enlarged. An enlarge spriggn is unable to make sneak attacks or use its spell-like abilities.

Skills: Spriggans have a +4 racial bonus on Climb, Disable Device, Move Silently, Open Lock and Sleight of Hand checks.

Spriggn Society

Raucous and nasty fey, spriggans only linger in an area for short periods of time before being driven out by nearby inhabitants. They usually settle underground in woodland area in dismal burrows or in long forgotten ruins. Spriggans live by thievery and murder, robbing and terrorizing all who pass near their lair. During particularly desperate times, spriggn packs disband and individual spriggans disguise themselves as gnomes to gain entry to towns and cities. Spriggans are extremely fond of weapons and armor, which they usually acquire unlawfully.

Player Handout #1

Chief Turmukk,

We have traveled across the big river. Humans have hunted our people in our woods. We cannot find our people here in the woods. Fairy met us in the woods. He helps us with the raids. He is a very good sneak. Sometimes he's even better than us in killing the humans. Fairy let humans believe he is a smelly gnome. He has all of our loot in his lair. It's near a small hill in the center of the woods. This area used to be our scared ground. But the fairy uses it now. He hides from drooads that live in the woods. Drooads are very strong. He don't want to upset the tree people

We understand that we must find a new base since the army of evil has been crushed in the Hills across the big river. We will do our best and send word to you soon about moving more of the tribe across the big river. You can count on the three best scouts in the tribe.

Kurl, Lurrl and Murl