

**KETI3-O2**

# **Choices**

**A One-Round D&D LIVING GREYHAWK<sup>®</sup>  
Ket Introductory Regional Adventure**

**by Gregg Peevers**

Life is matter of choices, for those who choose to adventure in Ket these choices can often be very difficult as can the consequences. An introductory adventure for level 1 characters only.

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## **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 four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game, including the DM.

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 rule books 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 following 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.

CR	1	2	3	4
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	5	6	7

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.
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 1<sup>st</sup>-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 1<sup>st</sup>-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 an Introductory one-round Regional adventure, set in Ket. Characters native to Ket pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

## Adventure Summary and Background

A day's ride north of the Bramblewood in eastern Ket a small caravan belonging to a local Bey has been attacked by goblins in the middle of

nowhere. The goblins spilled out of the Bramblewood on a raid and just happened across these unfortunate Kettites. Only two survivors have escaped the slaughter, the first is horse of the Lieutenant in charge of the caravan, the horse is badly injured and will die in a short time unless the characters can get to him in time. The second survivor is a teamster who also happens to be a thief and scoundrel. He had been biding his time in preparation for an opportunity when he could make off with the caravans cash box. As the attack began he used his skills to kill one of the caravan guards so that he could have the guards weapons and evade the goblins. With the guard's weapons he dispatched several pursuing goblins and then hid nearby (the goblins weren't too anxious to pursue after there 3 fellows died). Once the remaining goblins had finished of his fellow caravaneer's and made off with the loot he returned to find quite surprisingly the undiscovered cashbox.

The adventure begins as the characters find themselves in eastern Ket far from just about everything. Whether heading south towards the Bramblewood, North out it, East towards Polvar or West towards the more civilized lands of Western Ket they all happen to be nearby. They may be together, traveling alone or in smaller groups. What they all see is ominous. Just at the limits of their vision the characters along with any number of less adventurous citizens in the area see a large number of vultures circling and most should be aware of what this signifies. Those that approach will find the remains of the caravan. There are dead caravaneer's, dead horses and dead goblins there are also three sets of tracks all easily found leading away from the scene. There is more information to be discovered if they take the time and have the skills.

Heading east are the tracks of an obviously badly injured horse (there is blood in the tracks). The horse is that of the Lieutenant who was in charge of the caravan but who was unfortunately unhorsed at the onset of the attack and did not survive. Despite being a war-trained mount, without its rider and being badly injured it fled the battle. It will likely be evident to even an untrained observer that the horse that made these tracks is badly injured. A trained observer can be much more certain that the animal is seriously injured and will be unlikely to survive long without some sort of aid. If the characters

choose to follow these tracks immediately, ignoring the two other trails for now they will arrive in time to render aid to this fine animal. If the characters did not choose to follow this trail first or if they waited too long they will find the unfortunate animal dead. Whether the characters arrived in time or too late they have arrived just before a small pack of hungry hyenas. The characters will need to defeat, drive off or escape these scavengers. The family of the dead Lieutenant will handsomely reward those that were able to rescue their son's beloved horse. They will less handsomely reward those that are unable to return his horse but do recover his personal affects found upon his horse.

Heading north the second set of tracks are those of a thief named Tarim, he had been posing as a teamster and is now dragging the caravans cash box. The characters should be able to find relatively easily the tracks of one medium sized humanoid that appears to be dragging a very heavy box (125 pounds – 25 for the chest, 100 for 5000 gp). As the ambush began Tarim thought first of his own survival. With his particular skills and a little luck he was able to escape injury, then in the confusion he was able to escape the slaughter. Once the ambush was over and the goblins had made off with their loot Tarim returned only to find to his utter amazement that the goblins had not found the hidden cash box in their looting. Tarim knows that the scene will not go to long undiscovered and has headed north in hopes of reaching the road out of Polvar before any pursuit can find him. While coming up with an explanation should the pursuit overtake him he will also decide to take his own precautions by hiding some of the gold if the characters do not immediately pursue his trail. Sufficiently skilled characters might discover Tarim's hiding place(s), otherwise they might have to answer some difficult questions from the authorities later. Assuming the characters overtake him, Tarim's assessment will be that they are relatively inexperienced and that with a little bit of luck he should be able to overcome them and keep his new fortune.

Heading south the final trail is that of the goblins headed back for their lair in the Bramblewood. The goblins suffered extensive losses and are slowed by their loot but still significantly outnumber the characters.

# Adventure Synopsis

**Introduction:** The character's while going about their own business spot the circling vultures in the distance.

**Encounter #1:** The characters reach the site of the ambush where they will find at the very least trails leading away. Further information can be discovered if the characters take the time and have the necessary skills.

**Encounter #2:** The party finds the warhorse of the caravans lieutenant. Depending on whether the party followed the horses trail first they may or may not find the animal alive. Regardless of when the party finds the horse their arrival will correspond with that of a small pack of hungry hyenas.

**Encounter #3:** The party comes upon the lone human survivor of the ambush. Whether or not the characters are aware of it this man has some secrets to hide as well as a small fortune in the trunk he is dragging. He is not happy to be found as he was hoping to get away with the caravans gold. Assessing the characters as relatively inexperienced he will attempt to secure his fortune by subduing the characters.

**Encounter #4:** The party catches up with goblins that perpetrated the ambush.

**Conclusion:** Authorities arrive and question the characters. If any of the gold was hidden by Tarim and not recovered then the questioning will last a little longer. The party will be rewarded for recovering what they were able to and also given a bounty on the goblins. The family of the Lieutenant will send a reward for returning his personal affects, the reward is larger if the horse is returned.

## Introduction

*It's a clear fall day as you make your way through eastern Ket. Whether you are travelling east towards Polvar, west towards the more civilized lands of Ket, north out of the Bramblewood or south towards the forbidding forest and the gap – you see the same thing. Off in distance vultures are circling ominously above some unknown point. Even those not familiar with the wilds*

*have heard or read enough stories to know what this signifies.*

The vultures are circling the ambush site but the goblins are still looting at this point. It will take the characters at least 15 minutes to reach the site. As the characters approach they will note the vultures descending, as the goblins have departed. Regardless of whether the characters are together or apart and no matter the direction they come from they will all arrive about the same time. Also as it happens the characters have not crossed paths with any of those departing the ambush site as they approach. While the area they are in is grassland the terrain is rolling to the extent that visibility is limited to 500 feet at most (this terrain will apply for the entire adventure). As the characters arrive the vultures will abandon their feast and resume circling until the characters leave.

## Encounter One: Ambush and betrayal

*You come upon a terrible scene, as the vultures take flight you see the bodies of men, horses and goblins strewn about a pair of empty wagons like the forgotten toys of some giant child.*

There are many bodies; eight male humans who appear to have been with the caravan, twelve dead goblins (three of which are about 50 feet off to the north) and four dead horses that appear to have been crudely butchered.

### Wagons and Equipment

Almost anything of value has been taken or destroyed with the exception of the wagons. In particular much of the armor and all of the usable weapons are gone. The clothing and personal affects seem to have been randomly taken (whatever looks good to the goblins). There appears to have been a small quick fire used to destroy all the papers they found. Additionally there appears to be a substantial portion of the cargo from the two wagons missing, the rest is strewn about the wagons. Amongst those items left behind are; bales of cloth unraveled and soiled, barrels of water either spilled out on the ground or fouled, grain

and flour which has been dumped on the ground and trod upon.

Of possible value to the party are the two Heavy Crossbows, they appear to have been abandoned and disabled as an afterthought where the goblins departed the ambush sight. The goblins had thought to take them but were overburdened and knew they couldn't wield them properly. Fortunately perhaps for the characters they have only hastily been disabled, the heavy bowstring or cord has been cut on each. While there is no ready replacement for them they are prime candidates for a mending spell. Should the characters not have a mending spell available then an appropriate craft skill or profession skill and enough time spent on the task (at least an hour should be required) might succeed at the judges discretion. More fortunately the two bolt cases with 10 bolts each have simply been tossed to the ground next to the crossbows.

### **Bodies**

The eight humans appear to have with the caravan. By their clothes, four of the men appear to have been guards, three appear to have been teamsters and the last the caravans leader an officer. As DC 10 Knowledge Local check will reveal the officer to have been a Lieutenant with the Paighan of which the guards also appear to have been members. All these men have numerous wounds, a DC 12 Heal check will indicate the wounds were caused mostly by thrown piercing weapons (probably javelins as several broken ones can be found). The rest of the wounds with one exception were caused by a bludgeoning piercing type of weapon (morningstar). The one wound which stands out from the others if the characters state they are checking every body or specifically search this body. The body is that of the guard who the characters may have identified as the one taking cover behind the wagon where the tracks had also stopped (see DC 25 Tracking check). A DC 16 Heal Check will reveal the guard died from a single quick and expert strike from a small bladed weapon (DC 20 will indicate the weapon was a punching dagger).

Information about the goblins can also be discovered. A DC 12 Heal check will indicate four of the goblins appear to have been killed by projectile weapons (bow or crossbow). Two

appear to have been killed by the caravan leader (the Lieutenant which the characters may or may not have determined) who was about 20 feet from the wagons. The three just north of the ambush appear to have been killed by a bladed weapon. The last three goblins died around one of the wagons, two appear to have been kicked by the hoses pulling the wagon while the third appears to have been run over when the wagon lurched forward. anyone examining the body of the goblin run over by the wagon that makes DC 10 Spot check will notice a concealed shelf on the underside of the wagon (see wagons and equipment).

### **Tracks**

Anyone taking the time to look can find three sets of tracks leaving the scene with a DC 10 Survival check for each (as the check is DC 10 even an untrained character can make this check). This first check will tell the characters that one set of tracks appears to be that of an injured horse going east. The second check will indicate the tracks of medium sized humanoid apparently dragging a heavy box or chest. The third check will find the trail of the surviving goblins, the number of which is uncertain but appears to be between a half dozen and a score.

With a skilled tracker or perhaps with other skills the characters can garner further clues about these three trails.

On the first trail, with a DC 14 Tracking/Survival check the characters can discover that horse was either a riding horse or light war horse travelling with the caravan and appears to have belonged to the young officer whose body they found. Further the animal appears to have been wounded several times. And that once the horse was away from the ambush where and wounded a final time it was moving quite slowly. A DC 14 Heal check or DC 18 Knowledge Nature will indicate to the characters that the horse appears to have been very sorely wounded and would not likely survive long without aid.

On the second trail, with a DC 15 Tracking/Survival the characters can determine that the tracks of the medium sized humanoid appear to have belonged to someone from the caravan and they do not appear to be injured. Further that this person left after the goblins had departed. A DC 20 check will establish that this

person was likely responsible for the three dead goblins found just north of the ambush and that they did not return to the ambush site until all of the goblins had departed. A DC 25 check will establish that this person fled the battle at the start of the ambush after stopping just behind one of the wagons where one of the caravan guards was found dead.

On the third trail, with a DC 15 Tracking/Survival check the characters can narrow the estimate of the number of goblins to between 10 and 15. The characters can also discern the goblins are burdened with considerable weight. With a DC 20 Tracking/Survival check the characters can establish the number of goblins at 12. The characters can also tell that the goblins are moving very slowly and that at least 4 of the goblins are wounded.

**Development:**

The characters will find the goblin fight very difficult without missile or ranged weapons. To that end they have two heavy crossbows (see equipment) which they might be able to repair although the authorities at the end of the adventure will confiscate them. Fortunately in their haste the goblins also dumped the two bolt cases with 10 bolts each.

**Treasure:** See conclusion for rewards.

## Encounter Two: A horse with no name.

*(This text presumes that the characters followed this trail first otherwise modify it to indicate the horse is now dead). Regardless of when the characters pursue this trail it will take only 15 minutes to arrive at this encounter.*

*As you come over another small rise you see ahead of you a badly injured horse. The horse bears a fine saddle, saddle bags and hanging from the saddle horn a short bow and quiver. The horse starts at your appearance but seems to lack the energy to flee.*

**APL 2 – EL 4**

Hyenas (4); hp 13 each; See Appendix

**Tactics:** The Hyenas are hungry and would prefer to just take the horse but if the characters act to protect the horse whether dead or alive they will attack them instead. They will engage those between them and the horse and work together to surround targets and attack from the rear and flanks. The Hyenas can also be convinced to discontinue the attack if given food (at least 5 pounds of meat). A Druid or Ranger can also influence the Hyena with a DC 15 Wild Empathy check (the Hyena's will hold off while the check is made) and some sort of food (not necessarily meat or the quantity above). Finally if the Hyena's are all injured or lose half their number they will be more easy to influence with Wild Empathy DC 10 instead of DC15. Also they can be dissuaded by almost any amount of food offered by the party. If the Hyena's are reduced to half their number and half or less hit points they will attempt to disengage.

**Development:**

The characters will receive a minor boon if they are able to rescue the horse and keep it alive. Each member of the party will automatically make their next stabilization roll over the duration of this event. This is a one-time boon per character and does not carry over to subsequent events. Also any character that opposes the rescue of this animal does not receive this boon.

Also the characters will recover the Lieutenants personal affects which will be returned to the family following the adventure. Until then though the Lieutenants bow is available for the party to use. The goblin fight as stated earlier will be considerably more difficult without missile weapons. The Lieutenants fine horn Composite Short Bow is Masterwork +2 Mighty. There is also a quiver of 20 arrows.

**Treasure:** See conclusion for rewards.

## Encounter Three: The one that got away.

*(Note: This encounter must happen the day that the caravan is found. If the characters delay to rest then Tarim will have made it to the road and found a means to escape. Skilled trackers might still recover two bags of 200gp.)*

***Atop the next rise you see a solitary human male, he appears to be one of the caravans teamsters. The man has both a short sword and a short bow slung across his back while he drags a heavy iron bound box. At your approach he looks up and waves before slumping down upon the box seemingly exhausted and relieved.***

If the characters pursued this trail first it will take only a ½ hour to catch up to Tarim. If the characters pursued this trail second or third then they will likely need 2 to 4 hours to overtake Tarim. If the characters wait until the second day Tarim will be long gone and never to be heard from again (unless of course there is a sequel).

Also if the characters did not pursue Tarim immediately he will have taken the opportunity to hide some of the gold in case he is apprehended (one or two 500 gp bags). If the characters followed this trail second then they will need to make one DC 20 Track/Survival check (only characters with ranks may make this check and only one attempt) to recover the gold. If the characters followed this trail second they will need to make two DC 20 Track/Survival checks (only characters with ranks may make this check and only one attempt for each bag) to recover the gold.

The party will note that Tarim does not appear to be injured as they approach.

Tarim will explain (please see his Bluff score) that he was with the caravan when they were attacked. He was lucky not to get hit and though he is shamed of it fled to save his own life. When he returned after the goblins were gone all of his companions were dead. Noticing that the goblins had not found the cash box he felt it was his duty to return this to the Bey along with word of what befell the caravan and his companions.

If confronted with the belief that he killed three of the goblins, Tarim will tell how he picked up the sword of one of his fallen comrades and slew three of the creatures. He claims he did not immediately bring this up because despite killing three of them he knows he should have stayed and fought with his companions. If Tarim is confronted about the suspicious death of one of the caravan guards or the characters attempt to

restrain or search him he will attack immediately. (see tactics)

The chest is locked (Tarim has opened it and closed it several times – the key found on the Lieutenant is now hidden on his person) and Tarim will not admit to having the key and/or having opened the chest. If the characters pursued one or both of the other trails before pursuing Tarim's then fearing he will be 'rescued' Tarim has hidden some of the gold. There was originally 5000 gp in the chest, if Tarim has had time he has hidden one or two bags with 500gp in each.

**Tactics:** Tarim wants to get away with all of the gold (not just what he has hidden) and is aware that if the matter is investigated his role might be discovered. Once he has had a chance to assess the characters he will come to the conclusion they are not very experienced and that with a little bit of luck he might be able to take them. Knowing the authorities could arrive at any time he will not wait long before springing his attack – before the characters decide to get under way again. His plan will be to use a Sleight of Hand Check to draw his Sap unnoticed and then hopefully sneak attack the opponent he perceives as most dangerous (probably a large fighter type). Knowing well the laws of Ket Tarim will do only subdual damage to the characters including the sneak attack damage. Being far more effective with his sneak attack Tarim may attempt a feint (see Bluff skill).

**Development:**

**If Tarim is killed the authorities will subsequently deal with the characters. Tarim is a Kettite citizen and will be using subdual upon the party. Though he is responsible for the death of one of the guards there is only circumstantial evidence based on the characters interpretation.**

**Also the characters will recover Tarim's equipment and that which he took from the guard he murdered. The authorities following the adventure will confiscate all the equipment. Until then though the guards bow is available for the party to use. The goblin fight as stated earlier will be considerably more difficult without missile weapons. The guards bow is Composite Short Bow with a full quiver of 20 arrows.**

If the characters apprehend Tarim but do not recover all the gold (did not pursue Tarim's trail first and did not find hidden gold) then they will be detained by the authorities for a weeks time (for questioning) 1 extra TU. The characters will not actually be locked up, just ordered not to leave the outpost they are taken to. Should a character try to leave prior to the completion of the weeks questioning then they will likely be locked up unless the character manages to leave Ket. A character escaping this way will be apprehended next time he returns to Ket and placed in custody for 4 weeks.

#### **APL 2 – EL 4**

Tarim, Rog4, hp 18.

**Treasure:** See conclusion for rewards.

## **Encounter Four: Too many goblins.**

*Even before you see them the goblins make their presence known by the small dust cloud they are creating. Continuing to approach you can see a dozen goblins laboring under heavy loads about 200 feet ahead of you, they do not appear to have noticed your approach.*

The goblins are only about 15 minutes ahead of the characters when they find the ambush site. Even if the characters investigate the other two trails first they should be able to catch the goblins within about 4 hours. As the goblins were approximately a days ride from the Bramblewood when they ambushed the caravan the characters could still catch them on the second day before they reach the safety of the forest. If the characters do need to take the night to rest and recover spells before pursuing the goblins then the goblins will also have had a chance to rest, all the injured goblins will recover a hit point. The characters will not catch them before noon if they wait until the second day and perhaps if they didn't begin their pursuit at all the previous day it will be nearing dusk. Although it will not come into play in this adventure the looming threat of the forest should be impressed upon the characters if they took two days to catch the goblins.

#### **APL 2 – EL 4**

**Goblins (12);** hp 5, 5, 5, 5, 5, 5, 5, 5, 3, 3, 1, 1 ;  
See Appendix

**Tactics:** Due to the number of goblins this combat has the potential to quickly overwhelm the characters. To the characters advantage the goblins will be spotted at range and the characters should have recovered missile weapons even if they lacked their own. Further several of the goblins are injured (see above) and finally to protect their haul they will initially split their force. Finally the goblins have limited missile weapon capability.

The characters can get to a range of 200 feet from the goblins without attracting their attention unless they wish to be noticed (no spot or listen checks unless the characters are galloping up on horses or something similar). The goblins are encumbered by the loot they have taken which has cut their speed in half (15 feet). Once they become aware of the characters (if they are attacked or the characters move much closer and the goblin succeed at opposed spot or listen checks) they will take a standard action to drop this gear. The new leader of the goblins (the previous one was killed by Tarim) will direct the eight uninjured goblins to attack while the four injured ones guard the loot. While the goblins have looted 3 Composite Short bows they will not immediately think to use them, they will resort to their normal weapons. The bows are piled with the rest of the loot and will be used if the characters try to prolong a ranged combat scenario (move and shoot, move and shoot).

**Treasure:** See conclusion for rewards.

## **Conclusion:**

If the characters do not chose to track the bandits, or fail to capture them and the merchandise, or leave at another time, they will return to Polvar with knowledge but no extra information or loot.

If the party has not insulted Farid at some point, they will be returning with further orders for goods. This will trigger an additional small bonus for the party. The House of Al'Zarif will be most grateful whatever the result and this module is at an end.

## 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 role-playing) to each character.

#### Encounter One

Discover any of the additional information beyond the DC10 tracking checks (original hiding spot of cash box, discerning Tarim's actions, number of Goblins, extent of horses injuries)

APL2 30 xp;

#### Encounter Two

Defeat the Hyenas

APL2 120 xp;

Party loses 30xp if they fail to save the horse.

#### Encounter Three

Defeat Tarim.

APL2 120 xp

#### Encounter Four

Defeating the Goblins

APL2 120 xp;

#### Discretionary role-playing award

Awarded individually as befits role-playing

APL2 60 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.

#### Conclusion

**The characters will receive 100 gp each for the apprehension of Tarim and the recovery of the gold. This reward assumes all recovered equipment and valuables were turned over to the authorities. The party doesn't really have a choice.**

APL 2: 100 gp (g)

The characters will receive a bounty of 100 gp each for the apprehension or elimination of the goblins responsible for the ambush. This reward assumes all recovered equipment and valuables were turned over to the authorities. The party doesn't really have a choice

APL 2: 100 gp (g)

The characters will receive a reward of 100 gp each from the family of the caravan's lieutenant for the return of his personal affects. This reward assumes all recovered equipment and valuables were turned over to the family. The party doesn't really have a choice

APL 2: 100 gp (g)

The characters will receive an additional reward of 100 gp each from the family of the caravan's lieutenant for the safe return of his beloved horse. This reward is only available if the horse was found alive and kept alive. The party doesn't really have a choice in the return of the horse.

APL 2: 100 gp (g)

**Adventure Maximums**

APL 2: 400 gp.

## **Appendix I: NPC's**

### **Encounter Two:**

**Hyenas (4);** Medium Animal; CR 1; 2d8+4; hp 13; Init +2 (Dex); Spd 50 ft (10 squares); AC 14 (+2 Dex, +2 Natural); Base Attack/Grapple +1/+3; Atk +3 melee (1d6+3 / 20, bite); Space/Reach 5 ft./5 ft.; SA; Trip; SQ Low-light vision, Scent; AL N; SV Fort +5, Ref +5, Will +1; Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6.

*Skills and Feats:* Hide +3\*, Listen +6, Spot +4; Alertness.

*Special Attack:* Trip (Ex): A hyena that hits with its bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyena.

*Skills:* Hyenas have a +4 racial bonus on Hide checks in areas of tall grass or heavy undergrowth.

*Possessions:* None

**Light Warhorse;** Large Animal; CR 1; 3d8+9; hp 22; Init +1; Spd 60 ft (12 squares); AC 14 (-1 size, +1 Dexterity, +4 natural); Base Attack/Grapple +2 / +9; Atk +4 melee (1d4+3 / 20, hoof); Full Atk +4 melee (1d4+3 / 20, 2 hooves) and -1 melee (1d3+1 / 20, bite); Space/Reach 10 ft./5 ft.; SA: none; SQ: none; AL N; SV Fort +6, Ref +4, Will +2; Str 16 Dex 13 Con 17 Int 2 Wis 13 Cha 6.

*Skills and Feats:* Listen +4, Spot +4; Endurance, Run.

*Possessions:* Lieutenant Sadri's belonging

### **Encounter Three:**

**Tarim;** male baklunish human; Rog4; CR 4; Medium Humanoid (5' 9" tall); 4d6+8; hp 22; Init +3; Spd 30 ft; AC 16 (+3 Dexterity, +3 Masterwork Studded Leather Armour); Base Attack/Grapple +3 / +4; Atk +7 melee (1d6+1 subdual /20, sap); Space/Reach 5 ft./5 ft.; SA: Sneak Attack +2d6; SQ: Evasion, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +3, Ref +7, Will +0; Str 12 Dex 16 Con 14 Int 10 Wis 8 Cha 13.

*Skills and Feats:* Appraise +5, Bluff +8, Disable Device +7, Hide +10, Move Silently +10, Open Locks +10, Search +7, Sleight of Hand +10, Tumble +10, Languages: Common, Baklunish; Run, Weapon Finesse, Weapon Focus (sap).

*Possessions:* Sap, Punching Dagger, Masterwork Studded Leather Armour.

### **Encounter Four:**

**Goblins (12);** War1; CR 1/3; Small Humanoid (goblinoid); 1d8+1; hp 5; Init +1; 30 ft (6 squares); AC 15 (+1 Size, +1 Dexterity, +2 leather armour, +1 light shield); Base Attack/Grapple +1/-3; Atks +2 melee (1d6 / 20, morningstar) or +3 ranged (d4 / 20, javelin); Space/Reach 5 ft./5 ft.; SA: none; SQ: none; AL NE; SV Fort +3, Ref +1, Will -1; Str 11 Dex 13 Con 12 Int 10 Wis 9 Cha 6.

*Skills and Feats:* Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Languages: Goblin; Alertness.

*Possessions:* 3 Javelins, Leather Armour, Light Shield, Morningstar