

ADP7-02

Scourge of the Howling Horde

A Multi-Round Dungeons & Dragons® Living Greyhawk™ Adaptable Adventure

Version 1.0

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Goblins set upon the quiet town of Barrow's Edge, and the community cries out for heroes to save them. What has turned the secretive and reclusive goblins into bloodthirsty raiders? Who is the mysterious new leader of the tribe? The truth lies deep within the Howling Caves. A multi-round Core Adaptable adventure set in the Domain of Greyhawk for characters level 1 (APL 2).

Resources for this adventure [and the authors of those works] include *Scourge of the Howling Horde* [Gwendolyn F.M. Kestrel].

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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RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth four (4) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. This text does **NOT** provide the details on the

adventure and as such the DM must have a copy of the adventure *Scourge of the Howling Horde*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

ADP7-02 Scourge of the Howling Horde can be played by 1st level characters only. They do not have to be starting characters.

Note: This adventure requires approximately 6-10 hours of gameplay. You should ensure that players are aware of this before beginning, and that multiple sessions are set up to cover the entirety of the adventure.

TIME UNITS AND UPKEEP

This is a multi-round Adaptable Core adventure, set in the Cairn Hills in the Domain of the city of Greyhawk. All characters pay 5 Time Units for this adventure.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the “Lifestyle and Upkeep” section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

As per the adventure *Scourge of the Howling Horde* with the following changes:

- The adventure is set in the hamlet Blackwall Keep in the southern Cairn Hills at the northern border of the Mistmarsh. Any changes to the hamlet as presented in the adventure are detailed in this document.
- Replace any reference to Barrow’s Edge with the name Blackwall Keep.
- Most of the inhabitants of the hamlet are immigrants from the Wild Coast, having fled that region due to the increased activity of the Orcish Empire of the Pomarj. They settled this region because of its relative isolation and supposed safety.
- The goblins have settled two years ago near Blackwall Keep when they accidentally ran across the ancient dwarf ruins (although their shaman Rutven says he was divinely guided) while fleeing from their original home.
- The goblins fled from the Abor-Alz Hills after a conflict between the leader (named Lort) of their clan and the leader of the tribe as a whole about the danger of angering local human tribes through raiding and settling into a more peaceful way of living.

ADVENTURE SUMMARY

The adventure should be run more or less as written with the following exceptions:

RUTVEN

Rutven is expecting adventurers to show up, and he is keeping an eye on the goblins’ lair just in case. He approaches the PCs once they leave the lair the first time, waiting for an opportune time to do so. He wants to talk with the PCs, carrying a green branch as a sign of peace. If attacked, he immediately flees (he is a 6th level cleric).

If allowed to talk, he tells how the clan fled the Abor-Alz Hills two years ago looking for a peaceful place to settle. How they found the Howling Caves and settled it with the intent to keep their distance from the humans. The peace was shattered by the arrival of the black dragon Noak two months ago. The dragon

made an alliance with the dark hearted Darax, killed the original leader Lort, and chased him away. He asks the PCs to spare the common goblins, but to kill Darax and the dragon so that he can return to tribe and return them to their peaceful ways.

Throughout the story he tries to place himself and the previous chief in a favorable light, trying to work on the good nature of the heroes or if that fails their greed (treasure horde of the dragon). He doesn’t know how strong the black dragon is, but he downgrades the dragon importance in comparison to Darax to prevent the PCs from becoming too frightened. He can give a quick lay-out of the lair, but he doesn’t mention the shrine used to be dedicated to Moradin and he tries to redirect the PCs through the Howling Caves to Room 10, hoping they avoid the normal goblins in room 7 (he is fully aware that they are likely to fight the PCs with lethal force). He doesn’t know anything about the dragon, except that it was black, and about the size of a cat.

In any event, he can promise the PCs the goblins will again settle in their peaceful ways once the dragon and Darax are killed and he becomes the new leader. He is even willing to negotiate with the leaders of Blackwall Keep to come to some permanent agreement. He allows the PCs to keep anything they find that does not distinctly belong to the goblins.

Under no condition will Rutven actually help the PCs fight, although he might heal them before they enter the lair. If he would fight the goblins, he can never return and it is bad enough that he has to help outsiders kill his friends, but he is not going to do so himself.

URRTARR

Urrtarr is going to be slightly less aggressive than described in the adventure. She does not initiate violence, although she will defend herself. As written, she wants to make a deal with the PCs even if they did kill some goblins. She offers her gear as a reward, with the exception of her spellbook, but she does allow the PCs to copy any spells (preferably in return for a couple of spells from the PC’s spellbook).

If the PCs actually have made a deal with Rutven (who unlike Urrtarr wants Darax dead), she says that without the dragon she and Rutven should be able to keep Darax under control. She is certain she can convince Rutven, and begs the PCs to at least give her a chance. She is relatively easy to read, and if a PC beats her Bluff skill check with a Sense Motive skill check that character realizes she desperately wants to believe herself, feels strongly about Darax and is not too sure she could actually do so.

Like Rutven, she will not get involved in any fighting. In fact, she warns that if Darax or her fellow goblins directly order her to get involved, she has no choice but to do so.

PREPARATION FOR PLAY

This is an adaptation of the adventure *Scourge of the Howling Horde* by Gwendolyn F.M Kestrel published by Wizards of the Coast. As such you cannot run this adventure without a copy of said adventure.

INTRODUCTION

The adventure starts with the PCs in the City of Greyhawk in the Black Dragon Inn. While not important for the adventure itself, it is a good idea to mention to the players that it is illegal to carry bows, crossbows, reach weapons and polearms within the city limits and that a special permit is required for medium-sized or bigger exotic animals. The exact reason for the PCs to be in Greyhawk City is up to them.

Greyhawk City, gem of the Flanaess, doorway to adventure, untold riches or a shallow grave at the end of a miserable existence. The reasons for coming here are as numerous as persons walking its cobblestone streets. From simple merchant to virtuous paladin to dire scoundrel, each individual has their own motives for making the journey from the far corners of Oerth.

Whatever your reasons, you find yourself enjoying a pleasant evening in the Black Dragon Inn, one of the larger inns of Greyhawk City. Its owner, Miklos Dare, has had a short career as an adventure before settling down as an innkeeper, and he loves to talk about his past ordeals as well as to listen to the stories of others.

You are just listening to one of his more outrageous stories when a middle aged human in the uniform of the Greyhawk Guard steps up to Miklos, drawing his attention with a gesture of his hand. Miklos gives a quick nod, and points to an empty table in the corner. He turns towards you again, "My apologies friends, "I will need to finish to story at a later time. This is Enrann, and he is looking for some promising adventures. Perhaps you would be willing to listen to his offer?"

If the PCs agree, Miklos directs them over to the empty table while carrying a platter with jugs and glasses with PCs' preferred drinks. The fact that Enrann wears the uniform of a city guard might infer he is here on official business, but in reality his bosses don't know

about it. Still, since Enrann is looking for adventures to deal with a problem in the Greyhawk domain, he assumes it is ok and it might help in getting the much needed help for his friends at Blackwall Keep.

Enrann: Male human warrior 5 (NG).

Appearance: Enrann is a middle aged Oeridian male with short curly brown hair with a few streaks of gray. He is well shaven, and meticulously dressed in the livery of

Development: Once seated, Enrann tells that friend of his, a soldier at Blackwall Keep has informed that there appears to be a problem with goblins at the hamlet. He can tell the PCs the following things:

- Blackwall Keep is a tower-keep located at the northern border of the Mistmarsh. He can provide the PCs with a map of the region.
- If the PCs do not have horses of their own, they need to walk.
- The hamlet was founded two years ago when a group of immigrants from Narwell settled in the area with permission of the Lord. They fled the approaching orcs of the Pomarj, hoping to find a peaceful and isolated region around Blackwall.
- The leaders of the hamlet are Mallie Marchess, the owner of the only inn, and Arvel Durgedown, a rich dwarf moneylender. They have collected the gold to hire adventurers to deal with the problem, 500 gp in total. They just needed somebody to contact adventurers in Greyhawk City.
- The goblins have begun raiding the outlying farms and travelers since 2 months.
- He is unsure whether the goblins are new arrivals, or have suddenly become aggressive.
- He doesn't know much more, but details can be provided at the hamlet.
- There are 30 militiamen stationed at the keep, but they are busy with a problem of their own. A successful Sense Motive check reveals this to be a partial lie. If pressed, he admits that most soldiers have been transferred to the Wild Coast and due to bad leadership moral is all time low. The militiamen only do their duty, and nothing more. Besides, they consider the goblins only a minor irritation, especially since the goblins are careful to leave the soldiers alone.

If the PCs accept, the adventure proceeds as presented. It is a trip of roughly 60 miles from Greyhawk City to Blackwall Keep over a trail through the Cairn Hills. If the PCs question Miklos about Enrann, he can confirm the man's status and that he is very likely to speak the

truth. If the ask around in the City, they learn with a DC 20 Gather Information check that there are indeed rumors about goblin troubles in Blackwall Keep. In fact, a merchant who recently left the city had hired extra guards because of it. His name was Sten Goodseller (see Encounter 1 in the adventure). If the PCs hurry they might catch up with him.

If the PCs refuse, the adventure is over.

1: BARROW'S EDGE

Defeat the 3 goblin raiders:

APL 2: 30 xp

[Loot from the already dead goblins and guards are for the relatives of the dead guards.]

Treasure:

APL 2: Loot: 6 gp.

2: MERCHANT GOODSSELLER

Treasure: 100 gp in store credits either from the mundane items or the alchemical items. See the AR if the PCs still have some of these items left at the end of the adventure.

3: AMBUSH

Defeating the goblin druid:


APL 2: 30 xp

Treasure:

APL 2: Loot: 1 gp; Coin: 18 gp; Magic: 58 gp; *wand of longstrider* (25 charges) (31 gp), *wand of cure light wounds* (20 charges) (25 gp), scroll of charm animal (2 gp); Total 77 gp.

5: BARROW'S EDGE

Use the details provided in the adventure and below. Besides the village, which looks like described in the adventure, there is a tower-keep overlooking the village. The soldiers have other things to do than deal with a couple of adventures, and they prefer to be left alone. More details on Blackwall Keep can be found on the RPGA web-site.

 **Blackwall Keep (hamlet):** Conventional (council); AL NG; gp limit 100 gp; assets 800 gp; population 160; isolated (153 humans, 5 halflings, 1 elf, 1 dwarf); armed forces (30x warrior 2, 2x fighter 3, 1x ranger 2/fighter 2).

Authority Figures: Arvel Durgedown (male dwarf; N; Rogue 4), moneylender; Listra (female human; NG; Cleric 1), cleric of Pelor and tender of the Temple; Mallie Marchess (female human; NG; Expert 3), owner of Blackwall's Keep Inn and unofficial leader of the hamlet; Ranald Haradrith (LN male human ranger 2/fighter 2), commander of the keep (and drunkard).

Important Temples: The Temple (a small wooden temple dedicated to no deity in particular, although there is a specific shrine of the 5 Oeridian wind deities and one of Pelor attached to the building).

6: TAKING THE JOB

Finding the Howling Cavern:

APL 2: 90 xp.

7: THE HOWLING HORDE

1: THE SENTRY CAVE

Defeating the goblin sentries:

APL 2: 30 xp.

Treasure:

APL 2: Loot: 4 gp.

2: GUARD ROOM

Defeating the goblin guards:

APL 2: 30 xp.

Treasure:

APL 2: Loot: 7 gp; Coin: 9 gp; Total: 16 gp.

3: BIG BRONK

Defeating Big Bronk:

APL 2: 60 xp

Treasure:

APL 2: Loot: 14 gp; Magic: 96 gp; *+1 light wooden shield* (96 gp); Total: 110 gp.

4: SHRINE TO MAGLUBIYET

Bypassing the trap on the altar:

APL 2: 60 xp.

Treasure:

APL 2: Loot: 104 gp; Coin: 42 gp; Magic: 54 gp; *potion of cure moderate wounds* (25 gp), *potion of bull's strength* (25 gp), *oil of magic weapon* (4 gp); Total 200 gp.

5: SHAMAN'S ROOM

Bypass the Trap:

APL 2: 60 xp.

Defeat the undead guardians:

APL 2: 30 xp.

Treasure:

APL 2: Magic: 12 gp; 2x *potion of cure light wounds* (4 gp each), *potion of shield of faith* (4 gp); Total 12 gp.

6: THE HOWLING CAVES

Defeat the hunting spider:

APL 2: 30 xp.

7: COMMON ROOM

Defeat the goblins:

APL 2: 30 xp.

Treasure:

APL 2: Loot: 7 gp; Coin: 8 gp; Total 15 gp.

8: KITCHEN AND LARDER

Kitchen

Defeating the dire weasel:

APL 2: 60 xp.

Treasure:

APL 2: Magic: 29 gp; *potion of cure light wounds* (4 gp), *potion of resist energy (acid)* (25 gp); Total: 29 gp.

Pantry

Defeat the goblin cook:

APL 2: 30 xp.

Treasure:

APL 2: Loot: 2 gp.

Larder

Defeat the lesser gray ooze:

APL 2: 30 xp.

9: WIZARD'S WORKSHOP

Defeat Urrtarr, either with force or by making a deal with her:

APL 2: 30 xp.

Treasure:

APL 2: Loot: 5 gp; Coin: 25 gp; Magic: 86 gp; *potion of cure light wounds* (4 gp), *potion of resist energy (acid)* (25 gp), spellbook (42 gp), *scroll of magic missile* (2 gp), *wand of magic missile* (10 charges) (13 gp); Total: 116 gp.

Urrtarr's Spellbook: *burning hands*, *color spray*, *magic missile*, *ray of flame* (*Spell Compendium*) and *slide* (*Spell Compendium*); Cost 250 gp.

[*Cause fear* and *sleep* have been replaced with the two spells from the *Spell Compendium*.]

10: ELITE HOBGOBLINS

Defeating the elite hobgoblins:

APL 2: 30 xp.

Treasure:

APL 2: Loot: 56 gp.

Bypassing the trapped chest:

APL 2: 30 xp.

Treasure:

APL 2: Loot: 4 gp; Coin: 15 gp; Magic: 290 gp; *+1 longsword* (193 gp), *+1 studded leather armor* (97 gp); Total 309 gp.

11: DARAX'S ROOM

Defeating Darax:

APL 2: 60 xp.

Treasure:

APL 2: Loot: 55 gp; Coin: 22 gp; Magic: 20 gp; 5x *potions of cure light wounds* (4 gp each); Total: 97 gp.

12: NOAK'S LAIR

Defeating Noak:

APL 2: 90 xp.

Treasure:

APL 2: Coin: 168 gp; Magic: 250 gp; *cloak of resistance +1* (83 gp), *ring of protection +1* (167 gp); Total 418 gp.

CONCLUSION

Helping negotiating a peaceful relation between the goblins and the villagers:

APL 2: 90 xp.

Treasure:

Reward paid by the villagers for defeating Noak:

APL 2: Coin: 83 gp or 100 gp

Reward if the PCs help negotiating a peaceful relation with the goblins:

APL 2: Coin 17 gp.

If the PCs removed the goblin threat they also gain "Gratitude of a Guard Officer" AR item.

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.

Total Experience Encounters

APL 2 930 XP

Discretionary roleplaying award

APL 2 195 XP

Total Possible Experience

APL 2 1,125 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.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Treasure Cap

APL 2: 1,125 gp

Total Possible Treasure

APL 2: 1,584 gp

ADVENTURE RECORD ITEMS

Gratitude of a Guard officer: By calling upon your contacts with the Guard in Greyhawk City you can either gain a permit for an exotic animal for free or acquire a permit to carry bows, crossbows and reach weapons within Greyhawk City.

The favor can be used 5 times before it becomes void. If you ever commit a crime while using this favor, the punishment is doubled and the favor is made void immediately.

Scratch one when used: [] [] [] [] [] []

Gift from Sten Goodseller: As reward for your aid Sten offered items from his shop of up to 100 gp in value selected from the mundane item or alchemical item lists. Note down any items still left at the end of the adventure, you can keep these:

Urtarr's Deal: You have made a deal with Urtarr and gain access to the spells from her spellbook, including *ray of flame* and *slide* both from the *Spell Compendium*. You still need to pay to scribe the spell in your spellbook or have a spell slot available to learn the spell.

Urrtarr's Spellbook: *burning hands*, *color spray*, *magic missile*, *ray of flame* (*Spell Compendium*) and *slide* (*Spell Compendium*); Cost 250 gp.

ITEM ACCESS

APL 2:

- Urrtarr's Spellbook (Adventure; see above)
- *Wand of cure light wounds* (20 charges) (Adventure; 300 gp; DMG)
- *Wand of longstrider* (25 charges) (Adventure; 375 gp; DMG)
- *Wand of magic missile* (10 charges) (Adventure; CL 1st; 150 gp; DMG)