

FURintro5-01

Downpour

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

Version 1.0

By Cliff Meggison

Edited by Michelle Sharp

So you're thinking you have what it takes to become the adventuring-type, huh? Everyone has to get a start somewhere so why not start with something simple? After all, how difficult can it be to serve as an escort for a few days out in the wild? An introductory module set in the Kingdom of Furyondy for first-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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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, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet.

The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above 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

This is an introductory module. Only first level PCs may play this event.

Time Units and Upkeep

This is a standard introductory 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. 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 who 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

This adventure begins in the large town of Baransford on the western edge of Furyondy. Several weeks ago, a wealthy merchant by the name of Jae Whittlesford purchased rights to a tract of land just a few days northwest of town on the banks of the Velvedyva river. In preparation for building a small keep on his new land, Jae has engaged the services of a surveyor to take measurements and provide a recommendation to the architects. Feeling that a little protection might be needed, Jae has also chosen to engage the PCs to accompany his surveyor and see that he returns none the worse for wear.

Unfortunately, unbeknownst to Jae, the man that sold him the deed to the land, (a Baklunish man named Delph Vytarin) has sold it many times over and is not even the current owner. While the PCs may become aware of this fact in the end, this adventure does not include resolving the underlying crime. While completing this mission, the PCs

encounter a small band of goblins led by a fierce hobgoblin that have taken residence in a small cavern complex near the land under survey.

This adventure takes pace during the dozenmonth of Coldeven (late spring) and the weather is a factor. Throughout the three days leading up to the beginning of the adventure, a steady drizzle has fallen, broken only by the occasional thundershower. During the adventure, the PCs are subject to near-constant rain and at least one downpour.

Adventure Summary

Introduction – At this point, the PCs introduce themselves and are given the details of their task. They can each determine their own reason for being in Baransford, but each has accepted the mission and agreed to meet their employer and the surveyor at the Cracked Mug tavern.

Encounter One – While at the Cracked Mug tavern, the PCs meet Colsten Stoutfellow, the halfling surveyor. He too was told to meet his employer here and is very much looking forward to his "adventure". While he is a surveyor/cartographer by trade, Colsten has always wanted to become an adventurer and will spend hours on end learning as much as he can from each PC.

Encounter Two – During the second night out of Baransford, a pair of wolves attempts to steal the party's rations. The wolves only attack if threatened by the PCs.

Encounter Three – After reaching their destination, Colsten begins his work. The party arrives at midday and the party members are left to occupy themselves as they see fit. It is during this time that a small cave entrance leading deeper into the hillside is found. There is a poorly constructed gate just inside the cave entrance. The PCs then have to deal with two traps before proceeding deeper into the cave.

Encounter Four – The party comes across a side-cavern blocked by a large stone. If the stone is removed, a worg occupying the den beyond attacks.

Encounter Five – As the party explores the rest of the cave complex, they discover the central cave and its current occupants, a hobgoblin clan leader

and his followers. This small group of raiders is attempting to make a name for themselves (The River Rats) by waylaying small craft traveling down the Velvedyva and selling their captured goods.

Encounter Six – After clearing the cave complex and as they prepare to leave the area, the PCs encounter another group of adventuring types that are also here to survey this plot of land. This is not a combat encounter, but rather an opportunity for the PCs to learn that something is not as it seems and decide how they want to proceed.

Conclusion – Upon their return to Baransford, the PCs task is complete. They then have to decide how much information they're going to share with their employer.

Introduction

Please read this to players as the adventure begins:

So this is the exciting life of an adventurer? You find yourselves in a pleasant enough tavern aptly named the Cracked Mug, enjoying each other's company while sharing a mug or two of the barkeep's best. Shortly after the appointed hour, a large man enters the tavern and each of you recall this man as Jae Whittlesford, your employer. He approaches your table...

"Well met, my friends, well met!" shouts Jae. "I trust you have enjoyed your travels here or at least enjoy being out of the rain, eh? I'm glad you're all here and now all we must do is wait for my surveyor to arrive and all will be prepared. Now, enjoy a round or two on me." With that Jae turns toward the bar and shouts, "Barkeep! Let's see a round of full mugs for my new friends here, and let's see if we can't crack a few ourselves." For emphasis, Jae slaps his hand down on your table, rattling the crockware already there.

At this point, allow the PCs to ask any questions of Jae they like as well as enjoy a round or two of drinks. In speaking with Jae, the party may learn the following:

- Jae's line of business is glassware. He provides the bottles used by many of Baransford's largest wineries and has accumulated something of a fortune.

- He was approached several weeks ago in Chendl by a Baklunish man in need of money. This man possessed the writ to a tract of land in western Furyondy and parted with it for a very fair price.
- Jae has business here in Baransford and plans to be around for the next week or so, certainly long enough for the party to complete their task and return.
- He hired a surveyor while in Chendl and has only met the fellow once, a halfling named Colsten Stoutfellow.
- Each PC is to receive 100 wheatsheafs (gp) for their efforts.

Encounter One

After giving the PCs an opportunity to ask Jae some questions, proceed with the following.

After getting to know Jae and your companions a little better, you find your attention focused on each new visitor entering the Cracked Mug. Aside from the many common folk who come here to put a few back or conduct normal business, not much seems to be going on.

Eventually, the door opens and in walks a young looking, thoroughly soaked, halfling carrying a large sack over one shoulder. Upon noticing this new arrival, Jae stops one of his many lengthy stories mid-sentence and shouts, "Colsten, you little rascal! Get over here... meet our new friends!"

At this point allow all the PCs to introduce themselves to Colsten (and each other). He pays close attention as each PC gives their name/profession. After they have completed their introductions, read aloud:

"Well met, well met indeed! My name is Colsten Stoutfellow, but my friends just call me Cole, and I'm a surveyor by trade, as if you couldn't tell from all this gear." At this point he motions to the large sack he had dropped to the floor with a loud clank.

"You'll have to forgive me for being late, but these short legs of mine make for long travels. Perhaps we have time yet for a bite to eat and for me to partake of whatever beverage this fine establishment has to offer."

Even though Jae and Colsten only met several weeks ago, Jae is a trusting fellow and genuinely likes Colsten. They sit beside each other and Colsten offers a few comments about his travels to Baransford (mostly uneventful). Here's what the PCs may learn from Colsten:

- He has been a surveyor in training for several months now. Given that this job is a simple one, his employer felt this job was a good opportunity for Cole to get out on his own.
- Even though gainfully employed as a surveyor, Cole would very much like to take up the life of an adventurer. At any opportunity, he gets into deep conversations with each PC about their adventures to date, their training, and especially about any riches they've acquired. He dreams of being wealthy someday...
- He has maps of the general area and expects no difficulty in getting the party to and from their destination.
- The entire trip should take no more than a week – most likely three days there and three back.
- He's glad to have companionship and welcomes the PCs, but doesn't think they'll have much to do.

After the PCs have asked all the questions they can think of, the better part of the evening has been spent in conversation. Jae suggests the party spend the night here at the Cracked Mug and does so himself. He'll cover the party's expense if they choose to stay here (he knows the owner), but if they choose another Inn, they're on their own.

Encounter Two

After the night passes without incident, the PCs awake the following day and may prepare for their journey. Since Baransford is a large town, standard (core access) items may be purchased at stated rates.

Once the PCs have indicated they are ready to go, read the following aloud:

Against your strongest hopes, the new day has not changed the weather one bit. Being the dozenmonth of Coldeven, you expected some rain but this is ridiculous. The morning air is

brisk, and the steady drizzle is keeping most folks moving through the streets at a quick pace. Fortunately, the weather has done nothing to dampen Colsten's spirits and he appears to be excited about getting underway.

As you gather outside the Cracked Mug, Jae bids you farewell. "Good luck, my friends" says Jae. "I hoped for at least a little sunshine to start your journey but that doesn't seem likely. I'll be here in Baransford for the next week anyway, and look forward to meeting you back here in a few of days. I wish you the best of luck. Try to stay dry!"

With that, Jay wraps his cloak around his large frame and turns to find a spot close to the fire.

The first day out of Baransford passes without incident. Given the overland nature of your travel, you don't encounter much beyond the typical wildlife you'd expect to find in the wilderness of Furyondy. Not being pressed for time, you travel at a comfortable pace and pass the time sharing stories and complaining about the weather.

Your second day's travel goes much like the first. Your companion's maps seem accurate as to the general layout of the land and you're thinking there really isn't all that much to this adventuring lifestyle. Aside from being soaked through to the bone in rainwater, there really hasn't been much to complain about. In fact, as easy as this has been, it is a wonder more folks aren't out making a name for themselves.

Evening arrives and the group decides to find a spot to settle down for the night. Looking about for the 'least damp' spot of land, you decide to camp under the boughs of several large trees. If nothing else, you at least enjoy some cover from the ever-present windblown rain. Just as you begin to settle down for the night, you hear a peal of thunder as a bolt of lightning splits the sky. You have the distinct feeling it's going to be a long night..."

At this point, the thunderstorm begins. See the DMG (page 94) for more details, but here are the game effects of a thunderstorm:

Rain effects:

- -4 to Spot and Search checks

Wind effects:

- -4 to Listen checks
- Automatically extinguishes any unprotected flames;

- 50% chance that protected flames are extinguished;
- -4 penalty on all ranged attacks

Even though the party is under trees, they need not move camp as there is no lightning at present. Allow the PCs an opportunity to set watch and if they fail to do so, Colsten suggests that it is a good idea as they are several miles into the wild. After the watches have been established, roll randomly to determine on which watch the following occurs:

It's almost impossible to sleep in this storm and everyone is constantly shifting positions to avoid the puddles of water forming throughout camp. A soft bed, warm blanket and a roof overhead sounds good now.

After wiping the water from your eyes for the hundredth time and trying to stay focused, you realize that something with two luminescent eyes is approaching from directly in front of you. This night is about to become a bit more interesting....

PCs that are on watch may make Spot check (vs. Hide roll +2) or Listen check (vs. Move Silently roll +3). Remember to apply the penalties for Thunderstorm as described above. If PCs are successful with either, they are not surprised.

APL 2 (EL 3)

Wolves (2): hp 13, 9, see *Monster Manual* page 283.

Tactics: During the surprise round (if there is one), the male (larger) wolf enters the camp and growls menacingly. While the PCs attention is focused on him, the female enters camp from the opposite side and attempts to grab rations from a random player's belongings. The female wolf only engages in combat if the male is attacked or if she is threatened.

Treasure: None.

Encounter Three

Around mid-day of their third day of travel, the party arrives at their destination. It is a grassy hillock with sparse trees and a nearby brook.

Finally, the weather seems to have let up a bit. During the last hour, the fine drizzle that had been annoying you has ceased and the clouds overhead seem to be thinning out. Things may be looking up after all...

"This is it!" Cole shouts triumphantly. "We're here!" You were beginning to wonder if he really knew where you were going, but this does seem to be a nice spot of land. This particular spot is relatively free of trees and enjoys the nice rolling hills that some folk might find pleasant to look upon. After his proclamation, Cole begins rummaging in his sack and taking out some of his equipment.

"Feel free to look around and let me know if you find any outstanding features in the area. They may affect my designs you know and I need to give Jae a good estimate for materials and labor. Now, I'm off to work!" At this point, Cole tucks a pen behind his ear and begins pacing this direction and that, all the while counting his steps and taking notes.

At this point the PCs should feel free to wander around the area. It takes Cole a few hours of undisturbed work to complete his plans and during this time, one of PC at random becomes aware of the following. If the PCs attempt to get Colsten to accompany them, he informs them that he is busy at work completing the survey and really has no interest in exploring. He very much prefers to stay out here and waits for them to return.

As Cole continues his work, you find yourself walking along the nearby brook. As you proceed, you notice a cave set in the side of a small hill. Inside, you notice a small gate tucked in deep, along the back wall.

If the PCs investigate more closely, read or paraphrase the following:

The gate is constructed of tree limbs of various sizes that have been lashed together with twine and rope. Hanging from several spots across the gate are what appear to be small skulls, teeth and other bits of bone. A somewhat larger skull is fastened right in the center of the gate.

As the PCs investigate, a Knowledge – Religion or Heal check (DC 15) tells them that the larger skull located in the center of the gate is that of a gnome.

PCs with Tracking ability (Survival check DC 12) can determine several bipedal creatures have

passed this way and some very recently. Those more skilled (Survival DC 17) also notice at least one set of paw prints, similar to those of a large dog. The gate itself has no locking mechanism, but is set with a simple trap.

Chicken Wire trap: CR 1/2; mechanical; location trigger; manual reset; Search (DC 14); Disable Device (DC 14).

The trap consists of a thin piece of twine that is attached to the inner side of the gate. If not disabled, it breaks when the gate is opened. If the string is broken, a medium weight stone currently suspended over a makeshift crate containing wild chickens is dropped, causing the chickens to squawk loudly. At that point, the main cavern's inhabitants should make a Listen check (DC 12) to be aware of the noise made by the chickens. If they are aware, they make preparations as outlined in encounter.

Once the PCs have dealt with the gate, read or paraphrase the following:

As you make your way out of the sunlight down the darkened passageway, you can't help but notice the gentle downward slope of your path.

Unfortunately for the PCs, the 'chicken doorbell' isn't the only trap nearby. To prevent rainwater from running down this passage into the inner caves, the occupants have dug a ten foot deep pit in the center of the passageway and covered it with thin boards and then splattered mud across them. Given all the rain that has fallen recently, the pit has several inches of water standing in the bottom, covering several inches of thick mud.

APL 2 (EL 1)

Camouflaged Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d4, fall); Search (DC 24); Disable Device (DC 20).

Note: The falling damage is less than standard due to the soft mud at the bottom of the pit.

Encounter Four

After the party has made it past both traps, read or paraphrase the following:

As you make your way further along the passage, it eventually levels out and turns slightly to your left.

Near the turn is a large rock that looks like it has been placed in the entrance to another passage or open area. While the rock completely fills the space, you notice a stout piece of wood that leans against the rock and two short coils of rope piled nearby.

This is an entrance to a worg's den. The piece of wood leaning nearby is used by its hobgoblin master as a lever to move the rock. The wood shows signs of wear if inspected. The coils of rope are each only several feet in length and are used as leashes.

If the PCs move the rock or make any significant noise, the worg begins barking loudly and attack anyone that isn't its master.

APL 2 (EL 3)

Worg: hp 25; see *Monster Manual* page 256.

Since the master doesn't feed nor treat it well, the worg is not at full hp. Should the PCs engage the worg or even set it to barking, the goblins and their leader will most certainly be aware of the noise.

Treasure: None.

Encounter Five

After the party has made it past the worg, or skipped that encounter altogether, read or paraphrase the following:

After making another turn in the passage you notice dim light ahead. It appears to be spilling out into the passageway from an area off to the right.

The cavern referred to above is the last and largest one in the complex. It serves as the sleeping quarters and living space for the entire raiding party and if they are aware of the PCs approach, they are ready.

Since they've been raiding the surrounding lands and river for several months now, they have acquired quite a collection of goods and equipment.

Even with their success, if it were not for their leader, whom they fear more than death, the group would most certainly have already disbanded.

APL 2 (EL 5)

Goblins (8): hp 5 each; see *Monster Manual* page 256.

Hobgoblin Leader: hp 20; see *Appendix*.

Tactics: If the occupants were aware of the PCs approach, they have their throwing axes at the ready while a few take up positions on either side of the entranceway. Their leader is crouching behind an overturned makeshift table on the far side of the fire and waits until someone enters before raging and charging into the fray.

If they are not aware of the PCs intrusion, the goblins and their leader are positioned randomly within this cave.

Treasure: By thoroughly searching the area, the PCs discover various miscellaneous items looted from nearby caravans, none of which is currently identifiable, having been opened and strewn about the cave.

APL 2 –loot(250 gp), coin-(100 gp)

Encounter Six

After the party has left the cave, read or paraphrase the following:

Upon exiting the cave, you realize that evening has fallen. Now that Cole has completed his work, all that remains is to return to your employer in Baransford and enjoy some of the fruits of your labor.

Whether or not the PCs decide to camp out for the night or leave immediately, once they head back to Baransford and before they get a mile from the site, read or paraphrase the following:

As you begin to get underway for the return trip to Baransford, it isn't very long until you spot a small band approaching. They are directly in your path and in fact, have already spotted you.

"Hail!" shouts the person nearest you.

From this distance, he appears to be a male elf in tan robes leaning heavily on his walking stick. His companions are two humans in armor: a female carrying a bow and a male with a spiked chain. Following them is a dwarf wearing the livery and symbols of some deity (although you'd have to get closer to see which one).

"Come now," the elf calls out, "approach and tell me what you can of the road ahead. We're looking for this spot of land you see, and I'm not quite sure where it is."

This group is actually looking for the same 'spot of land' they just left behind. The male elf is also the proud owner of this land and he's just coming out to check on his investment. His traveling companions, a brother/sister pair and a dwarven cleric of Pelor join him. Unfortunately for him, his directions and maps are not as well made as Colsten's so he doesn't realize how close he really is. This encounter is entirely a role-playing opportunity for the PCs and should be played as such.

APL 2 (EL 7)

Orinnsial: male elf Wiz3: hp 10; see *Appendix 1*.

Kitt: female human Rgr2: hp 15; see *Appendix 1*.

Matt: male human Ftr2: hp 20; see *Appendix 1*.

Tyrin Lightbringer: male dwarf Clr3: hp 27; see *Appendix 1*.

Upon talking with the group, the PCs may learn the following:

- The elf is Orinnsial Fairvoice and he is from the city of Highfolk.
- The humans are Kitt and Matt, friends of the elf's for years.
- The dwarf is Tyrin Lightbringer, a cleric of Pelor.
- Orinnsial acquired the deed to this land from a Baklunish man several weeks ago. The seller appeared to be down on this luck and was selling his family's holdings to make good on a gambling debt.
- If told of Jae and his claim to the land, Orinnsial becomes disheartened and thoroughly distressed. He then wishes to know everything he can about Jae. Upon learning all he can, he turns around and head back to the city of Highfolk in the hopes of locating the man who sold him the land.

Conclusion

After the party has traveled the three or so uneventful days back to Baransford, read or paraphrase the following:

After completing your trip, you have found your way back to the Cracked Mug. Upon entering

the common room, you can't help but see, and hear, Jae within. He has a few of the local folk listening intently as he goes on and on about how fine his wares are and all the business he has going. In fact, as you approach, he is just getting to the part about some recent land he purchased not too far from here and of the grand plans he has for the place. Upon seeing you, Jae's face breaks into a wide smile.

"Well met, my friends, well met indeed! I'm so very glad you've made it back and with my surveyor in tow." Jae then turns to Cole, "Well, my short friend, how was it? Do you have the papers ready yet?"

"I should have them for you tomorrow", Cole replies. "You know, it wasn't all fun and games out there. There were wicked creatures nearby that had to be dealt with, and then... Oh my! What's that I smell? Is that a fresh pot of stew I see coming out from the back? Sorry can't talk now, them iron rations taste about as good as they sound and it's time I've had something a bit more tasty to eat."

With that, Cole scurries up to the bar and leaves the rest of the conversation to you.

At this point, the PCs have to choose whether or not to disclose their encounter with the other "landowner" to Jae. While this has no immediate effect on this encounter or even this adventure, this may be addressed in a future scenario set in the Kingdom of Furyondy.

Whether or not the PCs tell Jae of the encounter, read or paraphrase the following:

"Well, that is quite a tale isn't it?" Jae exclaims.

"You've given me quite a bit to think about before I go any further with my plans to develop the land. I sincerely thank you for your efforts and trust me when I say that had I know you'd be risking life and limb, I would have prepared you better. Please forgive me and let me buy you a round to wash that road dust out of your mouths. Barmaid! A round for my friends here as we have some business to do!" With that, Jae takes a small pouch off his belt and pours out some coin.

Jae then pays each PC the 100 gp promised earlier.

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 Two

Defeat the wolves
APL 2 90 xp

Encounter Three

Defeat the trap
APL 2 30 xp

Encounter Four

Defeat the worgs
APL 2 90 xp

Encounter Five

Defeat the hobgoblin leader and the goblins
APL 2 150 xp

Story Award

Colsten is able to complete his survey of the area.
All APLs 40 xp.

Discretionary roleplaying award

All APLs 50 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 Six:

All APLs: L: 250 gp; C: 100 gp; M: 0 gp

Conclusion:

All APLs: L: 0 gp; C: 100 gp; M: 0 gp

Total Possible Treasure

All APLs: L: 250gp; C: 200 gp; M: 0 gp

Items for the Adventure Record

(As standard for Introductory Module.)

Appendix or DM Aid

Encounter One

Colsten Stoutfellow: Male halfling Exp1; CR1/2; Small humanoid; HD 1d6+1; hp 7; Init+1; Speed 20 ft.; AC 13 touch 12, flat-footed 12; BAB/Grp +0/-3; Atk +1 melee (1d4/19-20, dagger); Full Atk +1 melee (1d4/19-20, dagger); SQ Halfling traits; AL NG; SV Fort +1, Ref +1 Will +1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Diplomacy +4; Forgery +4; Gather Information +4; Profession (Surveyor) +4; Search +4; Spot +4.

Possessions: Padded armor, dagger and miscellaneous surveyor's gear.

Encounter Five

Hobgoblin Leader: Male hobgoblin Bbn2; CR 2; Medium humanoid (goblinoid); HD 2d12+2; hp 20 (24 when raging); Init +2; Spd 40 ft.; AC 16 touch 12, flat-footed 14; BAB/Grp +2/+4; Atk +4 melee (1d10+3, greatclub); Full Atk +4 melee (1d10+3, greatclub); SQ Darkvision 60 ft., fast movement, illiteracy, rage 1/day, uncanny dodge; AL NE; SV Fort +4, Ref +2, Will +0; Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +7, Handle Animal +4, Listen +5, Survival +5, Swim +7; Power Attack.

Rage (Ex): Once per day, gain +4 bonuses to Strength, +4 to Constitution and +2 to Will saves. Also results in -2 to AC. Rage lasts for 5 rounds. (See PHB page 25 for more details).

Fast Movement (Ex): A barbarian's land speed is 10' faster than the norm.

Uncanny Dodge (Ex): A barbarian may retain his Dexterity bonus even if caught flat footed.

Possessions: Studded leather armor +1, greatclub.

Encounter Six

Orinnsial: Male elf Wiz3; CR 3; Medium humanoid (elf); HD 3d4; hp 10; Init +0; Spd 30 ft.; AC 10 touch 10, flat-footed 10; BAB/Grp +1/+1; Atk +1 melee (1d6, quarterstaff); Full Atk +1 melee (1d6, quarterstaff), +1 one-handed (1d4;19-20/x2, Dagger); SA spells; SQ Elf traits; AL NG; SV Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +6, Decipher Script +10, Knowledge (Arcana) +10, Knowledge

(History) +10, Knowledge (the Planes) +10, Spellcraft +12, Listen +3, Search +6, Spot +3, Combat Casting, Spell Focus (Abjuration)

Spells Prepared: (4/3/2; base DC = 13 + spell level): 0 – *daze, detect magic, light, message*; 1st – *burning hands, magic missile, shield*; 2nd – *bull's strength, Scorching Ray*.

Elf traits (Ex): Immunity to sleep spells and effects; +2 racial bonus to saves against enchantment spells or effects, low-light vision, Weapon Proficiency (longsword, rapier, longbow, comp. longbow, shortbow, comp. shortbow), +2 racial bonus to Listen, Search and Spot checks.

Kitt: Female human Rgr2; CR 2; HD 2d8+2; hp 15; Init +3; Spd 30 ft.; AC 16 touch 13, flat-footed 13; BAB/Grp +2/+4; Atk +4 melee (1d6+2/19-20, shortsword or +6 ranged (1d8/X3 longbow)); Full Atk +4 melee (1d6+2/19-20, shortsword or +6 ranged (1d8/X3 longbow)); SQ Favored Enemy – Goblinoid (+2 bonus), wild empathy, combat style (archery); AL LG; SV Fort +4, Ref +6, Will -1; Str 14, Dex 16, Con 12, Int 10, Wis 8, Cha 14.

Skills and Feats: Climb +6, Handle Animal +7, Hide +7, Knowledge (Nature) +7, Search +5, Spot +4, Survival +4, Track, Rapid Shot, Point Blank Shot, Weapon Focus (longbow).

Possessions: Studded leather armor, shortsword, longbow, 40 arrows.

Matt: Male human Ftr2; CR 2; HD 2d10+4; hp 20; Init +2; Spd 20 ft.; AC 16 touch 12, flat-footed 14; BAB/Grp +2/+5; Atk +6 melee (2d4+4 spiked chain) or +5 melee (1d8+3 heavy mace; Full Atk +6 melee (2d4+4 spiked chain) or +5 melee (1d8+3 heavy mace; AL CG; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +5, Ride +7, Swim +8; Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain), Power Attack, Weapon Focus (Spiked Chain).

Possessions: Scale armor, spiked chain; heavy mace.

Tyrin Lightbringer: Male dwarf Clr3; CR 3; HD 3d8+9; hp 27; Init +1; Spd 20 ft.; AC 17 touch 11, flat-footed 14; BAB/Grp +2/+4; Atk +4 melee (1d8+2 heavy mace) or +3 ranged (1d4+2 sling); Full Atk +4 melee (1d8+2 heavy mace) or +3 ranged (1d4+2 sling); SA Spells; SQ Dwarf traits;

AL LG; SV Fort +6, Ref +2, Will +6; Str 14, Dex 12, Con 16, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +7, Heal +9, Knowledge (Religion) +2; Extra Turning, Divine Vigor.

Spells Prepared: (4/3+1/2+1; base DC = 13 + spell level): 0 –*detect magic, guidance (2), light*; 1st – *enlarge person**, *bless, detect evil, shield of faith*; 2nd – *bulls strength**, *hold person, spiritual weapon*.

*Domain spell. *Domains:* Glory (Turn undead with a +2 bonus on turning check and +1d6 on damage roll); Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts one round and it is usable once per day).

Divine Vigor: As a free action, spend one of your turn undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level.

Dwarf traits (Ex): Darkvision 60 feet, Stonecunning, Weapon Familiarity, Stability, +2 on saves versus poison, +2 on saves against spells or spell like effects, +1 on attack rolls against Orcs and goblinoids, +4 dodge bonus against creatures of giant type, +2 racial bonus to appraise if involving stone or metal, +2 craft checks if involving stone or metal (see *Monster Manual* page 92 for more details).

Possessions: Chain Shirt, Heavy Steel Shield, Heavy Mace, Sling.