

ULP3-02

Recon

A One-Round D&D LIVING GREYHAWK[®] Principality of Ulek Regional Adventure

Version 1.1

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With the extreme chaos in the Disputed Territories, just how deep can you push yourselves for the sake of knowledge and information? A Principality of Ulek regional adventure for APLs 4-10.

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 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. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them.

If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING

GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

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

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	

Adventure Summary and Background

This is the twenty-second scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Below is some general background information.

- While a dwarf rules the Principality of Ulek, and all of the nobles are dwarves, the Principality consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj and especially those under the command of an unknown creature known as the Warlord. The territory east of the Lortmil Hills is currently contested, and a large number of the Principality of Ulek's residents have been forced to flee their homes due to the humanoid invaders of the Pomarj.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins, and the like.

Non-Royal Army PCs begin the adventure, just before noon, heading to the northern gates of the city of Havenhill. Havenhill lies near the eastern edge of the Lortmil Hills. Due to recent attacks in the nearby area by the Warlord's forces, the city is on high guard. Just a short while back, the PCs passed a Gran March military unit who has been stationed in the area.

As these PCs arrive at Havenhill, they are searched (for items such as illegal magic items) and questioned to gain entrance into the city. Next, they see a lone Royal Army officer, Baren Gorunn, check with the guards on the possible sighting or information of a scout band that started their tour over two weeks ago.

Meanwhile, Royal Army PCs begin the adventure having just received a note from Baren Gorunn asking them to report for duty in Havenhill.

The missing scout band, being comprised of two dwarfs, two humans and a halfling, was to travel deep into the Disputed Territory to seek any information they could gather on the Warlord, the location of enemy troops and other key information. Unfortunately, the scout band met their demise when they were surprised by a band of goblin-riding worgs under the command of Mallamaut, a hobgoblin archer.

Mallamaut and his troops (hobgoblins, goblins and worgs) have recently taken up position in an old stone tower in the Disputed Territory as ordered to do so by the Warlord. From there, they have been performing raids on nearby villages, gathering valuables and food supplies, and also the corpses of those who were killed in the attack. Mallamaut has been kept quite informed of

activities under the Warlord's control in the general area. These activities include enslaving a kobold tribe, the western movement of a goblin tribe and Ulekian villages scheduled to be overrun.

Non-Royal Army PCs enter the city of Havenhill. As they do, they hear of a missing scout band from Baren Gorunn, an officer of the Royal Army, as he questions the guards. If the PCs inquire, they are asked to come to the Royal Army's Head Quarters within Havenhill at dusk, as he potentially has a mission for the PCs to take on.

Meanwhile, Royal Army PCs quickly enter the city of Havenhill with ease as they have the rest of the day before they must report for duty.

The PCs have an opportunity to roam the city of Havenhill. They can meet with several merchants and a wandering dwarven drunken master, if they desire. They may also unknowingly encounter a Pomarjian spy and/or a pickpocket.

At dusk, non-Royal Army PCs who are interested head to the Royal Army's Head Quarters within Havenhill. Meanwhile, Royal Army PCs report for duty at the same location. Baren Gorunn has spoken to his superiors and been granted permission to send the PCs on a mission to seek out the missing scout band plus perform reconnaissance work deep in the Disputed Territory. They are to start in the morning after readying themselves, studying a map with the planned route of the scout band and resting for the evening. Baren Gorunn puts PCs in the Royal Army into active service.

The PCs start their reconnaissance work, heading into the Disputed Territory. Clues, such as tracks and minor battle sites, of humanoid activity are found. The PCs can investigate further, if they so desire, but each clue leads to nothing of particular interest. Thus, the PCs can only move further deeper into the Disputed Territory following the route that Baren Gorunn noted the missing scout band took.

After several days of hard travel, the PCs run across the scouting unit being sought but they were defeated. Each member of the scout team is dead and missing a left ear. Currently searching the scouting unit are three cowardly kobolds, which the PCs may kill (thus gaining a crude map) or speak with to get additional information and possibly a trio of guides. Either way, the PCs likely learn about a tower under the Warlord's control.

Several hours after (first) encountering the kobolds, the PCs come to the edge of a huge clearing with the tower in the middle. Several worg-riding goblins attack, alerting those in the tower to the PC's presence.

Once the worg-riding goblins are defeated and the PCs press towards the tower, they are attacked by Mallamaut, a hobgoblin archer, and his goblin druid assistant, Femblus, who reside in the top of the five-story tower.

The PCs head into the five-story tower after dealing with the complex lock on the door. (They key can be found on one of the worg-riding goblins.)

The first floor of the tower is but one room and rather bare with the exception of the set of stairs leading up to the second floor and down to the basement. In the basement is where the worgs rest when it is their time. On the second floor are the barracks for the worg-riding goblins and more stairs leading upward. On the third floor are a dinning hall, kitchen and water closet, all of which are currently empty and more stairs leading upward. The stairs leading up to the fourth floor are trapped. On the fourth floor are the quarters for Mallamaut's most loyal hobgoblin guards and Femblus, Mallamaut's goblin druid assistant along with more stairs proceeding upward. Finally, on the fifth floor are Mallamaut's quarters. The door leading to them is trapped. If Mallamaut and Femblus have not been defeated, they both currently reside here, either warned about the PCs by the goblin-riding worgs from outside or discussing upcoming plans. After defeating Mallamaut and Femblus, the PCs are able to look over numerous plans and maps found on the top floor.

Finding several pieces of valuable information on the surrounding area, the PCs have an opportunity to continue the mission, with several additional choices of where to go next. Thus, this encounter has several parts but each group of PCs can only visit one option. These options include:

- 1) Saving a kobold tribe from their hobgoblin slavers. (The three cowardly kobolds escaped from here.)
- 2) Scouting out the location and size of a goblin tribe that is moving westward. (They are moving west closer to the Lortmil Hills due to a big win in the second Invasion of the Lortmils, the WiPoU #2: Orlando Battle Interactive.)
- 3) Scouting out an Ulekian village set to be overrun. (The village was recently overrun but now some undead are inhabiting the area.)
- 4) Seeking out the Warlord. (The Warlord is not encountered but leads to a fight with several trolls).

NOTES:

- 1) Continuing the mission and choosing to take on one of the options in this encounter results in the expenditure of one extra Time Unit for the scenario (two extra TUs for out-of-region PCs).
- 2) Members of the Royal Army can use their meta-gaming organization Time Units for this event including the optional encounter.
- 3) Since the PCs are helping the military of the Principality, they do not have to pay the standard 10% tax for this scenario.
- 4) The forces the PCs face in this adventure are **NOT** Pomarjian forces.

Introduction

For non-Royal Army PCs, use the following introduction:

You find yourself traveling to the city of Havenhill, which resides on the eastern side of the Lortmil Hills. On your way here, you have seen a great deal of military activity. One group was even from the Gran March and another from Bissel. Something must be going on, but exactly what you are unsure.

For Royal Army PCs, use the following introduction:

Several days ago, you received a note from Master Sergeant Turk Axegrinder asking you to report for duty in the city of Havenhill with Baren Gorunn. Thus, you are currently traveling there. On your way here, you have seen a great deal of military activity. One group was even from the Gran March and another from Bissel. Something must be going on, but exactly what you are unsure.

Give these PCs **Player Handout #1**.

Encounter One: Into Havenhill

For non-Royal Army PCs, use the following introduction:

After a bit more travel, you reach the gates of Havenhill before noontime. Moving closer, you see that there are several dwarven Royal Army guards searching folks wishing to enter the city.

The PCs are searched before they are allowed to enter the city. If any an item banned (such as *demon armor, hand of glory, mask of the skull, mask of the dead*, etc.) in the Principality of Ulek is found on them, it is taken from the PC. Such an occurrence should be noted on their AR and their MIL updated immediately.

As the PCs are being searched, an officer in the Royal Army, Baren Gorunn, approaches one of the guards. He pulls him aside and quietly asks him if there has been any

new information or sightings about a missing scout band. PCs are able to overhear Baren with a successful Listen check (DC 15).

In response to Baren, the guard rather forgetful and loudly states (no Listen check required), "**Sorry Sir, no new news on that missing scout band. Perhaps we'll get lucky tomorrow.**" With this, Baren gives the guard a slight glare and starts to bid him farewell. If the PCs inquire about the missing scout band, Barren first gives them "a once over" and then asks them to come to the Royal Army's Head Quarters within Havenhill at dusk, as he might have a mission they could take on.

After the guards search the PCs, they allow the PCs to enter the city. They have the day to explore the city of Havenhill.

For Royal Army PCs, use the following introduction:

After a bit more travel, you reach the gates of Havenhill before noontime. Moving closer, you see that there are several dwarven Royal Army guards searching folks wishing to enter the city. As you approach, you are quickly waved into the city by the guards, due to being a member of the Royal Army. You have arrived early and thus have the day to explore the city of Havenhill.

Royal Army PCs learn of their mission this evening when they report to Baren Gorunn at the Royal Army Headquarters.

Each of the PCs is let through the gates into Havenhill at the same time, just by luck, and thus they are free to roam the city together, if desired.

Encounter Two: Free to Roam

Allow the PCs to roam the city of Havenhill. Several shops have been noted below as they offer role-play situations or the chance for the PCs to buy new or rare items. Also, two minor random encounters have also been included. These appear near the end of the encounter.

Places of note include:

- ❖ Skully's Sensational Shoes, Slippers and Other Footwear
- ❖ Motty's Maps
- ❖ Divine Faith
- ❖ Stuck Pig

Skully's Sensational Shoes, Slippers & Other Footwear

Skully Sanderberry runs this footwear shop located in the human section of town. The shop is within a two-story building on the ground floor. A large rug dominates the clean floor. Skully lives with his wife Sunnica in their apartment upstairs.

Footwear of all types can be purchased here, including boots, sandals, shoes and slippers. Prices vary depending on what the PCs seek. If the PCs inquire about any magical footwear, Skully first eyes them over for a bit pondering whether he should sell to them and if the PCs might actually have enough coin. Have interested PCs make a Diplomacy check (DC 10) to convince Skully to show them the magical footwear. Give circumstance modifiers based on good or poor role-play.

The magical footwear Skully currently has available is the following (only one available per table, prices as per the DMG):

- ❖ *Boots of Levitation*
- ❖ *Slippers of Spider Climbing*
- ❖ *Winged Boots*

♣ **Skully Sanderberry, Merchant:** male human Exp3; Appraise +6, Craft (cobbling) +6, Craft (leatherworking) +6, Jump +3, Profession (merchant) +6, Ride +3; speaks Common, Dwarven, Halfling, Keolandish.

Description: Skully is a forty-two year old Oeridian male. He is 5 feet, 9 inches tall with brown hair that is slightly graying. He wears a tan shirt, dark brown pants and a fine pair of boots. His interest in footwear came from his mother when he was a young lad.

Motty's Maps

Motty Matore manages this rundown shop in the dwarven underground section of town. The shop is in horrible condition and it is surprising its still open. Upon entering the store, customers are met with a smell that could wake the dead.

Currently, a half-orc named Yeogh, who some PCs may remember and might even have battled (from **ULP1-02 Spies Like Us**, **ULP1-03 Crypt of Promise** and **ULP3-01 Old Tales**), is currently discussing the purchase of a map from Motty. Unfortunately for Yeogh, Motty has a grave disliking for half-orcs and thus refuses to sell him anything.

Eventually, Yeogh gets upset, as he believes he has enough gold for the map but still cannot get anyone to sell him one and storms out of the store. Motty grumbles

to himself about the half-orc before turning his attention on potential new customers.

Motty has a number of maps, most of them detailing different parts of the Principality of Ulek. If asked about any treasure maps, Motty states that he does not have any. The truth is that Motty believes he does have half of one. Basically, the map was seemingly ripped with only half of it making its way to Motty. Without the other half, it has little value.

If the PCs call Motty's bluff, he confesses that he does have this portion of a map. He is willing to sell it for 200 gp but can be talked down to 150 gp. It is actually only worth 100 gp. Only one PC can purchase the map per table.

🧝 **Motty Matore, Merchant:** male dwarf Com2; Bluff +3, Profession (merchant) +5; speaks Common, Dwarven, Gnomish.

Description: Motty is middle-aged dwarf. He is dirty and grimy. He long unkempt beard is knotted and has pieces of food throughout it. He is a bit shady and willing to bend the rules if it means more coins in his purse.

🧝 **Yeogh, Wandering Treasure Hunter:** male half-orc Brb5; Climb +5, Intimidate +5, Intuit Direction +6, Jump +9, Listen +6, Wilderness Lore +6.

Description: Yeogh is a scruffy six and a half-foot tall half-orc on a quest to find a sizeable treasure hoard. He has been searching unsuccessfully for almost three years now. Having been in several run-ins, if angered he'll first attempt to walk away thus avoiding any future trouble.

Divine Faith

This shop is named after both the owner and what is being sold. The shop is kept clean with even the white walls seeming free of dirt. Amulets, periapts and holy symbols can be purchased here. Holy symbols to the following faiths are available:

- ❖ Ulaa
- ❖ Any good or neutral dwarven god or goddess
- ❖ St. Cuthbert
- ❖ Lydia
- ❖ Phytton
- ❖ Fharlanghn
- ❖ Osprem
- ❖ Ehlonna
- ❖ Olidammara

❖ Norebo

Besides the amulets, periapts and holy symbols, Divine Faith has two magical items for sale. However, first she chats with the PCs about mundane purchases trying to assess if they can afford such a purchase. She also would prefer her goods go to the educated, so PCs who act foolish or stupid will have to wait while she deals with the more intelligent ones.

The two magical items Divine Faith has for purchase are (only one available per table, prices as per the *DMG*):

❖ *Amulet of Health +2*

❖ *Periapt of Proof vs. Poison*

🧝 **Divine Faith, Merchant:** female human Exp3; Diplomacy +7, Knowledge (religion) +7, Listen +8, Profession (merchant) +8, Sense Motive +8, Spot +8; speaks Common, Dwarven, Gnomish, Halfling, Keolandish

Description: Divine Faith is an attractive Suel female in her mid-twenties. She is 5 feet, 2 inches tall with platinum blond hair and violet eyes. She wears an elegant dress made of white silk. She is polite, giddy and slightly snobbish.

Stuck Pig

Rugdenner and his wife run the Stuck Pig. Rugdenner is a dwarf who served many years in the military before his graying beard and aging knees finally caught up to him. He is still able to run the tavern, barking at the serving wenches and cooks to keep them moving at all times.

Elves in the party find that they are generally ignored by other patrons and treated with no disrespect from any of the serving staff but neither are they treated kindly. Half-orcs are looked upon with caution and given cool looks but nothing ever comes of it; this includes a general lack of verbal comments.

If any PC spends a few hours and coins here, they might overhear a few rumors. Have them make a Gather Information check (DC 10) to learn of some gossip. For every two over the DC, allow them an extra roll on the following chart (re-roll any duplicates):

1. Motty Matore is a Scarlet Brotherhood spy. (False)
2. Divine Faith sometimes sells her customers cursed items. (False)
3. A Royal Army scout band is missing and whispers say they were killed just outside of town by an undead creature that merely gazed their way. (False)
4. A legendary magic dwarven battleaxe that belongs to the Prince of Ulek is being sought. (True)

5. Undead currently plague the Disputed Territory. (True)
6. Several merchants have gone missing from a town on the coast of the Principality of Ulek. (Unconfirmed)
7. The young Prince Volimar Corond grows sick due to the heavy stress upon him. (False)
8. Rugdenner, the owner of the Stuck Pig was quite ill but has recovered. (True)
9. The Warlord has struck a deal with Iuz himself. They plan to attack the city of Greyhawk by years end. (Unconfirmed)
10. The Warlord is some type of devil or demon. (Unconfirmed)

The following two random encounters should be used during this encounter but the timing is purely up to you as the judge.

Cadiz Galax

Cadiz Galax is dwarven drunken master. He has studied martial arts for nearly his entire life. He travels through the entire Principality of Ulek as the winds guide him.

Cadiz is a dwarf quickly approaching the latter half of his life. He has a simple robe and a pair of well-worn sandals. He moves about almost as drunk but with a certain amount of grace in the process.

The PCs encounter Cadiz as he is just finished breaking up a bar brawl between a dwarf and a half-orc that ended up in the streets of Havenhill. The final blow was a daring move called a Corkscrew Rush where Cadiz leaps forward, twisting his body in midair as he head-butts an opponent. Upon seeing the PCs, he asks them for a drink as all this activity has left him rather thirsty.

If asked by one of the PCs about becoming a drunken master, he chuckles telling them that their winds must meet again for such an event to occur.

This is just a cameo appearance for Cadiz Galax.

Beldon Bushgather

Beldon Bushgather is a young halfling not even in his adulthood yet. Both his parents were killed by orcs while they all living in the Disputed Territory. Now Beldon lives in the streets of Havenhill taking what he can. Today, his eyes are upon one of the PC's purses.

He attempts to pick pocket one of the PCs. (Determine who might be the easiest target). If Beldon makes a successfully Pick Pocket check (DC 20), he grabs

whatever he can and slowly moves away. The PC being stolen from may make a Spot check to detect the attempt (they detect it if their check beats the Pick Pocket check).

If discovered, Beldon attempts to run away but in fright drops whatever he had stolen.

All APLs (EL 3)

✦ **Beldon Bushgather:** male halfling Rog3; hp 18; see Appendix I.

Encounter Three: Getting Down to Business

At dusk each of you report to the Royal Army Head Quarters here in Havenhill. Once stating your business, you are quickly ushered inside and shown to the office of Baren Gorunn.

Baren Gorunn is a hefty dwarf with a full unkempt black beard and a wide belly. In some ways, he seems to resemble a teapot. Once seeing you, he quickly stands up and in a bold and authoritative voice thanks you for reporting.

Baren Gorunn has spoken with his superiors and been granted permission to send the PCs on a mission to seek out the missing scout band plus perform reconnaissance work deep in the Disputed Territory. They are to start in the morning after readying themselves, studying a map (no handout here) with the planned route of the scout band and resting for the evening.

The PCs may have a few questions, so Baren Gorunn is willing to provide the following information:

- ❖ The missing scout band was made up of two dwarfs, two humans and a halfling. A description of each can be given.
- ❖ The scout band was to travel deep into the Disputed Territory to seek any information they could gather on the Warlord, the location of enemy troops and other key information they happened to run across.
- ❖ They left Havenhill two weeks ago and have not been seen or heard from since.
- ❖ They were given a *Quaal's feather token (bird)* in case the worst happened.

Baren has little else he can give the PCs as far as information. If asked about payment, he can only promise them the thanks of the Principality of Ulek Royal Army. If non-Army folks do not wish to aid without pay, he certainly does not force them.

Once the PCs have finished here, they can rest for the evening before continuing with the next encounter.

Encounter Four: Reconnaissance Work

In the morning, you begin the task given to you by Baren Gorunn of the Principality of Ulek Royal Army. You depart the city of Havenhill closely following the map that was given to you.

The PCs start their reconnaissance work, heading into the Disputed Territory. Minor clues, such as tracks of humanoid activity, can be found if the PCs wish to look for them. Have those PCs searching for clues make three Search checks (DC 25). For each success, the PCs find the tracks of small booted humanoids (goblin) and/or wolves (worgs). The PCs can investigate further, if they so desire, but each clue leads to nothing of particular interest. Thus, the PCs likely will move further deeper into the Disputed Territory following the route that Baren Gorunn noted the missing scout band took in hopes of finding them.

Encounter Five: The Patrol

You travel hard for two days without incident since you began your mission. Along the way, you have managed to find several small clues and tracks but each of these led to nothing of interest. Proceeding onward, slightly after midday you see several vultures flying low above you. After a few more minutes of walking, you spot up ahead approximately a half dozen bodies of various sizes lying face down on the ground. Three small reptilian creatures appear to be carefully searching them.

The five bodies are what remains of the missing scout band the PCs seek. They were killed by a group of worg-riding goblins under the control of Mallamaut (see Encounter Seven) ten days ago. Each member of the scout team is missing his or her left ear. This is in response to young Prince Volimar Corond's edict about rewarding heroes and adventures with one gold piece per evil humanoid ear turned into the Principality of Ulek government. This edict is still in effect (unless otherwise noted in a regional dispatch). They are bloated and have been partially eaten by vultures.

The scouting unit's gear has been either badly damaged or taken with the exception of three items (armor maintenance kit, dwarven brew maker, and mess kit). All three of these items appear on this scenario's AR.

The three small reptilian creatures searching the scouting unit are cowardly kobolds. The kobolds willingly work with the PCs, answering any questions they have but only in Draconic, as this is the only language they know how to speak. They do so purely out of fear.

The three kobolds, have recently escaped a camp under Mallamaut's control. They along with all their entire kobold tribe who still remain there have been treated like slaves. They escaped seeking a way to save their now enslaved tribe. They have only been gone for four days and have luckily not been recaptured by Mallamaut's minions (hobgoblins or worg-riding goblins) partly due to a day of heavy rains two days ago. These rains have wiped away their tracks entirely, so PCs are unable to follow them back to the kobold's tribe. They believe the only way to free their tribe is to defeat Mallamaut. Mallamaut resides in a tower just a day's travel from here. The kobolds have a crude map they can give the PCs that shows where the tower and their camp are located. They only give the PCs this map if the PCs promise to go to the tower first and defeat Mallamaut (unless the PCs successfully intimidate them). They follow the PCs until they reach the clearing but then flee from the worg-riding goblin combat out of total fear of Mallamaut and those who serve him.

If attacked, the kobolds attempt to flee. If killed, the PCs may gain the crude map mentioned above.

When the PCs acquire the kobold's crude map, given them **Player Handout #2**.

All APLs (EL 5)

☛ **Gnurk, Whay (2):** male kobold Rog2; hp 12 each; see Appendix I.

☛ **Knicker:** male kobold Sor3; hp 12; see Appendix I.

Treasure: The PCs can claim the salvageable gear and the kobolds' coin.

APL 4: L: 3 gp; C: 1 gp; M: 0 gp.

APL 6: L: 3 gp; C: 1 gp; M: 0 gp.

APL 8: L: 3 gp; C: 1 gp; M: 0 gp.

APL 10: L: 3 gp; C: 1 gp; M: 0 gp.

Encounter Six: Worg-Riding Goblins

You travel onward, referring to the kobold's map. Night arrives and you rest preparing for the day ahead of you. You arise knowing that today you will reach the tower.

You travel for the entire morning and a small fraction of the afternoon before you near a large clearing. Peering from the edge of the heavy vegetation you stand in, you see a stone tower that looms heavily over you. Without question this is the place that you seek.

Suddenly, you hear a noise. It sounds like some type of creature picking up your scent as it sniffs the air deeply. Looking around, you see at least two worg-riding goblins have spotted you and are moving in your direction. As they do so, war whoops and cries of alarm are screamed, seeming likely to alert others of the coming battle.

The worg-riding goblins attack in melee with their light lances. They attempt to focus on one PC until he drops before continuing on the next PC. The goblins talk to their mounts and each other in combat so that the best attack positions can be found. They also make use of their Mounted Combat feat whenever possible. They attack until killed.

The cries of battle are to alert their leader, Mallamaut, and his assistant, Femblus, of an attack in the area. A special cry is given if any elves are encountered. While this combat is taking place both Mallamaut and Femblus are readying themselves. (See Encounter Seven for details.)

One of the goblins carries a key to unlock the tower's front door.

APL 4 (EL 6)

👉 **Worgs** (2): hp 36 each; see *Monster Manual*.

👉 **Goblins** (2): male goblin Ftr2; hp 18 each; see Appendix I.

APL 6 (EL 8)

👉 **Worgs** (4): hp 36 each; see *Monster Manual*.

👉 **Goblins** (4): male goblin Ftr2; hp 18 each; see Appendix I.

APL 8 (EL 10)

👉 **Worgs** (5): hp 36 each; see *Monster Manual*.

👉 **Goblins** (5): male goblin Ftr4; hp 36 each; see Appendix I.

APL 10 (EL 12)

👉 **Worgs** (6): hp 36 each; see *Monster Manual*.

👉 **Goblins** (6): male goblin Ftr6; hp 54 each; see Appendix I.

Treasure: The PCs can claim the goblins' gear.

APL 4: L: 22 gp; C: 0 gp; M: 0 gp.

APL 6: L: 44 gp; C: 0 gp; M: 0 gp.

APL 8: L: 55 gp; C: 0 gp; M: 0 gp.

APL 10: L: 216 gp; C: 0 gp; M: 0 gp.

Encounter Seven: Attack from Afar

As you defeat the last of the worgs and their goblin riders, you feel as if you are being watched. Looking up at the tower that looms above you, you can only wonder what awaits you on the inside.

Then like a hummingbird racing for a flowery meal, an arrow streaks towards you seemingly coming from somewhere near the top of the tower.

As the combat with the worg-riding goblins was occurring, Mallamaut and his assistant Femblus started to ready themselves for combat from their position on the fifth floor of the tower (having been alerted by the battle cries). It takes Mallamaut and Femblus three rounds to prepare themselves in a defensive position on the fifth floor. At that point, they started to use their magical items or spells to ready themselves for the possible upcoming fight. (For example, Mallamaut consumes a *potion of bull's strength*.)

If the worg-riding goblins from the previous encounter gave the signal that elves were among the group, and this combat has started, Mallamaut first casts *true strike* and then readies one of his *slaying arrows (elves)* in hopes of killing them quickly in the second round of combat. His hatred for elves even exceeds his hatred for the dwarfs of Ulek.

Otherwise (or after Mallamaut has completed his first two actions if an elf PC is present), he drinks his *potion of haste* and then fires arrows.

Meanwhile, Femblus first casts *entangle* on the PCs hoping to keep them from advancing towards the tower then uses his other long-range or preparatory (like *barkskin*) spells. On higher APLs, if any PC takes flight Femblus uses *dispel magic* to try and dispel that effect.

Due to their position on the fifth floor of the tower, Mallamaut and Femblus have 90% cover as they peer out on the PCs through a wonderfully designed arrow slit. (Basically, two inhabitants of the tower can peer out upon the clearing without a cover penalty to them but gaining a 90% cover bonus from those outside.) There are eight of these arrow slits on the fifth floor covering all portions of the open room.

There is a possibility that the PCs may not defeat Mallamaut and Femblus until they enter the tower and climb to the fifth floor.

APL 4 (EL 7)

☛ **Mallamaut:** male hobgoblin Rgr1/Sor1/Ftr4; hp 54; see Appendix I.

☛ **Femblus:** male goblin Drd3; hp 23; see Appendix I.

APL 6 (EL 9)

☛ **Mallamaut:** male hobgoblin Rgr1/Sor1/Ftr4/Rog2; hp 68; see Appendix I.

☛ **Femblus:** male goblin Drd5; hp 38; see Appendix I.

APL 8 (EL 11)

☛ **Mallamaut:** male hobgoblin Rgr1/Sor1/Ftr6/Rog2; hp 87; see Appendix I.

☛ **Femblus:** male goblin Drd7; hp 53; see Appendix I.

APL 10 (EL 13)

☛ **Mallamaut:** male hobgoblin Rgr1/Sor1/Ftr7/Rog3; hp 104; see Appendix I.

☛ **Femblus:** male goblin Drd9; hp 68; see Appendix I.

Treasure: The PCs can claim Mallamaut and Femblus' gear.

APL 4: L: 89 gp; C: 0 gp; M: *slaying arrow [elves]* (190 gp), *sleep arrow* (11 gp), *summoning arrow* (42 gp), *eyes of the eagle* (83 gp), *potion of bull's strength* (25 gp), *potion of haste* (63 gp), *wand of cure light wounds* (63 gp).

APL 6: L: 89 gp; C: 0 gp; M: *slaying arrow [elves]* (190 gp), *sleep arrow* (11 gp), *summoning arrow* (42 gp), *eyes of the eagle* (83 gp), *potion of bull's strength* (25 gp), *potion of haste* (63 gp), *wand of cure light wounds* (63 gp), 50 +1 arrows (4 gp each).

APL 8: L: 89 gp; C: 0 gp; M: *slaying arrow [elves]* (190 gp), *sleep arrow* (11 gp), *summoning arrow* (42 gp), *eyes of the eagle* (83 gp), *potion of bull's strength* (25 gp), *potion of haste* (63 gp), *wand of cure light wounds* (63 gp), 50 +1 arrows (4 gp each), *rope of climbing* (250gp).

APL 10: L: 89 gp; C: 0 gp; M: *slaying arrow [elves]* (190 gp), *sleep arrow* (11 gp), *summoning arrow* (42 gp), *eyes of the eagle* (83 gp), *potion of bull's strength* (25 gp), *potion of haste* (63 gp), *wand of cure light wounds* (63 gp), 50 +1 arrows (4 gp each), *rope of climbing* (250gp), *greater slaying arrow [elves]* (338 gp).

Encounter Eight: The Tower

See **DM Aids #1, #2, and #3** for maps of the tower.

When the PCs reach the tower's front (and only door), continue with the following:

You now find yourself at the tower's front door and quickly discover it is locked.

A key can be found on one of the worg-riding goblins from Encounter Six. If necessary the PCs can Open Lock (DC 25) or bust the door down (Str DC 25).

Overall, the tower is quite bare. Anything of value has been removed. Its purpose now is as a base for Mallamaut to conduct his operations on behalf of the Warlord.

First Floor

The first floor of the tower is but one room and rather bare with the exception of the set of stairs leading up to the second floor and down to the basement. Nothing of value lies here.

Basement

In the basement is where the worgs rest when it is their time. Piles of hay and grass have been placed here for the worgs' comfort. Strips of food and bones including some humanoid ones can be found here. Currently, this room is empty of any creatures. Nothing else of value lies here.

Second Floor

On the second floor are the barracks for the worg-riding goblins. The bunk beds are sturdy but hard. A chest lies at the base of each of the bunk beds filled with two sets of clothing for a small humanoid creature (goblin) along with two gallons of goblin thudrud (twelve total). There are also more stairs leading upward. Nothing else of value lies here.

Treasure: The PCs can claim the thudrud.

APL 4: L: 1 gp; C: 0 gp; M: 0 gp.

APL 6: L: 1 gp; C: 0 gp; M: 0 gp.

APL 8: L: 1 gp; C: 0 gp; M: 0 gp.

APL 10: L: 1 gp; C: 0 gp; M: 0 gp.

Third Floor

On the third floor are a dining hall, kitchen and water closet, all of which are currently empty. More stairs can be found leading upward.

Fourth Floor

The stairs leading up to the fourth floor are trapped:

APL 4 (EL 4)

↗ ***Glyph of Warding (Blast)***: CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th level cleric, Reflex save [DC 14] half damage, 2d8 acid); multiple targets (all within 5 ft.); Search (DC 28); Disable Device (DC 28).

APL 6 (EL 5)

↗ ***Glyph of Warding (Blast)***: CR 5; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 7th level cleric, Reflex save [DC 14] half damage, 3d8 acid); multiple targets (all within 5 ft.); Search (DC 28); Disable Device (DC 28).

APL 8 (EL 6)

↗ ***Glyph of Warding (Blast)***: CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 9th level cleric, Reflex save [DC 14] half damage, 4d8 acid); multiple targets (all within 5 ft.); Search (DC 28); Disable Device (DC 28).

APL 10 (EL 7)

↗ ***Greater Glyph of Warding (Blast)***: CR 7; spell; spell trigger; no reset; spell effect (*greater glyph of warding* [blast], 11th level cleric, Reflex save [DC 14] half damage, 5d8 acid); multiple targets (all within 5 ft.); Search (DC 31); Disable Device (DC 31).

On the fourth floor are the quarters for Mallamaut's most loyal hobgoblin guards and Femblus, Mallamaut's goblin druid assistant along with more stairs proceeding upward. Femblus is currently with Mallamaut on the fifth floor, but the hobgoblin guards are here. Nothing of value lies here.

APL 4 (EL 5)

👤 **Hobgoblin Guards (2)**: male hobgoblin Ftr3; hp 30 each; see Appendix I.

APL 6 (EL 7)

👤 **Hobgoblin Guards (2)**: male hobgoblin Ftr5; hp 49 each; see Appendix I.

APL 8 (EL 9)

👤 **Hobgoblin Guards (2)**: male hobgoblin Ftr7; hp 69 each; see Appendix I.

APL 10 (EL 11)

👤 **Hobgoblin Guards (2)**: male hobgoblin Ftr9; hp 88 each; see Appendix I.

Treasure: The PCs can claim the hobgoblins' gear.

APL 4: L: 98 gp; C: 0 gp; M: 0 gp.

APL 6: L: 98 gp; C: 0 gp; M: 0 gp.

APL 8: L: 98 gp; C: 0 gp; M: 2 *greater javelins of lightning* (250 gp each).

APL 10: L: 98 gp; C: 0 gp; M: 2 *greater javelins of lightning* (250 gp each).

Fifth Floor

The door leading into the fifth floor is trapped:

APL 4 (EL 4)

↗ ***Glyph of Warding (Blast)***: CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th level cleric, Reflex save [DC 14] half damage, 2d8 sonic); multiple targets (all within 5 ft.); Search (DC 28); Disable Device (DC 28).

APL 6 (EL 5)

↗ ***Glyph of Warding (Blast)***: CR 5; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 7th level cleric, Reflex save [DC 14] half damage, 3d8 sonic); multiple targets (all within 5 ft.); Search (DC 28); Disable Device (DC 28).

APL 8 (EL 6)

↗ ***Glyph of Warding (Blast)***: CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 9th level cleric, Reflex save [DC 14] half damage, 4d8 sonic); multiple targets (all within 5 ft.); Search (DC 28); Disable Device (DC 28).

APL 10 (EL 7)

↗ ***Greater Glyph of Warding (Blast)***: CR 7; spell; spell trigger; no reset; spell effect (*greater glyph of warding* [blast], 11th level cleric, Reflex save [DC 14] half damage, 5d8 sonic); multiple targets (all within 5 ft.); Search (DC 31); Disable Device (DC 31).

On the fifth floor are Mallamaut's quarters. If Mallamaut and Femblus have not been defeated, they both currently reside here, either warned about the PCs by the worg-riding goblins from outside or discussing upcoming plans (if somehow unaware of the attack on the tower by the PCs).

After defeating Mallamaut and Femblus, the PCs are able to look over numerous plans and maps found on this top (fifth) floor.

Looking over the plans and maps, the PCs are able to discern that further adventure can be sought with one of four options. However, only one option can be taken. These options are:

- 1) Saving a kobold tribe from their hobgoblin slavers. (The three cowardly kobolds escaped from here.)
- 2) Scouting out the location and size of a goblin tribe that is moving westward. (They are moving west closer to the Lortmil Hills due to a big win in the second Invasion of the Lortmils, the WiPoU #2: Orlando Battle Interactive.)
- 3) Scouting out an Ulekian village set to be overrun. (The village was recently overrun but now some undead are inhabiting the area).
- 4) Seeking out the Warlord. (The Warlord is not encountered but leads to a fight with several trolls).

Optional Encounter Nine: Extra Duties

If the PCs wish to take action on one of the optional encounter options, first inform them that doing so costs 1 additional TU (2 TUs for out-of region PCs). Also inform them that only one of the optional encounter options can be taken. If they choose to continue, determine which route they will go and proceed with the appropriate optional encounter.

Option #1 (Saving a Kobold Tribe)

Having reviewed the plans and maps found in Mallamaut's quarters you select the route that might lead you to saving Gnurk, Whay and Knicker's kobold tribe. You are able to determine that the location, a mine in the eastern portion of the Lortmil Hills, is about a day's travel away, so you are able to rest for the evening, gaining back some valuable resources before making your strike.

After a few hours' march the next morning, you near the mine indicated on the map.

Currently, many of the kobolds are working the mines. Guarding them are several hobgoblins. Once the hobgoblins spot the PCs they immediately attack.

If the PCs save the kobolds, their leader, Barknick, he is willing to go with the PCs to the ends of the world. Basically, he can become one PC's cohort (if one has the Leadership feat – if more than one does, Barknick selects

the PC with the highest Leadership score who wants him – see the Treasure Summary).

APL 4 (EL 6)

👉 **Hobgoblins (10):** hp 7 each; see *Monster Manual*.

APL 6 (EL 8)

👉 **Hobgoblins (10):** male hobgoblin Ftr1; hp 10 each; see Appendix I.

APL 8 (EL 10)

👉 **Hobgoblins (10):** male hobgoblin Ftr3; hp 30 each; see Appendix I.

APL 10 (EL 12)

👉 **Hobgoblins (10):** male hobgoblin Ftr5; hp 49 each; see Appendix I.

Treasure: The PCs can claim the hobgoblins' gear.

APL 4: L: 30 gp; C: 0 gp; M: 0 gp.

APL 6: L: 30 gp; C: 0 gp; M: 0 gp.

APL 8: L: 30 gp; C: 0 gp; M: 0 gp.

APL 10: L: 30 gp; C: 0 gp; M: 0 gp.

Option #2 (Goblin Tribe)

Having reviewed the plans and maps found in Mallamaut's quarters you select the route that might lead you to determine the exact location and size of a goblin tribe. You know attacking them directly could easily cause not only yourself but also all of the Ulek border forces more chaos than you can handle.

After a few hours, you near the location indicated on the map.

The goblin tribe the PCs have selected to scout is currently moving westward closer to the Lortmil Hills. It appears that the tribe's total number, including men, women and children, number well over a thousand.

If the PCs wish to attack the entire tribe, let them do so but there is nothing personally to be gained from it save the pride and honor of aiding the Principality of Ulek.

As the PCs are leaving the area, they run into a scouting party for the goblin tribe.

APL 4 (EL 6)

👉 **Worgs (2):** hp 36 each; see *Monster Manual*.

👉 **Goblins (2):** male goblin Ftr2; hp 18 each; see Appendix I.

APL 6 (EL 8)

- ☛ **Worgs (4):** hp 36 each; see *Monster Manual*.
- ☛ **Goblins (4):** male goblin Ftr2; hp 18 each; see Appendix I.

APL 8 (EL 10)

- ☛ **Worgs (5):** hp 36 each; see *Monster Manual*.
- ☛ **Goblins (5):** male goblin Ftr4; hp 36 each; see Appendix I.

APL 10 (EL 12)

- ☛ **Worgs (6):** hp 36 each; see *Monster Manual*.
- ☛ **Goblins (6):** male goblin Ftr6; hp 54 each; see Appendix I.

Treasure: The PCs can claim the goblins' gear.

- APL 4: L: 22 gp; C: 0 gp; M: 0 gp.
- APL 6: L: 44 gp; C: 0 gp; M: 0 gp.
- APL 8: L: 55 gp; C: 0 gp; M: 0 gp.
- APL 10: L: 216 gp; C: 0 gp; M: 0 gp.

Option #3 (Overrun Village)

Having reviewed the plans and maps found in Mallamaut's quarters you select the route that might lead you to saving an Ulekian village. You are able to determine that the location is about a day away, so you are able to rest for the evening gaining back some valuable resources before making your strike.

After a few hours the next morning, you near the village indicated on the map.

Unfortunately for the PCs, they never had a chance to save the village as it was being attacked at the same time they were battling their way up the tower.

When the PCs arrive in the village, it has been destroyed. Every living creature taken has been put to death. They and those killed defending the village have been forcibly created into undead creatures to further the cause of the Warlord. Several undead creatures still remain seeking whatever life might have been missed. The undead attack until destroyed.

APL 4 (EL 6)

- ☛ **Wights (3):** hp 36 each; see *Monster Manual*.

APL 6 (EL 8)

- ☛ **Wights (6):** hp 36 each; see *Monster Manual*.

APL 8 (EL 10)

- ☛ **Wights (6):** hp 36 each; see *Monster Manual*.
- ☛ **Bodak (1):** hp 81; see *Monster Manual*.

APL 10 (EL 12)

- ☛ **Wights (12):** hp 36 each; see *Monster Manual*.
- ☛ **Bodaks (2):** hp 81 each; see *Monster Manual*.

Option #4 (Seeking out the Warlord)

Having reviewed the plans and maps found in Mallamaut's quarters you select the route that might lead you directly to the Warlord. You are able to determine that the location is about a day away, so you are able to rest for the evening gaining back some valuable resources before making your strike.

After a few hours the next morning, you near the cave indicated on the map.

The Warlord was here several days ago but has since moved on. Now only several trolls remain. The trolls call out to the PCs in giant as they begin their attack. If any PC responds, the trolls laugh as they taunt the PCs with the idea that they thought they might have actually located the Warlord himself.

The trolls fight to the death. They also have no idea where the Warlord currently is.

APL 4 (EL 6)

- ☛ **Trolls (2):** hp 42 each; see *Monster Manual*.

APL 6 (EL 8)

- ☛ **Trolls (3):** hp 63 each; see *Monster Manual*.

APL 8 (EL 10)

- ☛ **Trolls (6):** hp 63 each; see *Monster Manual*.

APL 10 (EL 12)

- ☛ **Trolls (6):** male troll Ftr2; hp 87 each; see Appendix I.

Conclusion

Having completed your mission, you return to Havenhill to give a full report including the unfortunate news of the patrol group that you were originally sent out to locate.

Hopefully, your good work on this mission will help the Principality of Ulek to gain a slight advantage against the Warlord and those who have decided to serve him.

Members of the Principality of Ulek Royal Army who have successfully completed the adventure including one of the options for Encounter Nine receive a Royal Army Commendation from Baren Gorunn (see Treasure Summary).

If a PC is not a member of the Royal Army but has a home region of the Principality of Ulek and successfully completed the adventure including one of the options for Encounter Nine, award the PC a Recommendation for the Principality of Ulek Royal Army (see Treasure Summary).

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 Five

Deal peacefully with the kobolds

- APL 4 – 85 xp;
- APL 6 – 130 xp;
- APL 8 – 175 xp;
- APL 10 – 220 xp.

Encounter Six

Defeat the worg-riding goblins

- APL 4 – 180 xp;
- APL 6 – 240 xp;
- APL 8 – 300 xp;
- APL 10 – 360 xp.

Encounter Seven

Defeat Mallamaut and Femblus

- APL 4 – 210 xp;
- APL 6 – 270 xp;
- APL 8 – 330 xp;
- APL 10 – 390 xp.

Encounter Eight

Defeat the hobgoblin guards

- APL 4 – 150 xp;
- APL 6 – 210 xp;
- APL 8 – 270 xp;
- APL 10 – 330 xp.

Disarm or survive first glyph

- All APLs – 25 xp.

Disarm or survive second glyph

All APLs – 25 xp.

Total Possible Experience (w/o Optional Encounter)

- APL 4 – 675 xp;
- APL 6 – 900 xp;
- APL 8 – 1,125 xp;
- APL 10 – 1,350 xp.

Optional Encounter Nine

Defeat the enemy

- APL 4 – 180 xp;
- APL 6 – 240 xp;
- APL 8 – 300 xp;
- APL 10 – 360 xp.

Total Possible Experience (w/ Optional Encounter)

- APL 4 – 855 xp;
- APL 6 – 1,140 xp;
- APL 8 – 1,425 xp;
- APL 10 – 1,710 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 (sell value)

Encounter Five:

APL 4: L: 3 gp; C: 1 gp; M: 0 gp.
APL 6: L: 3 gp; C: 1 gp; M: 0 gp.
APL 8: L: 3 gp; C: 1 gp; M: 0 gp.
APL 10: L: 3 gp; C: 1 gp; M: 0 gp.

Encounter Six:

APL 4: L: 22 gp; C: 0 gp; M: 0 gp.
APL 6: L: 44 gp; C: 0 gp; M: 0 gp.
APL 8: L: 55 gp; C: 0 gp; M: 0 gp.
APL 10: L: 216 gp; C: 0 gp; M: 0 gp.

Encounter Seven:

APL 4: L: 89 gp; C: 0 gp; M: 477 gp.
APL 6: L: 89 gp; C: 0 gp; M: 677 gp.
APL 8: L: 89 gp; C: 0 gp; M: 927 gp.
APL 10: L: 89 gp; C: 0 gp; M: 1,265 gp.

Encounter Eight, Second Floor:

APL 4: L: 1 gp; C: 0 gp; M: 0 gp.
APL 6: L: 1 gp; C: 0 gp; M: 0 gp.
APL 8: L: 1 gp; C: 0 gp; M: 0 gp.
APL 10: L: 1 gp; C: 0 gp; M: 0 gp.

Encounter Eight, Fourth Floor:

APL 4: L: 98 gp; C: 0 gp; M: 0 gp.
APL 6: L: 98 gp; C: 0 gp; M: 0 gp.
APL 8: L: 98 gp; C: 0 gp; M: 500 gp.
APL 10: L: 98 gp; C: 0 gp; M: 500 gp.

Total Possible Treasure (Maximum Reward Allowed) w/o Optional Encounter

APL 4: L: 213 gp; C: 1 gp; M: 477 gp - Total: 691 gp (600 gp).
APL 6: L: 235 gp; C: 1 gp; M: 677 gp - Total: 913 gp (800 gp).
APL 8: L: 246 gp; C: 1 gp; M: 1,427 gp - Total: 1,674 gp (1,250 gp).
APL 10: L: 407 gp; C: 1 gp; M: 1,765 gp - Total: 2,173 gp (2,100 gp).

Optional Encounter Nine:

APL 4: L: 30 gp; C: 0 gp; M: 0 gp.
APL 6: L: 44 gp; C: 0 gp; M: 0 gp.
APL 8: L: 55 gp; C: 0 gp; M: 0 gp.
APL 10: L: 216 gp; C: 0 gp; M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed) w/ Optional Encounter

APL 4: L: 243 gp; C: 1 gp; M: 477 gp - Total: 721 gp (900 gp).
APL 6: L: 279 gp; C: 1 gp; M: 677 gp - Total: 957 gp (1,200 gp).
APL 8: L: 301 gp; C: 1 gp; M: 1,427 gp - Total: 1,729 gp (1,875 gp).
APL 10: L: 623 gp; C: 1 gp; M: 1,765 gp - Total: 2,389gp (3,150 gp).

Special

☛ *Principality of Ulek Royal Army Commendation*

For successfully defeating a potential threat to the Principality of Ulek, you, a member of the Principality of Ulek Royal Army, have received this commendation from Baren Gorunn.

☛ *Recommendation for the Principality of Ulek Royal Army*

For successfully defeating a potential threat to the Principality of Ulek, you have received a recommendation from Baren Gorunn to join the Principality of Ulek Royal Army.

🗺️ *Partial Treasure Map*

This treasure map was purchased from Motty Matore. Only half of the map exists and where the other half could be is unknown.

Market Price: 100 gp; *Weight:* -

🛡️ *Armor Maintenance Kit*

Composed of polishes, rags and replacement fasteners, wire brushes and leather strips, this kit is indispensable in keeping armor in top form. An armor maintenance kit grants a +2 circumstance bonus on Craft (armorsmithing) checks to repair armor.

Market Price: 1 gp; *Weight:* 1 lb.

☞ *Dwarven Brewmaker*

Treasured among dwarven warriors in the field, the brewmaker is a pressurized container that vaguely resembles a percolator. When water, hops and other ingredients are added, it creates a thin beer in only a week. The taste is dreadful, but thirsty soldiers take what they can get.

Market Price: 40 gp; *Weight:* 5 lbs.

☞ *Mess Kit*

This lightweight metal kit contains a bowl, plate, fork, spoon and cup.

Market Price: 6 sp; *Weight:* 1 lb.

☞ *Summoning Arrow*

The head of a *summoning arrow* is sculpted to look like a bird of prey, and the fletching is always made of feathers from the same bird. When launched from a bow, a *summoning arrow* transforms into an eagle and attacks the foe that the arrow was fired at. If not launched at a specific target, a *summoning arrow* turns into an eagle when it's 30 feet away from the wielder, then attacks the nearest creature. The eagle remains for 5 rounds or until slain, whichever comes first. After 5 rounds, the eagle flies away. It does not return to arrow form.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *summon monster I* or *summon nature's ally I*; *Market Price:* 500 gp; *Weight:* -.

☞ *Goblin Thudrud*

Almost universally avoided by non-goblinoid races, thudrud has been described as having the taste and smell of "a rotting cow that caught fire." It is favored by some barbarians as the drink of choice.

Market Price: 2 gp; *Weight:* 1 lb.

☞ *Greater Javelin of Lightning*

When thrown, this javelin becomes a 10d6 *lightning bolt*. It is consumed in the attack.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *lightning bolt*; *Market Price:* 3,000 gp; *Weight:* 2 lbs.

☞ *Barknick*

This PC has befriended Barknick, a kobold from the Disputed Territory. Barknick feels it is his obligation to serve one of his tribe's saviors.

Whilst adventuring the example of goodness and nobility set by this PC will begin to rub off on Barknick. For every adventure that Barknick participates in with the PC award him one alignment shift point. Five points shifts him one step closer to the PC's alignment. Once he has reached the PC's alignment stop awarding alignment shift points (unless the PC subsequently shifts alignment). A PC needs the *Leadership* feat to make use

of this opportunity and can only claim Barknick as a cohort at the end of this scenario. If claimed as a cohort, Barknick starts play as a male kobold with as many levels in sorcerer as the PC's Leadership score will permit. Create Barknick as you would any cohort with the following racial adjustments: -4 Str, +2 Dex, -2 Con, +1 natural armor, +2 Craft (trapmaking), +2 Profession (miner), +2 Search, size Small.

If a PC chooses to have Barknick as a cohort, the PC gains a +1 Fairness and Generosity bonus to their Leadership score. This bonus does not stack with other Fairness and Generosity bonuses. While Barknick is a cohort, the PC also incurs a -1 Alignment penalty to their Leadership score until their alignments are the same.

Items for the Adventure Record

Item Access

APL 4, 6:

- ❖ *Boots of Levitation* (Adventure, DMG)
- ❖ *Slippers of Spider Climbing* (Adventure, DMG)
- ❖ *Winged Boots* (Adventure, DMG)
- ❖ *Partial Treasure Map* (Adventure, see above)
- ❖ *Amulet of Health +2* (Adventure, DMG)
- ❖ *Periapt of Proof vs. Poison* (Adventure, DMG)
- ❖ *Armor Maintenance Kit* (Adventure, see above)
- ❖ *Dwarven Brewmaker* (Adventure, see above)
- ❖ *Mess Kit* (Adventure, see above)
- ❖ *Goblin Thudrud* (Adventure, see above)
- ❖ *Eyes of the Eagle* (Adventure, DMG)
- ❖ *Potion of Haste* (Adventure, 5th level caster, DMG)
- ❖ *Slaying Arrow [Elves]* (Adventure, DMG)
- ❖ *Sleep Arrow* (Adventure, DMG)
- ❖ *Summoning Arrow* (Adventure, see above)
- ❖ *Wand of Cure Light Wounds* (Adventure, 1st level caster, DMG)

APL 8 (APL 4, 6 Items plus):

- ❖ *Rope of Climbing* (Adventure, DMG)
- ❖ *Greater Javelin of Lightning* (Adventure, see above)

APL 10 (APL 4, 6, 8 Items plus):

- ❖ *Greater Slaying Arrow [Elves] (Adventure, DMG)*

Appendix I: NPCs

Encounter Two

All APLs

Beldon Bushgather: Male halfling Rog3; Small Humanoid; HD 3d6+6; hp 18; Init +3 (Dex); Spd 20 ft.; AC 13 (Touch 13, Flat-footed 10); Atks +0 melee (1d3-2, fist); SA Sneak attack (+2d6); SQ evasion, uncanny dodge (Dex bonus to AC); AL CG; SV Fort +4, Ref +7, Will +2; Str 6, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +0, Escape Artist +9, Hide +9, Jump +6, Listen +10, Move Silently +11, Pick Pocket +11, Spot +8, Tumble +9; Alertness, Skill Focus (pick pocket).

Encounter Five

All APLs

Gnurk and Whay: Male kobolds Rog2; Small Humanoid (Reptilian); HD 2d6+4; hp 12 each; Init +3 (Dex); Spd 30 ft.; AC 15 (Touch 14, Flat-footed 12); Atks +1 melee (1d6, halfspear); SA Sneak attack (+1d6); SQ Darkvision 60 ft., light sensitivity, evasion; AL LE; SV Fort +2, Ref +6, Will +0; Str 10, Dex 17, Con 14, Int 11, Wis 11, Cha 11.

Skills and Feats: Climb +5, Craft (trapmaking) +7, Escape Artist +8, Listen +7, Profession (mining) +7, Search +7, Spot +7, Use Rope +8; Alertness.

Possessions: halfspear, 5 sp.

Knicker: Male kobold Sor3; Small Humanoid (Reptilian); HD 3d4+3; hp 12; Init +4 (Dex); Spd 30 ft.; AC 16 (Touch 15, Flat-footed 12); Atks -1 melee (1d6-2, halfspear); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +5, Will +3; Str 6, Dex 18, Con 12, Int 11, Wis 11, Cha 14.

Skills and Feats: Concentration +7, Craft (trapmaking) +2, Listen +2, Profession (mining) +8, Search +2, Spot +2; Alertness, Endurance.

Spells Known (6/6; base DC = 12 + spell level): 0 – *dancing lights, daze, ghost image, guidance, resistance*; 1st – *change self, silent image, ventriloquism*.

Possessions: halfspear, crude map, 11 gp.

Encounter Six and

Optional Encounter Nine: Option Two

APL 4 and 6

Goblins: Male goblins Ftr2; Small Humanoid (Goblinoid); HD 2d10+4; hp 18 each; Init +4 (Dex); Spd 30 ft.; AC 18 (Touch 14, Flat-footed 14); Atks +3 melee (1d6+1 [crit x3], light lance); SQ Darkvision 60 ft.; AL NE;

SV Fort +5, Ref +4, Will +0; Str 12, Dex 18, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Handle Animal +4, Listen +2, Ride +13, Spot +2; Alertness, Mounted Combat, Skill Focus (Ride).

Possessions: chain shirt, light lance, military saddle.

APL 8

Goblins: Male goblins Ftr4; Small Humanoid (Goblinoid); HD 4d10+8; hp 36 each; Init +4 (Dex); Spd 30 ft.; AC 18 (Touch 14, Flat-footed 14); Atks +6 melee (1d6+3 [crit x3], light lance); SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +5, Will +1; Str 12, Dex 18, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Handle Animal +6, Listen +2, Ride +15, Spot +2; Alertness, Mounted Combat, Skill Focus (Ride), Weapon Focus (light lance), Weapon Specialization (light lance).

Possessions: chain shirt, light lance, military saddle.

APL 10

Goblins: Male goblins Ftr6; Small Humanoid (Goblinoid); HD 6d10+12; hp 54 each; Init +4 (Dex); Spd 30 ft.; AC 18 (Touch 14, Flat-footed 14); Atks +9 melee (1d6+3 [crit x3], light lance); SQ Darkvision 60 ft.; AL NE; SV Fort +7, Ref +6, Will +4; Str 12, Dex 18, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Handle Animal +8, Listen +2, Ride +17, Spot +2; Alertness, Iron Will, Mounted Combat, Ride-By Attack, Skill Focus (Ride), Weapon Focus (light lance), Weapon Specialization (light lance).

Possessions: chain shirt, masterwork light lance, military saddle.

Encounter Seven

APL 4

Mallamaut: Male hobgoblin Rgr1/Sor1/Ftr4; Medium Humanoid (goblinoid); HD 1d10+1d4+4d10+18; hp 54; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (Touch 13, Flat-footed 14); Atks +7 melee (1d8+2 [crit 19-20], longsword) or +11 ranged (1d8+2 [crit x3], mighty composite longbow); SQ Darkvision 60 ft.; AL LE; SV Fort +9, Ref +4, Will +5; Str 14, Dex 17, Con 16, Int 12, Wis 14, Cha 12.

Skills and Feats: Climb +7, Concentration +8, Hide +7, Jump +7, Listen +6, Move Silently +11, Ride +6, Spot +13; Far Shot, Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Spells Known (5/4; base DC = 11 + spell level): 0 – *daze, detect magic, mending, resistance*; 1st – *feather fall, true strike*.

Possessions: chain shirt, longsword, masterwork mighty composite longbow (+4 str), 20 masterwork arrows, *slaying arrow (elves), sleep arrow, summoning arrow, eyes of the eagle, potion of bull's strength, potion of haste*.

Femblus: Male goblin Drd3; Small Humanoid (goblinoid); HD 3d8+6; hp 23; Init +7 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (Touch 14, Flat-footed 14); Atks +1 melee (1d6-1, club) or +5 ranged (1d4, sling); SQ Nature sense, woodland stride, trackless step; AL NE; SV Fort +5, Ref +4, Will +7; Str 8, Dex 16, Con 14, Int 14, Wis 15, Cha 6.

Skills and Feats: Animal Empathy +4, Concentration +8, Handle Animal +4, Intuit Direction +4, Knowledge (nature) +8, Move Silently +7, Spellcraft +6, Wilderness Lore +8; Improved Initiative, Iron Will.

Spells Known (4/3/2; base DC = 12 + spell level): 0 – *create water, fire eyes*, fire eyes*, purify food and drink*; 1st – *entangle, entangle, faerie fire, 2nd – barkskin, barkskin*.

Possessions: hide armor, club, sling, 10 sling bullets, *wand of cure light wounds*.

APL 6

Mallamaut: Male hobgoblin Rgr1/Sor1/Ftr4/Rog2; Medium Humanoid (goblinoid); HD 1d10+1d4+4d10+2d6+24; hp 68; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 18 (Touch 14, Flat-footed 14); Atks +8/+3 melee (1d8+2 [crit 19-20], longsword) or +13/+8 ranged (1d8+3 [crit x3], mighty composite longbow); SA Sneak attack (+1d6); SQ Darkvision 60 ft., evasion; AL LE; SV Fort +9, Ref +8, Will +5; Str 14, Dex 18, Con 16, Int 12, Wis 14, Cha 12.

Skills and Feats: Climb +7, Concentration +10, Hide +10, Jump +8, Listen +8, Move Silently +14, Ride +7, Spot +15, Tumble +9; Far Shot, Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Spells Known (5/4; base DC = 11 + spell level): 0 – *daze, detect magic, mending, resistance*; 1st – *feather fall, true strike*.

Possessions: chain shirt, longsword, masterwork mighty composite longbow (+4 str), 20 masterwork arrows, 50 +1 arrows, *slaying arrow (elves), sleep arrow, summoning arrow, eyes of the eagle, potion of bull's strength, potion of haste*.

Femblus: Male goblin Drd5; Small Humanoid (goblinoid); HD 5d8+10; hp 38; Init +7 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (Touch 14, Flat-footed 14);

Atks +2 melee (1d6-1, club) or +6 ranged (1d4, sling); SQ Nature sense, woodland stride, trackless step, resist nature's lure, *wild shape* (1/day); AL NE; SV Fort +6, Ref +4, Will +9; Str 8, Dex 16, Con 14, Int 14, Wis 16, Cha 6.

Skills and Feats: Animal Empathy +6, Concentration +10, Handle Animal +6, Intuit Direction +6, Knowledge (nature) +10, Move Silently +7, Spellcraft +7, Wilderness Lore +11; Improved Initiative, Iron Will.

Spells Known (5/4/3/2; base DC = 13 + spell level): 0 – *create water, fire eyes*, fire eyes*, guidance, purify food and drink*; 1st – *calm animals, entangle, entangle, faerie fire, 2nd – barkskin, barkskin, flaming sphere, 3rd – poison, spike growth*.

Possessions: hide armor, club, sling, 10 sling bullets, *wand of cure light wounds*.

APL 8

Mallamaut: Male hobgoblin Rgr1/Sor1/Ftr6/Rog2; Medium Humanoid (goblinoid); HD 1d10+1d4+6d10+2d6+30; hp 87; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 18 (Touch 14, Flat-footed 14); Atks +10/+5 melee (1d8+2 [crit 19-20], longsword) or +15/+10 ranged (1d8+3 [crit 19-20/x3], mighty composite longbow); SA Sneak attack (+1d6); SQ Darkvision 60 ft., evasion; AL LE; SV Fort +10, Ref +9, Will +8; Str 14, Dex 18, Con 16, Int 12, Wis 14, Cha 12.

Skills and Feats: Climb +9, Concentration +10, Hide +10, Jump +10, Listen +8, Move Silently +14, Ride +9, Spot +15, Tumble +9; Far Shot, Improved Critical, Improved Initiative, Iron Will, Point Blank Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Spells Known (5/4; base DC = 11 + spell level): 0 – *daze, detect magic, mending, resistance*; 1st – *feather fall, true strike*.

Possessions: chain shirt, longsword, masterwork mighty composite longbow (+4 str), 20 masterwork arrows, 50 +1 arrows, *slaying arrow (elves), sleep arrow, summoning arrow, eyes of the eagle, potion of bull's strength, potion of haste*.

Femblus: Male goblin Drd7; Small Humanoid (goblinoid); HD 7d8+14; hp 53; Init +7 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (Touch 14, Flat-footed 14); Atks +4 melee (1d6-1, club) or +8 ranged (1d4, sling); SQ Nature sense, woodland stride, trackless step, resist nature's lure, *wild shape* (3/day); AL NE; SV Fort +7, Ref +7, Will +10; Str 8, Dex 16, Con 14, Int 14, Wis 16, Cha 6.

Skills and Feats: Animal Empathy +8, Concentration +12, Handle Animal +8, Intuit Direction +8, Knowledge (nature) +12, Move Silently +7, Spellcraft +7, Wilderness Lore +13; Improved Initiative, Iron Will, Lightning Reflexes.

Spells Known (6/5/4/3/1; base DC = 13 + spell level): 0 – create water, fire eyes*, fire eyes*, guidance, flare, purify food and drink; 1st – calm animals, entangle, entangle, faerie fire, hawkeye*; 2nd – barkskin, barkskin, flaming sphere, produce flame; 3rd – poison, protection from elements, spike growth; 4th – flame strike.

Possessions: hide armor, club, sling, 10 sling bullets, wand of cure light wounds, rope of climbing.

APL 10

Mallamaut: Male hobgoblin Rgr1/Sor1/Ftr7/Rog3; Medium Humanoid (goblinoid); HD 1d10+1d4+7d10+3d6+36; hp 104; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 18 (Touch 14, Flat-footed 14); Atks +12/+7 melee (1d8+2 [crit 19-20], longsword) or +17/+12 ranged (1d8+3 [crit 19-20/x3], mighty composite longbow); SA Sneak attack (+2d6); SQ Darkvision 60 ft., evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +11, Ref +9, Will +9; Str 14, Dex 18, Con 16, Int 12, Wis 15, Cha 12.

Skills and Feats: Climb +10, Concentration +10, Hide +10, Jump +11, Listen +11, Move Silently +14, Ride +10, Search +8, Spot +18, Tumble +10; Alertness, Far Shot, Improved Critical, Improved Initiative, Iron Will, Point Blank Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Spells Known (5/4; base DC = 11 + spell level): 0 – daze, detect magic, mending, resistance; 1st – feather fall, true strike.

Possessions: chain shirt, longsword, masterwork mighty composite longbow (+4 str), 20 masterwork arrows, 50 +1 arrows, greater slaying arrow (elves), slaying arrow (elves), sleep arrow, summoning arrow, eyes of the eagle, potion of bull's strength, potion of haste.

Femblus: Male goblin Drd9; Small Humanoid (goblinoid); HD 9d8+18; hp 68; Init +7 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (Touch 14, Flat-footed 14); Atks +5/+0 melee (1d6-1, club) or +9/+4 ranged (1d4, sling); SQ Nature sense, woodland stride, trackless step, resist nature's lure, wild shape (3/day-Large), venom immunity; AL NE; SV Fort +10, Ref +8, Will +11; Str 8, Dex 16, Con 14, Int 14, Wis 16, Cha 7.

Skills and Feats: Animal Empathy +10, Concentration +14, Handle Animal +10, Intuit Direction +10, Knowledge (nature) +14, Move Silently +7, Spellcraft +7, Wilderness Lore +15; Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes.

Spells Known (6/5/5/4/2/1; base DC = 13 + spell level): 0 – create water, fire eyes*, fire eyes*, guidance, flare, purify food and drink; 1st – calm animals, entangle, entangle, faerie fire, hawkeye*; 2nd – barkskin, barkskin, flaming sphere, heat metal, produce flame; 3rd – call

lightning, poison, protection from elements, spike growth; 4th – dispel magic, flame strike; 5th – ice storm.

Possessions: hide armor, club, sling, 10 sling bullets, wand of cure light wounds, rope of climbing.

Encounter Eight

APL 4

Hobgoblin Guards: Male hobgoblins Ftr3; Medium Humanoid (goblinoid); HD 3d10+9; hp 30 each; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 19 (Touch 11, Flat-footed 18); Atks +8 melee (1d8+3 [crit 19-20], longsword) or +4 ranged (1d6+3, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +5; Str 16, Dex 12, Con 16, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +9, Jump +9, Move Silently -1; Improved Initiative, Iron Will, Power Attack, Weapon Focus (long sword).

Possessions: banded mail, large steel shield, masterwork longsword, 3 javelins.

APL 6

Hobgoblin Guards: Male hobgoblins Ftr5; Medium Humanoid (goblinoid); HD 5d10+15; hp 49 each; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 19 (Touch 11, Flat-footed 18); Atks +10 melee (1d8+5 [crit 19-20], longsword) or +6 ranged (1d6+3, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +2, Will +5; Str 16, Dex 12, Con 16, Int 10, Wis 15, Cha 10.

Skills and Feats: Climb +11, Jump +11, Move Silently -1; Improved Initiative, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: banded mail, large steel shield, masterwork longsword, 3 javelins.

APL 8

Hobgoblin Guards: Male hobgoblins Ftr7; Medium Humanoid (goblinoid); HD 7d10+21; hp 69 each; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 19 (Touch 11, Flat-footed 18); Atks +12/+7 melee (1d8+5 [crit 19-20], longsword) or +8/+3 ranged (1d6+3, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +8, Ref +5, Will +6; Str 16, Dex 12, Con 16, Int 10, Wis 15, Cha 10.

Skills and Feats: Climb +13, Jump +13, Move Silently -1; Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: banded mail, large steel shield, masterwork longsword, 3 javelins, greater javelin of lightning.

APL 10

Hobgoblin Guards: Male hobgoblins Ftr9; Medium Humanoid (goblinoid); HD 9d10+27; hp 88 each; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 19 (Touch 11, Flat-footed 18); Atks +14/+9 melee (1d8+5 [crit 19-20], longsword) or +10/+5 ranged (1d6+3, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +9, Ref +6, Will +8; Str 16, Dex 12, Con 16, Int 10, Wis 16, Cha 10.

Skills and Feats: Climb +15, Jump +15, Move Silently -1; Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: banded mail, large steel shield, masterwork longsword, 3 javelins, *greater javelin of lightning*.

Encounter Nine: Option Two

APL 6

Hobgoblins: Male hobgoblins Ftr1; Medium Humanoid (goblinoid); HD 1d10+3; hp 10 each; Init +1 (Dex); Spd 30 ft.; AC 15 (Touch 11, Flat-footed 14); Atks +5 melee (1d8+3 [crit 19-20], longsword) or +2 ranged (1d6+3, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +1, Will +2; Str 16, Dex 12, Con 16, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +7, Jump +7, Move Silently +3; Iron Will, Weapon Focus (long sword).

Possessions: studded leather, small wooden shield, longsword, 3 javelins.

APL 8

Hobgoblins: Male hobgoblins Ftr3; Medium Humanoid (goblinoid); HD 3d10+9; hp 30 each; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (Touch 11, Flat-footed 14); Atks +7 melee (1d8+3 [crit 19-20], longsword) or +4 ranged (1d6+3, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +5; Str 16, Dex 12, Con 16, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +9, Jump +9, Move Silently +3; Improved Initiative, Iron Will, Power Attack, Weapon Focus (long sword).

Possessions: studded leather, small wooden shield, longsword, 3 javelins.

APL 10

Hobgoblins: Male hobgoblins Ftr5; Medium Humanoid (goblinoid); HD 5d10+15; hp 49 each; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (Touch 11, Flat-footed 14); Atks +9 melee (1d8+5 [crit 19-20], longsword) or +6 ranged (1d6+3, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +2, Will +5; Str 16, Dex 12, Con 16, Int 10, Wis 15, Cha 10.

Skills and Feats: Climb +11, Jump +11, Move Silently -1; Improved Initiative, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: studded leather, small wooden shield, longsword, 3 javelins.

Encounter Nine: Option Four

APL 10

Trolls Fighters: Male trolls Ftr2; Large Giant; HD 6d8+2d10+48; hp 87 each; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 18 (Touch 11, Flat-footed 16); Atks +11 melee (1d6+6, 2 claws), +6 melee (1d6+3, bite); SQ rend (2d6+9), SQ Regeneration 5, scent, darkvision 90 ft.; AL CE; SV Fort +14, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +6, Spot +6; Alertness, Combat Reflexes, Improved Initiative, Iron Will.

Player Handout #1: Royal Army Member's Note

Dear Noted Member of the Royal Army,

You are asked to report to Baren Gorunn in Havenhill in the evening two days from today. He can be found at the Royal Army Head Quarters. A mission of exploration lies before you for the good of your country. Come ready for a fight, as only the gods know when your next battle might be.

Good Day,

Master Sergeant Turk Axe grinder

Player Handout #2: Kobold Map

[MAP FORTHCOMING]

DM Aid #1: Tower Map #1

[MAP FORTHCOMING]

DM Aid #2: Tower Map #2

[MAP FORTHCOMING]

DM Aid #3: Tower Map #3

[MAP FORTHCOMING]

Recon
Critical Events Summary
for use at WiPoU #3

1) Did the PCs attack the three kobolds?

YES NO

2) Did the PCs kill the three kobolds?

YES NO

3) Were the PCs successful in the mission?

YES NO

4) Did the PCs partake in the optional encounter?

YES NO

If so, which option did they choose?

5) Did any PC receive the Kobold cohort?

YES NO

If so, who? [List name, PC name, RPGA #]

If you are running this scenario at the premiere, please turn this summary in with your packets. The convention coordinator should then email these results to Christopher Reed, PoU Triad, at fltriad@aol.com. These results will affect future scenarios. Thanks.