

ULP1-11

# TWO HEADS ARE BETTER THAN ONE

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

Version 1

by Christopher Reed

Traveling from Thunderstrike to Havenhill, you meet the horrors of another one's life. An adventure intended for character levels 1-6.

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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 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 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.

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:

- 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.
- 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.
- 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 will 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, a character sheet, and a LIVING GREYHAWK log 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*.

## DETERMINING AVERAGE PARTY LEVEL (APL)

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 PC participating in the adventure.
- 2) If PCs bring animals that have been trained for combat (most likely 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 and 1/6	0	0	0	1
1/3 and 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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is 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 dog to attack they 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.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1<sup>st</sup>-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

### IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

### LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

**Destitute:** You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

**Poor:** You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

**Common:** You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

**High:** You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

**Luxury:** You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and

frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost		Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

## BACKGROUND

This is the eleventh scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Some of the general background information includes:

- While a dwarf rules the Principality of Ulek, and all of the nobles are dwarves, it consists of more humans than any other race.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins and the like.
- Relatively few elves are native to the Principality of Ulek, and due to Queen Yolande of Celene's refusal to send succor to the Prince during the Greyhawk Wars a small amount of anti-elf sentiment exists in the nation.
- Half-orcs are, at best, treated as second-class citizens, and, in many instances, treated much worse. They are openly treated with disdain.
- Gnomes, humans, and halflings are native to the Principality of Ulek, and are treated well.

The PCs begin the adventure having just departed Thunderstrike. They have been hired to guard a small caravan while it makes its trek from Thunderstrike to Havenhill. Thunderstrike is the same city that *Hoch Jebline* (ULP1-10) and the Principality of Ulek version of *Snake in the Grass* took place. Meanwhile, Havenhill is the same city that *Find My Son* (ULP1-01), and *Downward* (ULP1-04) both started in.

One of the warlords in the Disputed Territory has decided to try and gain Turrosh Mak's favor by upsetting those in the Principality of Ulek by doing raids on nearby villages and towns and ambushing local merchants among other things. The warlord has informed his minions to cause as much destruction and mischief as possible to try and get Prince Olinstaad Corond's attention to head an

attack into the Disputed Territory and then defeat him demoralizing the citizens of the Principality of Ulek.

Before the adventure starts, an ettin sent by the warlord has just started to terrorize a local farming village, just on the edge of the Lortmil Hills north of Havenhill. The ettin's first target was Dumpkin's farmer. While working on his farm, Dumpkin sees his wife and two children killed by the ettin. Seeing this drives Dumpkin insane. Seeing the total fear in Dumpkin's eyes, the ettin decides to leave him in torment. Dumpkin, driven by his insanity, climbs upon his horse and starts to ride to Havenhill. On his way, Dumpkin is met by the PCs.

## ADVENTURE SUMMARY

The PCs start the adventure in Thunderstrike and have just been hired to guard a small caravan while it travels from Thunderstrike to Havenhill.

During the first day, the PCs are attacked by a band of hobgoblins that have been terrorizing the area in revenge for another band of hobgoblins having just recently been found and killed by a group of heroes.

After three more days of travel, the PCs start to near Havenhill. Soon they see a human man, Dumpkin, barely hanging onto the horse he is riding heading towards Havenhill. As Dumpkin sees the PCs he insanely starts to spew out words related to the horror that occurred at his farm and the fact that he seeks his brother, who lives in Havenhill.

The PCs, along with Dumpkin, finally make it to Havenhill. Once there, Dumpkin directs the PCs, by pointed fingers, to the location where he believes his brother lives. In fact, his brother has just recently moved and thus a mission to find his brother begins.

The PCs go hunting for Dumpkin's brother, Brethron. Places to look include the local tavern, the temple of St. Cuthbert or a local shop where Brethron works. Upon finding him, they are asked to come to his new home.

In talking with Brethron, Dumpkin becomes slightly more relaxed that he can tell he his said tale in short two or three word sentences and gestures. He pleads for the PCs to go and avenge his family by killing this foul two-headed creature(s). The creature is in fact an Ettin.

Heading to the village of Hyll, near the edge of the Lortmil Hills north of Havenhill, the PCs find the tracks of the Ettin leading into a cave in the hills.

If the PCs so desire, they may go into the village of Hyll to learn more about what has been occurring in the village. The PCs basically find out that Dumpkin's farm was attacked two nights ago and his family found dead. The folks in the village are fearful of the creature and when it might strike next.

The PCs encounter the dreaded Ettin(s) that Dumpkin spoke of in its cave. The bones of Dumpkin's family and those of other animals can be found within the cave as well. Also, several living animals can be found which were to be future food for the Ettin(s).

## PLAYER INTRODUCTION

*While in the market place in Thunderstrike, you are been approached by a merchant looking for several guards for a small caravan. This small caravan would be carrying a shipment of semi-precious stones from Thunderstrike to Havenhill.*

Thunderstrike is the city where *Snake in the Grass*, an adaptable scenario, took place (at least for the Principality of Ulek). Also the regional scenario, *Hoch Jebline* (ULP1-10) started in Thunderstrike.

Radsney offers each participating PC, 25 gp for their aid in guarding the caravan (two wagons). This should be more than enough to persuade them to take on the guard duty.

vRadsney the Gem Merchant: Male human Exp2; Appraise +5, Bluff +5, Craft (gemcutting) +5, Diplomacy +5, Knowledge (Local) +5, Profession (merchant) +5, Sense Motive +5.

## Encounter 1: Hobgoblins

*Having just been hired to guard a small caravan by the merchant Radsney. You make your way from Thunderstrike to Havenhill.*

*As the sun begins to set for the evening, a group of humanoid figures jump from the brush on the side of the road towards the wagons in the caravan.*

The humanoid figures are actually hobgoblins that are seeking to avenge the recent loss of one of their groups (from *Hoch Jebline* (ULP1-10)). They are currently fifty feet away from the caravan and first make use of their javelins. After this occurs, they move into melee. PCs will notice them and thus avoid being ambushed with either a successful Listen or Spot check (DC 10).

### APL 2 (EL 4)

μHobgoblins (6): hp 6 each; See *Monster Manual*. Page 119.

### APL 4 (EL 5)

μHobgoblins (9): hp 7 each; See *Monster Manual*. Page 119.

### APL 6 (EL7)

μHobgoblins (12): hp 8 each; See *Monster Manual*. Page 119.

Besides the equipment the hobgoblins have on them, they also have 150 sp in a leather sack.

## ENCOUNTER 2: DUMPKIN

Another three days pass before the next encounter continues. Allow the PCs to set watches during the

evening, do any necessary healing, or take any additional precautions. Add any minor encounters (non-combat) you feel would spice up the game. For example, during the first night, perhaps the PCs are awake by a wild pig that has come too close to their camp.

When you are ready to proceed, continue with the following:

*Just a couple of hours away from Havenhill, you see a lone horse slowly moseying along coming towards you at an angle. Draped and barely hanging onto the back of the horse is a straggly looking human man with tattered cloths.*

*The man slowly lifts his head as if it were like lifting a heavy rock as you come closer. He then begins to mutter, "Dead," as he points behind him. "All gone." A wooden holy symbol of St. Cuthbert hangs from his neck.*

The man is Dumpkin, a human farmer and worshipper of St. Cuthbert, from the nearby village of Hyll. His farm was the target of an ettin's recent attack. While working on his farm, Dumpkin saw his wife and two children killed by an ettin. The ettin cruelly decided to let Dumpkin live. Seeing his family's deaths at the hands of this monster has driven Dumpkin insane. Due to this insanity, he only speaks in one to three word sentences. He also will point and mime any messages he is also trying to relay.

Dumpkin now only wishes to find his brother, his only living relative. His brother, Brethron, lives in Havenhill and Dumpkin will do whatever it takes to get there.

If the PCs ask Dumpkin where he is going, he will point in the direction of Havenhill. If the PCs ask him where he came from, he will point in the direction of the village of Hyll. He does not know what an ettin is and will not give any details on the creature now except for that it was "big."

As the judge, don't give the PCs too many details onto what is going on. Play Dumpkin as if he has an extremely limited vocabulary and should be confusing to those he speaks. Also, attempt to get the PCs interested in what has happened to him or what he may have seen so the PCs follow him to Havenhill and continue the scenario.

## ENCOUNTER 3: HAVENHILL

If the PCs follow Dumpkin to Havenhill, continue with the following:

*Soon you arrive at Havenhill and are checked by the guards manning the heavily fortified walls. Once inside, you are thanked for helping with your guard duty by Radsney and paid in full the promised amount.*

*Dumpkin soon starts to wander off apparently looking for something or someone.*

Now that he is in Havenhill, Dumpkin continues his search for his brother. If the PCs follow, he merely

mumbles his brother's name, Brethron. If asked where he is going, Dumpkin merely points off in the distance.

As he continues his trek to find his brother, he continuously mutters, "Must find".

When Dumpkin and the PCs near the location of where Dumpkin believes his brother lives, they see several burned down homes. With seeing this Dumpkin starts to panic, as he now does not know where to find his brother. He starts to madly walk around in circles muttering "Not here, not here".

Brethron, Dumpkin's brother, did indeed live here about three months ago until his home burned down. He now lives in a different part of town.

If the PCs wish to help Dumpkin, they must now search for Brethron. Continue with the next encounter.

If the PCs did not follow Dumpkin, read the following:

*Soon you arrive at Havenhill and are checked by the guards manning the heavily fortified walls. Once inside, you are thanked for helping with your guard duty and paid in full.*

The PCs are welcome to wander the city (Encounter Four) if they so desire. However, since they did not come to Havenhill with Dumpkin, the scenario will end once they are done with what can be down in the next encounter.

## ENCOUNTER 4: SEARCHING

If the PCs decide to help Dumpkin search for his brother, continue with the following:

*Now beginning your search for Dumpkin's brother, Brethron, you quickly realize you don't have many clues to go on. So where will your search begin?*

There are three locations that may provide help for the PCs: the local tavern (The Happy Howl), the temple of St. Cuthbert and the shop where Brethron works (The Stocked Barrel).

### THE HAPPY HOWL

If the PCs go looking for the nearest tavern, continue with the following:

*Heading to the nearest tavern, you find a place called the Happy Howl. The place seems to be of average quality and most of the patrons are human.*

The local (and nearest) tavern to Brethron's old home is the Happy Howl. This tavern is just your average run of the mill tavern. The food here is adequate and the drink is only slightly better.

The owner and bartender of the bar is Cluff. He is a human of average build with messy gray hair. He also has two bar maids and a cook who assist him.

If the PCs ask either of the two barmaids any questions, they tell the PCs they should talk to Cluff. If the PCs ask Cluff about Dumpkin's brother, Brethron, he

will inform them that a fire took his home about three months ago and he has since moved away. He's not sure where he is currently living but they could check his place of work (The Stocked Barrel).

vCluff, the Innkeeper: Male human Com1; Knowledge (Local) +4, Profession (innkeeper) +4.

### TEMPLE OF ST. CUTHBERT

If the PCs go to the temple of St. Cuthbert, continue with the following:

*Heading to the temple of St. Cuthbert, you see that it is an old stone warehouse that has been converted to a place of worship. You are shyly greeted by a young boy of about eight years. He looks to be extremely strong and while most of his features are human, his upturned nose betrays his half-orc heritage.*

*From within the temple you hear, "Glothin, who has come to visit the temple of St. Cuthbert today?"*

Some of the PCs may know Glothin, the half-orc boy, and the priest, Sellin Edarin, from the scenario, *Find My Son* (ULP1-01). Sellin, a priest of St. Cuthbert, is quite pleased that they have visitors. He is a friendly man who wonders how he can help the PCs. Glothin is a shy young boy who only speaks if talked to otherwise he keeps to himself.

If the PCs ask Sellin about Dumpkin's brother, Brethron, he knows that he is a dedicated man who has a strong faith in St. Cuthbert. He knows Brethron has fallen on hard times including having his house burn down. He does know where he works (The Stocked Barrel) and will gladly inform the PCs of this information.

### THE STOCKED BARREL

When the PCs get more information from either the innkeeper from the Happy Howl or the priest at the temple of St. Cuthbert and head out to The Stocked Barrel, the place where Brethron works, continue with the following:

*Having been advised to the place where Brethron works you head out to find him with Dumpkin in tow. Dumpkin has a worried look over his face and is deathly quiet as you press onward.*

*You soon find The Stocked Barrel. Unloading a large wagon of a significant number of barrels and crates is an average-sized human man of middle age. As you approach the man with Dumpki, he looks up. A look of shock falls across his face, and he puts the crate currently in his arms down and throws them around Dumpkin.*

*"Dumpkin, my brother what brings you to Havenhill?"*

*Dumpkin replies in short, "Family, all gone."*

Brethron asks the PCs and Dumpkin for more details. When he realizes that Dumpkin has been driven insane

by the event, he asks for both Dumpkin and PCs to join him at his home.

## ENCOUNTER 5: BRETHRON

When the PCs go to Brethron's home, continue with the following:

*Having found Brethron, you are asked to come back to his home so that you can discuss more with him. You can see a glint of ease in Dumpkin's eye now.*

Brethron asks the PCs what they know, which should be limited. He then turns to Bumpkin trying to get more information on what has occurred. Bumpkin relays in simple sentences (one to three word sentences) and hand gestures the fact that his family is gone (dead), killed by a two-headed creature.

After Brethron understands what is going on, he pleads with the PCs to avenge Bumpkin's family. He offers them space in his small home to rest for the evening so they can be ready to take on the creature in the morning.

## ENCOUNTER 6: TREK TO HYLL

When the PCs, make their way to the village of Hyll, continue with the following:

*Having agreed to avenge Dumpkin's family, you set out towards the village of Hyll, Hyll is located just on the edge of the Lortmil Hills to the northwest of Havenhill. It is primarily a farming community with much of the surplus food being brought to Havenhill for trade.*

*After a half a days travel, you begin to near the village and Dumpkin's farm.*

If the PCs search for tracks (DC 10), they will find one (or more depending on their APL) gigantic set(s) of footprints leading into the Lortmil Hills. The PCs can choose to either head into the village of Hyll to gather more information, or follow the tracks using the Wilderness Lore skill (DC 10). Thus the tracking feat is not needed to follow the tracks.

The tracks head into the Lortmil Hills and into a large cave.

If the PCs follow the tracks, go to Encounter Eight. If the PCs do not locate the tracks or decide not to follow them, instead going to the village of Hyll, go to Encounter Seven.

## ENCOUNTER 7: HYLL

If the PCs decide to head into the village of Hyll, continue with the following:

*Continuing onward, you heading into the village of Hyll. As you enter the village, you see several small shops and one farmer unloading his goods from a small cart.*

No one in town knows that Dumpkin is even missing, as it isn't uncommon for them not to see him or members of his family for a week at a time. The village folks will ask the PCs questions depending on what queries the PCs have. For example, if the PCs ask where Dumpkin's farm is, one of the village folks might ask what their concern is for it. They don't mean to be rude but rather are just interested in what brings the PCs to their small farming village.

If the PCs inform the village folk that a creature has killed Dumpkin's family, they start to panic and plead for the PCs to kill it.

Unfortunately, the village folks have nothing in the form of aid they can give the PCs except for a belly-filling meal.

## ENCOUNTER 8: ETTIN

When the PCs near the cave where the ettin is living, continue with the following:

*Following the tracks, you see they lead to the edge of the Lortmil Hills. Continuing onward, the soon see they in fact lead into a large cave.*

Currently, the ettin(s) is (are) sitting down enjoying a feast of wild boar it (they) hunted near the cave. He has (they have) captured another boar that he is (they are) saving for later and has tied it up a large rock within the cave. If the captured boar is saved, PC druids, rangers or clerics with the animal domain, may be able to keep it as an animal companion.

When the PCs decide to enter the cave, they found that it is littered with several bones of different sizes. Have each PC make a listen check (DC 10) to hear the ettin(s) making gross slobbering eating noises. If the PCs spend the time to look at the bones, they can determine that the bones include those of several boars (or pigs), a horse and even human (Dumpkin's wife and children). However, this will cause them to lose the element of surprise on the ettin(s).

The ettin(s) isn't (aren't) expecting anyone to come to his cave and thus if the PCs move quickly and quietly into the cave, they may be able to surprise it (them) while it is (they are) eating.

Please see DM Aid #1 for a map of the cave.

### APL 2 (EL 5)

μEttin (1): hp 65 each; See *Monster Manual*. Page 89.

### APL 4 (EL 7)

μEttin (2): hp 65 each; See *Monster Manual*. Page 89.

## APL 6 (EL8)

μEttin (3): hp 65 each; See *Monster Manual*. Page 89.

If the PCs search the ettin(s) and the cave, they found two gold bracelets and six silver bracelets wrapped around (one of) the ettin's rings, along with a *necklace of prayer beads (blessing)* wrapped around (one of) the ettin's wrists.

Additionally, 5 gold pieces, 64 silver pieces and 60 copper pieces can be found throughout the cave.

## CONCLUSION

*Having avenged Dumpkin's family, you head back to Havenhill to relay the news. Both Dumpkin and Brethron are pleased to see you return.*

*While you tell your tale of defeating the ettin, both Dumpkin and Brethron listen intently. When you are finished, Brethron thanks you. Next, Dumpkin looks up at you with tears in his eyes and says "Thank You, thank you so very much."*

Unfortunately, neither Dumpkin nor Brethron have anything to give the PCs besides their eternal gratitude.

The End

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total (objectives plus roleplaying) to each character.

Encounter 1	
Defeating the hobgoblins	100 xp
Encounter 2, 3, 4	
Assisting Dumpkin to find Brethron	50 xp
Encounter 6	
Locating the tracks	25 xp
Encounter 8	
Defeating ettin(s)	150 xp
Total experience for objectives	325 xp
Discretionary role-playing award	0-50 xp
Total possible experience	375 xp

## TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

- The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
- Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
- Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things that it later finds unreasonable but which were allowed at the time.

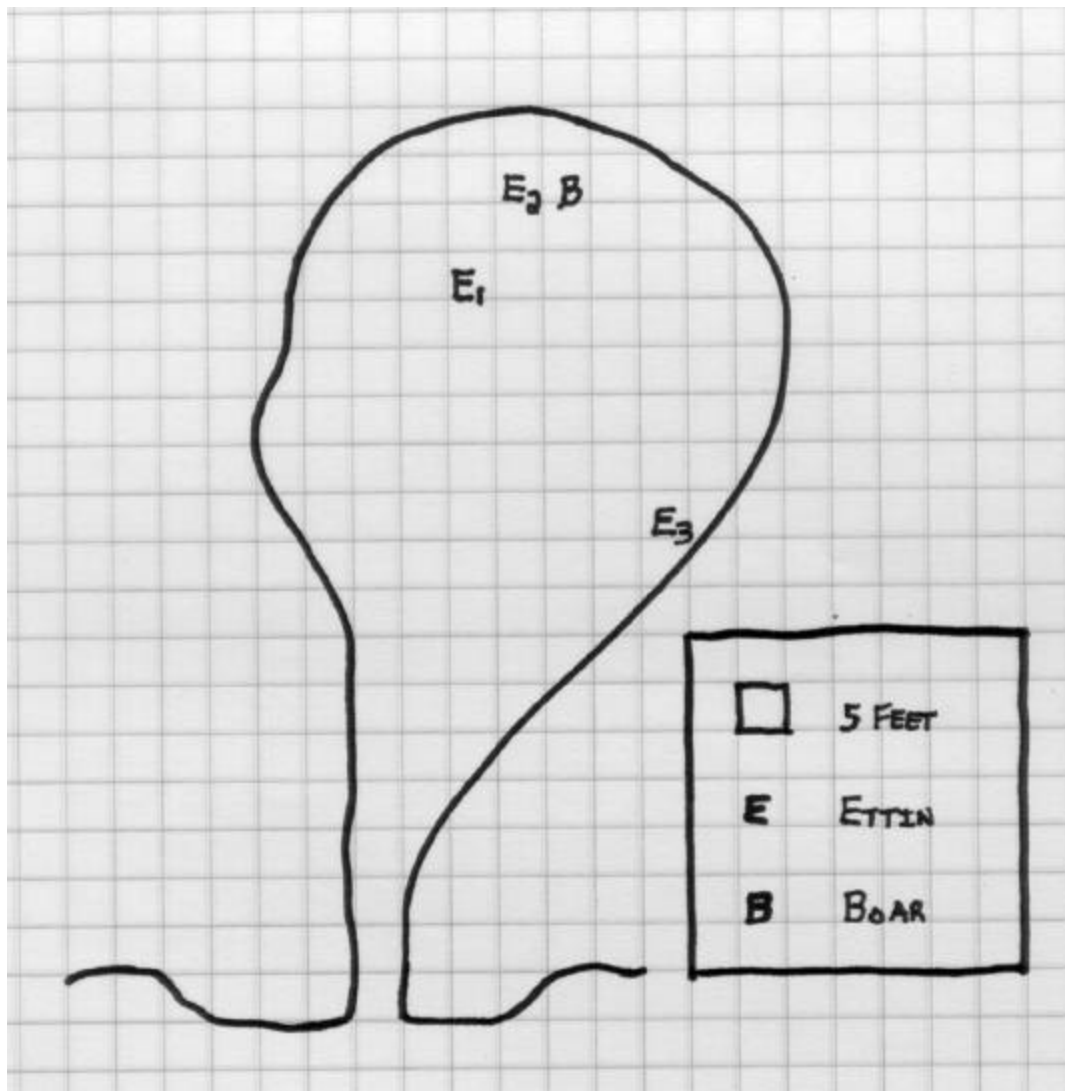
Encounter One  
180 sp

Encounter Three  
25 gp (per PC)

Encounter Eight  
*necklace of prayer beads (blessing)* (Tiny, - lbs., Silver, 500 gp, Common): This silver necklace contains several semi-precious stones along with one special bead (*bless*). This special bead can be used once per day.  
2 Gold bracelets (worth 100 gp each)  
6 Silver bracelets (worth 10 gp each)  
5 gp, 64 sp, 60 cp



# DM AID #1 (LAYOUT OF CAVE)



## STORY SUMMARY FOR USE AT FLORIDA FALL FANTASY.

Please fill out the following and return to Christopher Reed at 6245 Westgate Drive; Apartment #1905; Orlando, FL 32835.

Did the PCs find Brethron? YES NO

Did the PCs visit the village of Hyll? YES NO

Did the PCs defeat the ettin? YES NO

Which PC received the *necklace of prayer beads*?

Real Name: PC Name: RPGA #:

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Which PC (druid, ranger or cleric with the animal domain) received the *boar animal companion*?

Real Name: PC Name: RPGA #:

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