

URC4-S01

Help Wanted

A One-Round D&D LIVING GREYHAWK[®] County of Urnst Regional Introductory Adventure

Version 2.0

Round 1

by Tom Maguire

Welcome to Holbrook, home of the County's adventurers. While the realm's most powerful adventurers are off saving the world, who is keeping the residents of Holbrook secure? And more importantly, who's keeping an eye on all those wealthy adventurer's homes... An Introductory County of Urnst Adventure 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

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
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 and gold a PC may 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 will receive only one-half

of the experience points for the adventure. Further, if the PC is three character levels or

more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

	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	

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

5. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
6. 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the County of Urnst. Characters native to the County of Urnst 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*.

Acknowledgements

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Adventure Background

Holbrook is a small village south of Radigast City (capital of the County of Urnst). It is here in Holbrook, often at the Babbling Brook Inn, that most adventurers rest their boots after adventuring. It's also where most of the County's wealthiest adventurers have set up residence.

Dannath Albring is a well-renowned fighter of the County, having gone on hundreds of adventures in the service of his homeland and the forces of good on Oerth. In fact, right now he's off doing just that. Unfortunately, his home is under the care of a nervous old man, Jarrious Mulhoon. Jarrious is one of Dannath's followers, charged with the upkeep of the fighter's home and belongings in his absence.

Adventure Summary

This morning, Jarrious noticed that the home had been broken into and several valuable items stolen (all the "extra" adventuring gear that Dannath leaves at home). Jarrious is very concerned, as he doesn't know how to deal with the crime, and he doesn't want Dannath to find out that he failed him. Jarrious used to handle Dannath's extra pack animals when he was a young adventurer, but on one such adventure he received a wound that gave him a bad limp.

Dannath felt sorry for him and kept him on as a retainer in charge of his home in Holbrook.

Concerned, Jarrious decided to head over to the Babbling Brook and mope — until he notices a band of "new" adventurers in town. He hopes that he can hire them to help track down the thieves (and hopes they don't know Dannath and thus the whole thing will be kept under wraps). Jarrious will offer what he can as reward (which isn't much) plus any loot they find, for the safe return of his master's belongings.

A band of goblins has been casing the village of Holbrook for months. In the wake of the Lordmaker and Restoration events, the goblins are quite aware that the "residents" of Holbrook are often forced to stay away for significant time periods. They eventually worked up a plan to rob Dannath's home while Jarrious was sound asleep in his humble cottage next door.

The goblins are pretty mean, but figured that if they took the time to kill Jarrious, the residents of Holbrook would come looking for them eventually. This way they hoped they could at least pin the robbery on the old man that was supposed to guard the place (and meanwhile plan their next caper).

After robbing the home, the goblins fled to their hideout in the hills outside of Holbrook. A couple of the goblins got quite drunk on Dannath's best liquor and made a mess about a half mile from their hideout. These goblins should be easy to find (even for level 1 adventurers).

Encounter 1: Four to Six adventurers walk into a bar...

The party is relaxing in the Babbling Brook for a morning's respite, when the nervous old man, Jarrious, approaches them seeking their help. Jarrious informs the party of his situation: his master's home (which he's supposed to maintain) was robbed last night. He offers the party his old adventuring gear (worth about 450gp) to help him recover the booty.

Encounter 2: CSI for Dummies

The party investigates the Home of Dannath Albring, famous fighter for the County of Urnst. The home is in shambles, and the party can make note of what is missing (as well as what is destroyed). At this point Jarrious begins reminiscing about his adventuring days, much to the annoyance of those in his company. Several clues will lead the party northwest of the village,

into the nearby hills along the shores of the Nyr Dyv.

Encounter 3: Don't Drink and Drive

Heading northwest into the hills, the party can easily hear the noise of goblins in the distance. Two goblin worg-riders have gotten thoroughly inebriated on Dannath's best Torquann brandy and are carousing in the woods near their camp. The Worgs, fortunately, are not drunk and will probably spot the adventurers. Drunken Mounted Combat will then ensue.

Encounter 4: There's always a Cave

Following the *obvious* tracks from the party site, the adventurers eventually will arrive at the goblins hideout, a small cave in the hills northwest of Holbrook. There is a trap on the cave entrance that might alert the inhabitants.

Encounter 5: Bad Dog

The entry area of the cave contains another pair of Worgs, which may or may not notice the approach of the adventures.

Encounter 6: All right, who let the adventurers in?

Deep in the cave is the rest of the goblin group with their leader, Iguzz. Iguzz isn't happy about being busted — one last fight before the loot is recovered.

Encounter 7: We Greyhawk the Room!

A secret room hidden in the back of the cave is where the choicest bits of loot are kept. Here the adventurers find the bulk of Dannath's belongings, and some other loot as well.

Conclusion:

Upon returning to Holbrook, Jarrious thanks the party emphatically for their assistance, but asks them to also not mention this to anyone else, as he is afraid (wrongly so, Dannath wouldn't hold this against him) of losing his position as caretaker, which he really enjoys.

Introduction

The players find themselves seated for breakfast in the Babbling Brook Inn in Holbrook on a fine spring day:

It is a nice spring day in Holbrook, and you find yourselves in the company of a group of like-minded citizens seeking a cool drink and a lazy morning. The light rain from the previous night gives the air an almost

refreshing odor. The conversation shifts from the weather to politics to what you're all doing here. Eventually the discussion moves to the life of adventuring, which all of you have been considering for some time. Perhaps an opportunity will present itself soon.

At this point, the players should introduce their characters to each other. The bartender (a Human named Alden) will ensure that their drinks are full, as long as they keep paying. He'll also mention a small item shop called Willowrush Mercantile (wherein any item from the PHB can be purchased) located down the road. Alden will also mention that should they decide to adventure, the Shrine of Mayaheine offers simple healing potions for a "mere" 50gp each. Before the players decide to leave the establishment, proceed to Encounter 1.

Encounter One: Four to Six Adventurers Walk Into a Bar...

As the party sits around their table, an old man (Jarrious) enters the establishment. He is looking to drown his troubles in drink, but he quickly notices the four to six adventurers seated conveniently in the Inn and gets a better idea.

After sitting around at your table for another few minutes, you notice a rather anxious old man enter the bar. He is halfway to the bartender when he notices you and your companions, pauses mid-step, and begins to head in your direction. He approaches your table and says "Goodday to you, goodfolk, my name is Jarrious and I wonder if I might trouble you for a bit of your time."

At this point, the party should listen to him (this is, after all an adventure). Jarrious sounds a bit nervous, but other than that has no distinguishing speech patterns (Sense Motive DC 10 to notice he's worried about something). Jarrious sits down and asks the bartender for a cool mug of spring water, then begins his sad tale:

"If you'll pardon my observation, you folk look like the adventuring type, so I hope you can help me out with a problem. See, I am the caretaker for my Lord Dannath Albring; perhaps you've heard of him?"

It is a Bardic Knowledge DC12 or Knowledge Local DC15 to know that Dannath is a famous warrior/adventurer for the County of Urnst.

Rumor is he used to adventure with the Countess herself in his younger days. (If it's relevant, Dannath is the equivalent of a 14th level PC)

"My master Dannath's home was robbed last night, and quite a few valuables were taken. I'm afraid that with my bad leg I'm in no condition to go out looking for the culprits. I'm willing to offer up my old adventuring gear as a reward if you'll help me out in recovering my master's stolen property."

Any Sense Motive attempt will reveal he is honest, and if a PC makes a 15 or higher, they will note that Jarrious is worried his master will find out about his failing. Jarrious won't go into too much detail about his "adventuring gear", but he'll mention that he has some high quality weapons and armor, and some miscellaneous gear (tanglefoot bags, acid flasks, etc.).

At this point the party should accept and agree to follow Jarrious back to the scene of the crime. They could use this opportunity to buy more gear (if they actually have any cash) if necessary.

Jarrious: Male Human War2.

Encounter Two: CSI for Dummies

The party should reach Dannath's home in little time (Holbrook isn't that big). The house was broken into stealthily. An examination of the door will reveal no signs of forced entry (though muddy small sized footprints will indicate this is where the robbers entered). A Disable Device DC12 check will reveal the door was unlocked from the outside (without using a key).

The main room of the house has obviously been ransacked. The party can see where a longsword was removed from the mantle (along with several smaller decorative items).

A careful search of the room (Search DC 15) will discover a pinecone tufted with some kind of fur (Knowledge-Nature/Survival DC 12 to know that it is worg fur) that has rolled under one of the chairs. [Jarrious will be spouting out advice at this point — if the party doesn't think of it he'll start mentioning that his Master used to always say to "take your time — even a full minute or two, on any task you can. No sense in doing a rush job if you don't need to."] In other words, the party should figure out to "take 20" on the search check. The pinecone is fresh and unique. Knowledge: Nature DC 12 will reveal it

obviously must have been brought here recently. A Knowledge: Nature DC 12, Survival DC15 or Intelligence check DC13 will allow a party member to realize there aren't any pine trees in or immediately around Holbrook.

Jarrious knows there are a few pine trees near the hills northwest of Holbrook; an old Druid had planted them there decades ago. A Knowledge: Local DC 15, Knowledge: Geography DC15, Bardic Knowledge DC13, or Survival DC 15 check will reveal this to any party member (let the PC's roll first, if they all fail, they can ask Jarrious. Don't let Jarrious offer up the information unless they get stuck).

An examination of the muddy tracks in the house will reveal they are Halfling-sized (Survival DC 13 or Knowledge: Nature DC 12) and medium canines (have them roll one for each, same DC). If the party decides to ask around town, a Gather Information DC 14 check will reveal that there have been goblin sign and rumors of a small group of the creatures living, in the hills northwest of the village.

If worse comes to worse, they can also find some muddy goblin tracks and muddy canine tracks (the worgs) if a Search check DC 15 is done around the house. The tracks can be followed (DC12) at least far enough to indicate they are heading northwest of the village. Another Track check (DC15) will lead the party towards the goblins lair.

It is intended for the party to determine where the robbers went — they might even figure out who the culprits are ahead of time. In any case, this section shouldn't take more than 30 minutes.

Encounter Three: Don't Drink and Drive

At this point the adventurers should be well tipped off that they have to head to the hills northwest of Holbrook. This encounter can play out several ways, but the party should be able to use this as a starting point to track the remaining goblins back to their lair. Jarrious will accompany the party throughout the rest of their quest.

Two of the goblin bandits (Sneed and Gloob) have taken a bottle (each) of Torquann Brandy. They thought it was only "wimpy" elven wine, so the result is that they are quite inebriated. They are currently in a grove of trees with their worg companions.

The goblins are making sufficient noise that the party should be able to start making listen checks from the road. At 150 feet away, the DC is 20 (the DC drops by one every five feet). Simply have everyone roll a single listen check and use the highest listen check to determine the encounter distance.

Example: Player A gets a 17 and player B gets a 12. Since Player A had the higher value, she hears the noise at a distance of 135 feet $(150 - (20-17)*5)$.

For those that make the listen check in time, read the following:

In the distance you can hear a strange noise. At first you think it sounds like some poor animal in its death throes, but then it becomes clearer: it's singing. Goblin singing. And it's coming from just ahead...

The worgs will smell the party at a distance of 60 feet (automatically detected). It should be nearly impossible for the worgs to surprise the party. The "worgs" are not actual worgs (since they would be too tough for a first level party). Instead they are "wimpy worgs" — old, mangy and ill-fed (use the statistics for Wolves as given in the Monster Manual (page 283). The two goblins are first level warriors (MM page 133) but are drunk and do not contribute to the combat.

APL1 (EL3):

Creatures: Two "wimpy worgs" (Wolf) and two drunk goblin War1.

Tactics: Play the "worgs" reasonably intelligent. They will charge and trip, flanking the most dangerous-looking melee combatant (anyone in medium or heavy armor). The goblins might use the "worgs" as mounts or simply sing at their campsite. In any case they do not contribute to the encounter level.

Jarrious: During the combat, Jarrious will spout out useful, yet inapplicable advice to the party. For example, if no one has a tanglefoot bag, he'll mention that using one could slow the Worgs down. Some pieces of "advice" Jarrious will give are (also used in later encounters):

1. Throw alchemist fire, then oil on someone. They'll burn for twice as long.
2. Use a tanglefoot bag, it slows your enemies down and might trap them somewhere.
3. You should always surround your enemy — it makes them easier to hit.
4. If an enemy has really tough hide, you should assist your best fighter.

5. If an enemy is really good in combat, you should assist your allies defense.
6. You should always carry Holy Water with you, because it hurts undead and evil outsiders.
7. Even if you can't use scrolls, you should carry some with you — someone else might be able to cast it for you.
8. Carry an oil to make your weapon magical. Some monsters resist normal weapons and it's cheaper than buying a real magic weapon.
9. Always carry both silver and cold iron weapons, in case you fight a demon or devil.
10. Always carry some healing potions, since you never know when there won't be a healer around.
11. I hope you have rope with you — you never know when you'll need it.
12. I hope you have manacles with you — it's the best way to 'tie up' prisoners.
13. You know, you should always heal up after every fight. You never know when the next threat will show up!

After the fight, the goblins can be interrogated. They do not speak common, but they do understand it. Since they are completely drunk, any attempt to garner information (via Bluff, Intimidate, or Diplomacy) has the DC lowered by 5 (or the goblins take a -5 penalty to an opposed skill check). So it is possible to communicate with the goblins via a Comprehend Languages spell.

The goblins know where their lair is (obviously) and that there are two more "worgs" and the rest of their group — Loggo, Jarg, and their leader, Iguzz. They might mention that Iguzz has magic (a second check is required to get this information). They won't remember the trap in front of the door (because they frequently forget it's there).

Treasure:

APL1: Loot - 21gp, Coin 10gp

If the party can't get any information out of the goblins, they can search for their tracks (Search DC 14 to find). The tracks can then be followed back to the cave (Track/Survival check DC 15). Only two Track checks are needed to reach the cave.

Encounter Four: There's Always a Cave...

The goblin lair is a small cave located about a mile away from Encounter Three. There are no guards posted on the outside of the cave, but there are two more of the "worgs" stationed a short distance inside.

The primary warning mechanism is a trap on the cave entrance. There is a tripwire that will release several rocks to fall on anyone near the entrance. Aside from this, it has the added effect of making lots of noise that will alert the two "worgs" inside the cave of what's coming.

See Appendix 1 for a map of the lair, including the locations of the traps and foes.

APL1 (EL1):

Falling Rock Trap: CR 1; mechanical; tripwire; manual reset; 1d6+2, Reflex DC 15 for none for anyone within five feet of entrance; Search (DC 17); Disable Device (DC 15). In the event that no one can disable the device, everyone can make a DC 10 jump check (running starts allowed) to bypass it.

Development: Setting off the trap here will alert the "worgs" in Encounter Five.

Encounter Five: Bad Dog!

The cave mouth leads to a small passage that leads into the nearby hills:

Having passed the trap on the cave entrance, you can now see into the passage beyond. A five-foot wide tunnel leads off into the distance for thirty feet, where it dog-legs left to some unknown destination. The tunnel is not lit, and without some form of light you will be unable to see past the curve in the tunnel.

If the party does not possess a light source of some kind, further travel will be unwise. After the dogleg in the passage, the tunnel continues for another ten feet before opening up into a twenty foot by thirty foot room, with another passage leading off from the right wall (see Appendix I: Map of the Goblin's Lair, for details).

Inside this room are the other two "worgs". If the trap in the entryway was not set off, the worgs are in the middle of the room, unaware of any threat. Of course, if the party comes around the corner without stealth, they can make Spot and Listen checks to notice them. These "worgs" are the same as those in Encounter Three (really Wolves from the Monster Manual).

If the party set off the trap in Encounter Four, the "worgs" will be hidden around the corner from the door and the first two people through will need to make a DC18 spot check to avoid being surprised (to be able to react in the surprise round). In this instance, only the two worgs and the first two characters into the room may act (assuming the two PC's in question make the spot check).

APL1 (EL3):

Creatures:

"Wimpy worgs" (Wolves) (2): hp 13 each; see *Monster Manual* page 283.

Tactics: These creatures use the same tactics as those in Encounter Three. Jarrious will again blurt out various points of advice during the encounter as his means of "contributing."

Treasure:

APL1: Loot - 5gp

Encounter Six: All Right, Who Let the Adventurers In?

The tunnel leading out of this room heads off for fifteen feet before descending ten feet, proceeding for another fifteen forward, and then doglegging right for another fifteen feet (see Appendix 1 for details). These multiple changes in directions should prevent any sound from Encounter Five tipping off the remainder of the goblins (they're not very good about "Lair Security").

The "final" room opens up into a forty-foot by forty-foot chamber, also poorly lit. The inhabitants of this room are expecting the return of their noisy compatriots (Sneed and Gloob) so they need to make a DC12 Sense Motive check if they hear the party coming in to be able to prepare. If the goblins fail the Sense Motive check, Initiative begins as soon as someone enters the room (only the first two PC's into the room get a surprise round). If the Goblins make the check, they get one round to move into tactical position and Iguzz casts *Bless*

APL1 (EL3):

Creatures:

Iguzz (Goblin Adp3); hp 14; see Appendix 2.

Loggo and Jarg (Goblin War2); hp 12 each; see Appendix 2.

Tactics: If possible, Loggo and Jarg will fire off a round with their crossbows before engaging in

melee with their morningstars. The two are astute combatants, and will do their best to flank and concentrate efforts on the strongest enemy (and avoid getting flanked themselves). Iguzz will use his *Cause Fear* and *Burning Hands* spells when possible, then wade into melee when his spells are exhausted. Also during this encounter, be sure to use Jarrious' advice as much as possible.

Treasure:

APL1- Loot 170gp, Coin 25gp

Encounter Seven: We Greyhawk the Room!

Obviously, at this point the loot has not been found. A Secret Door (DC20 to find) — a well-camouflaged rock that conceals an additional tunnel that leads to the rest of the treasure!

A small passageway past the secret door leads to the treasure hoard. But the goblins left one last surprise, another trap! Iguzz put a trap halfway down the hallway in case any of his minions decided to "increase" their share of the loot.

APL1 (EL2):

Burning Hands Trap: CR 2; magic device; proximity trigger (alarm); no reset; spell effect (burning hands, 3rd level adept, 3d4 fire in 15 foot cone, DC 11 Reflex save for half damage); Search DC 20, Disable Device DC 21. The trap is set off by anything bigger than Tiny going into this room. Lobbing the corpse of one of the dead goblins into the room would do the trick. The trap can also be detected with a *Detect Magic* spell

In this final room is all the stolen goods from Dannath's home, plus some other things the goblins had picked up on their journey here:

Treasure:

APL1 - Loot - 69gp, Coin - 110gp

Conclusion

After the party helps Jarrious return the stolen goods (minus a few bottles of liquor consumed by the goblins) to Dannath's home, he rewards them as promised:

Treasure:

APL1: Loot - 40gp

Jarrious invites the party to join him for dinner at the Babbling Brook (his treat). The day's adventure has brought back fond memories of his adventuring days...

Seated at warm table in the Babbling Brook, you enjoy a nice meal with Jarrious that night. "My friends, today's exploits were truly something to remember. Why, it reminds me of my own adventuring days with Master Albring. In particular, I remember the time we fought a seven-headed Hydra — our Wizard magically Slowed the creature and then..."

Jarrious drones on for quite some time, but his stories and advice aren't completely useless. Plus, he did pay for dinner. The evening eventually winds down and you find yourself wondering what adventures tomorrow will bring...

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Three

Defeat the "worgs" and their intoxicated riders

APL2 90 xp

Encounter Four

Overcome or Circumvent the Falling Rock Trap

APL2 30 xp

Encounter Five

Defeat the guard "worgs"

APL2 90 xp

Encounter Six

Defeat Iguzz, Loggo, and Jarg

APL2 90 xp

Encounter Seven

Overcome or Circumvent the Burning Hands Trap

APL2 60 xp

Discretionary roleplaying award

APL2 90 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three:

APL 2: L: 21 gp; C: 10 gp; M: 0 gp

Encounter Five:

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

Encounter Six:

APL 2: L: 170 gp; C: 25 gp; M: 0 gp

Encounter Seven:

APL 2: L: 69 gp; C: 110 gp; M: 0 gp

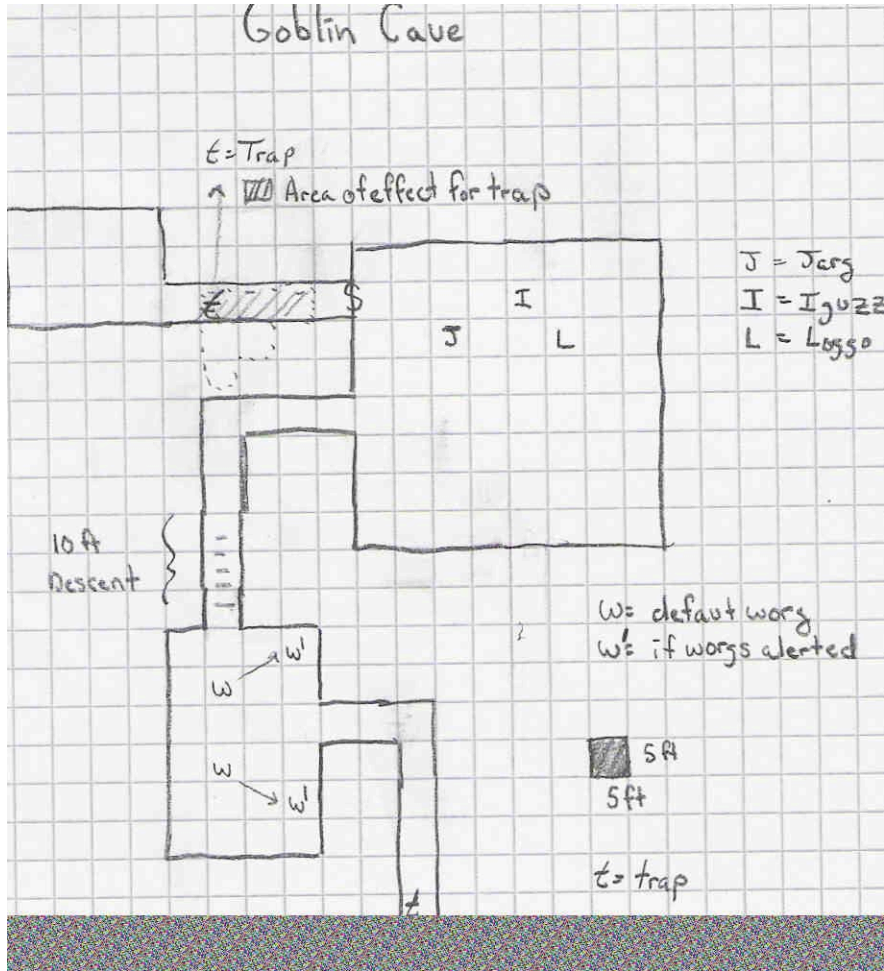
Conclusion:

APL 2: L: 40 gp; C: 0 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 305 gp; C: 145 gp; M: 0 gp -
Total: 450 gp

Appendix 1: Map of the Goblin's Lair



Appendix 2: Goblin Statistics

Iguzz: Male Goblin Adp3; CR 1; Small Humanoid (Goblinoid); HD 3d6+3; hp 14; Init +0; Spd 30 ft; AC 11, touch 11, flat-footed 11; BAB/Grp: +1/-3; Atk +2 melee (1d6-1, x2, MW Morningstar) or +3 ranged (1d6, 19-20/x2, Lt. Crossbow); SQ Darkvision 60 feet; AL NE; SV Fort +2, Ref +1, Will +4; Str 8, Dex 10, Con 12, Int 9, Wis 13, Cha 9.

Skills and Feats: Concentration +10, Hide +6, Move Silently +6; Skill Focus: Concentration, Stealthy.

Spells Prepared (3; base DC = 11 + spell level): 1st—*Bless, Cause Fear, Burning Hands*.

Possessions: masterwork morningstar, masterwork light crossbow, 10 bolts, 50gp.

Loggo and Jarg: Male Goblin War2 CR 1/2; Small Humanoid (Goblinoid); HD 2d8+2; hp 12; Init +1; Spd 20 ft; AC 17, touch 12, flat-footed 16; BAB/Grp: +2/-2; Atk +4 melee (1d6, x2, MW Morningstar) or +4 ranged (1d6, 19-20/x2, MW Lt. Crossbow); SQ Darkvision 60 feet; AL NE; SV Fort +4, Ref +1, Will +0; Str 11, Dex 13, Con 12, Int 8, Wis 10, Cha 7.

Skills and Feats: Hide +7, Move Silently +7; Stealthy.

Possessions: masterwork morningstar, masterwork light crossbow, 10 bolts, scalemail, light wooden shield, 50gp.