

BDKA3–02

Johrase Jailbreak

An Introductory D&D LIVING GREYHAWK®
Bandit Kingdoms Regional Adventure

by Benjamin J. Krauter and
Leslie A. Maynard

The heroes encounter a wounded Johrase Mercenary, left for dead after an ambush gone bad. One of his comrades has been taken captive by the victorious orcs, and he asks the PCs to ensure his safe return... or his permanent silence. An adventure for first level characters only.

Based on the original DUNGEONS & DRAGONS rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, 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

Introductory events are non-sanctioned events, and as such are not reported to the RPGA.

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*.

Time Units and Upkeep

This is an introductory one-round Regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms, pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Summary and Background

The Kingdom of Johrase, long known for their skilled and fierce warriors, stood against the invading forces of Iuz and was defeated. The surviving warriors spread throughout the Bandit Kingdoms and neighboring lands, selling their skills as mercenaries. They are the best of the best, an organization known for their integrity and ruthless efficiency. The Johrase Mercenaries maintain the second largest standing army in the Bandit Kingdoms, marching under the banner of a black morningstar. They are very scrupulous about maintaining their absolute neutrality.

However, the Johrase are also bitter about their defeat. Their former capital, Kinemeet, is now almost entirely populated by orcs. For the moment, the Johrase are content to bide their time and gather their strength, awaiting the perfect opportunity to take back what is rightfully theirs. They can risk no open conflict with the forces of Iuz... but they are quick to take any chance to eliminate unwary orcs and goblinoids whenever the servants of the Old One aren't looking.

In this adventure, the PCs encounter a wounded Johrase Mercenary by the name of Tolan. He is part of a company stationed in the city of Hallorn, charged with keeping the roads free of bandits. Tolan was a member of a patrol that ambushed what seemed to be a small, isolated orcish supply train... only to stumble across their rendezvous with a much larger force. The Johrase found themselves swiftly outnumbered; the patrol leader was captured, and all the other soldiers slain. The attack could easily have been blamed on bandits had it been successful; with the capture of Sergeant Hoyle, however, the neutrality of the Johrase Mercenaries is threatened. If the orcs manage to provide absolute proof to their superiors regarding the identity of their attackers, it could seriously damage the reputation and operational status of the Johrase Mercenaries.

Following Tolan's blood trail back to the scene of the ambush, the PCs encounter a carrion crawler that has emerged from a nearby crevice to feast upon the dead. The beast has no objection to feasting upon living adventurers as

well. After the battle, observant PCs should note that several of the human corpses in the area still bear the symbol of the Johrase – it would be best to dispose of such symbols.

The PCs are then faced with the somewhat daunting task of gaining entrance to the orcish encampment. The orcs have taken shelter in an abandoned village, constructing a rude palisade of sorts from bracken and the rubble of fallen buildings. The PCs must evade or eliminate the sentries, locate Sergeant Hoyle, and deal with his ogre jailor.

Once the PCs have made good their escape, they can continue on to Hallorn to inform the Johrase of the fate of their patrol, and to collect their reward.

Introduction

It is a typical dry and dusty afternoon in the Bandit Kingdoms. The rugged barrens north of the Tangles lie still and quiet beneath the stifling heat. As you make your way south along the road to Hallorn, the ever-present red dust coats you from head to foot, gritting in your teeth and gumming in your eyelashes. The dust has even tarnished the glossy black feathers of the carrion birds wheeling overhead. Something in the bracken-filled roadside ditch appears to have caught their eye; even as you approach, a few enterprising ravens swoop down into the brush... only to be driven off by a feeble thrashing sound and a string of wheezing curses delivered in the common tongue.

A man lies face-down in the thorny, brittle weeds choking the shallow ditch. He is clearly a warrior, dressed in a torn and bloody mail coat. It does not take a trained healer to note that the man is grievously injured; both legs have been shorn off just above the knee. Someone has cut the man's sword belt down into a pair of tourniquets, but even so, a visible blood trail leads westward into the barrens.

The first thing the man asks for if the PCs approach is a drink of water. With a little assistance (attempts at healing are entirely optional), his eyes clear somewhat, and he speaks in a harsh, pain-choked voice.

"Thank you, friends. Looks like the gods decided t'be merciful today. Better late than never, heh?" He coughs. "Please, there's not

much time! You lot look like you know one end of a sword from t'other. My name is Tolan, and I'm a man of Johrase. Part of a raiding party that ran across an orcish supply train... supposed to be out lookin' fer bandits, but couldn't pass it up... Lumbering wagons, not too many guards... too bad they had friends. Came at us from all sides. Bloody magic-users and an ogre with a huge ruddy axe... he's the one what did for me." He gestures weakly at his ruined legs. "Rotten orcs everywhere. Wiped us out, all but one. Well, one and a half, counting me." He laughs, a wheezing, bitter sound. "Please, they've got Sergeant Hoyle! You have to help!"

The PCs probably have several questions at this point, all of which Tolan will answer to the best of his ability.

He is unsure how many orcs remain alive, although he guesses that it can't be more than twelve. He is pretty sure that the magic-users were slain during the ambush. The ogre definitely survived.

He doesn't know where the orcs went, but they must have a base or a camp somewhere nearby. The supply train turned off the main road a few miles further south, before the Johrase attacked them in the hills; they weren't outfitted for a very long trip.

The Johrase Mercenaries will pay handsomely to preserve their "neutral" status in the region. They cannot afford to draw the wrath of the servants of Iuz. If the PCs go to the town of Hallorn after dealing with Sergeant Hoyle, they can expect a generous reward.

The orcs cannot be permitted to bring Sergeant Hoyle to their superiors. If the PCs are unable to rescue him for any reason, he must be eliminated before he can talk. Tolan describes Hoyle as a tall man in his mid-thirties, with brown hair and a short beard. He should be wearing the black morningstar emblem of the Johrase.

Once the PCs have finished pumping him for information, Tolan will hand them his bloody, filthy tabard, asking them to keep it out of enemy hands. He will then ask the PCs to kill him quickly, rather than leaving him to slowly bleed to death in the ditch. He will argue vehemently against any attempts to heal him or

take him along, advising the PCs to save their time and their spells and get a move on.

Encounter One

The blood trail is easy to follow, requiring a Survival check at DC 5. It winds its way through several shallow gullies, around piles of boulders and clumps of thorny shrubs, before leading into a narrow wash. Walking at a moderate and cautious pace, it will take the PCs about half an hour to reach this point; it probably took Tolan half a day to crawl the same distance. At this point, the PCs are about a mile from the main road, climbing through a series of low, rugged hills. The rocky terrain provides ample cover for desperate bandits and hungry creatures alike. Ravens can be seen circling overhead from a long way off, but they don't seem to be in any hurry to land.

The trail of blood leads down into a shallow gully. It turns sharply to the north and west, vanishing behind a craggy ridgeline that clearly marks the edge of a dry wash. The stench of dead things rotting in the sun hits you in a powerful wave, accompanied by the buzzing of flies, the raucous cries of carrion birds... and a loud slurping, crunching noise.

A carrion crawler has emerged from a nearby cave to feed upon the corpses of the fallen. The monster has a multilegged, segmented body about 9 feet long, and looks like a cross between a giant green cutworm and a cephalopod. It has eight slender, two-foot-long tentacles protruding from its head, directly below its mandibles. The carrion crawler's presence keeps the ravens at a polite distance – a few paralyzed birds lie among the dead as a clear warning. The beast is focused on its meal, but as soon as it is threatened or presented with a moving food source, it attacks. It uses its paralyzing tentacles to disable every moving opponent before beginning to feed.

Carrion Crawler (1): hp 19; see MM p.30.

Once the carrion crawler has been dealt with, the PCs have an opportunity to examine the ambush site. A Search at DC 15 reveals that the human corpses, five in all, still bear the black

morningstar emblem of the Johrase. It shouldn't take a cleric with a Wisdom score of 18 to figure out that these uniforms should probably be removed. There are also eleven slain orcs, and clear wagon tracks leading through the gully. Anyone can make the Survival check at DC 10 to follow the wagon tracks, and to note a set of extremely large boot prints mixed in with the humanoid-sized tracks.

Encounter Two

The narrow dirt track winds its way through the barren hills, between the thorny wrecks of hedgerows that apparently once separated cultivated fields. Nothing grows here now but tumbleweeds, thistles, and spiny little shrubs. The hills grow steeper as the trail leads further west. As dusk draws near, anyone making a Spot check at DC 14 notes several smoke trails ahead, on the far side of a ridge perhaps half a mile away.

The ruined village nestles at the base of a short but steep cliff. Three bonfires illuminate the shells of the modest buildings, and the rough fortifications that have been constructed from their shattered walls. A low wall, built of rubble and bracken, surrounds the perimeter of the camp. A single gap in this wall, blocked by a pair of empty wagons, is guarded by two orcs in blackened chainmail. Other dark figures can be glimpsed now and again against the glare of the firelight. A few buildings near the center of town seem to be more or less intact; over the largest one, perhaps an inn during happier days, a dark banner hangs limp and lifeless. Pup tents and crude lean-tos sprawl in sloppy lines several yards north of the intact buildings. Occasionally, a burst of harsh laughter or a snatch of rapid, guttural speech breaks the stillness.

If the PCs just walk up the ridge, bold as brass, the two sentries on the gate are in a good position to notice them. At least twice when the PCs attempt to make their way down slope towards the enemy camp, these two guards continue to make Spot checks. There is enough cover from rocks and brambles that the PCs may make Hide checks if they take their time, but not enough cover to give them any bonuses.

Orc Guards (2): hp 12, 11; see Appendix I.

If the PCs attempt to enter the camp somewhere along the southern edge, there are a variety of obstacles they may have to surmount. The orcs have dug a large refuse pit at the southwestern corner of their camp. This pit is fifteen feet long, ten feet wide, and ten feet deep. A successful Jump check at DC 10 (for most Medium-size characters, assuming a running start of at least 20 ft.) clears the pit. Missing the check causes 1d6 points of damage from the fall, plus a loud squelching noise. Characters falling into the latrine must make a Fort save at DC 12 or be sickened for 1d4 rounds (-2 to all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks). Unless the character cleans up the mess somehow, enemies make their Spot checks against that character at +2 for the rest of the night – they can smell him before they see him.

Climbing the ruined walls of the buildings making up part of the fortifications is also chancy. These were one-storey cottages, meaning that the surviving stone walls are only ten feet tall. Doing so requires a Climb check at DC 20. Failure by more than 5 points not only means that the character falls, taking 1d6 points of damage, but that a portion of the wall collapses. All characters within 5 ft. of the square where the falling PC started climbing must make a Reflex save at DC 12 to avoid taking 1d4 points of damage from falling masonry – this includes the falling character. In addition to the damage, falling stones make a lot of noise, granting a +6 to the Listen checks of the nearest orcs. Grappling hooks may reduce the Climb check, but they are noisy in and of themselves.

Climbing over or wriggling through the makeshift barricade may seem like the best option, but there are traps intended to foil such attempts (see below). The barricade is four feet tall, and five feet thick. The PCs may climb over it with a Climb check DC 15, with any failure meaning that they have snagged themselves on thorns and must spend a round extricating themselves before continuing. Failure by more than 5 not means that they are stuck, but that they slipped and fell rather noisily; as above, this grants nearby orcs a +6 to their Listen checks. PCs may attempt to jump over the

barricade, but they must clear both the horizontal and the vertical distance, making the Jump check DC 15 (again, for the average Medium-sized PC with a 20 ft. running start). Failure results in a spectacular crashing thud, as with the Climbing failure above. Small characters may also attempt to wriggle through the barricade with an Escape Artist check at DC 15. Failure means that they are caught on the thorns and must spend a round extricating themselves before continuing.

Encounter Three

Once the PCs are inside the perimeter, they need to locate the prisoner. The intact buildings at the center of town are the obvious place to look.

There are two potential enemies that the PCs could be facing at this point. The established guards (marked on the map) are awake, armored, and more or less alert. These are the orcs who are the first to come investigate any strange occurrences, providing they make their Spot and Listen checks. If they leave their posts to investigate something, and the PCs deal with them, they will obviously no longer be at the marked locations. Each guard, in addition to his arms and armor, is carrying a battered signal horn; if they feel something is seriously wrong, and if they get the opportunity, they use a standard action to blow the horn and rouse the camp.

Orc Guards (2): hp 12, 11; see Appendix I.

The second group of enemies includes the orcs in the camp to the northeast. These guys are off-duty, and drinking up a storm. If the PCs successfully infiltrate the camp without raising the alarm, the off-duty orcs stay where they are, happily guzzling ale until they pass out. However, if one of the guards blows the signal horn, they come boiling into the central square, drunk and belligerent. They are armed but not armored, and most of them are having difficulty standing up straight, but they are very irritated about having their party interrupted.

Drunk Orcs (6): hp 6, 5, 5, 5, 4, 3; see Appendix I.

Encounter Four

The large building at the center of town appears to once have been a cozy village inn. The sign out front, hanging crookedly from one bracket, splintered and coated with filth, bears an image that you think was probably intended to be a dog of some sort. The lower story is rough stone, the upper framed with timbers and capped by a steep, slate-tiled roof. The cheerful green paint on the shutters and windowsills is cracked and peeling, the windows themselves dull with grime. The long, low wooden building out back is undoubtedly the stable.

There are three basic methods of entry; the front door, the kitchen door, and a window. Peeking through a lower story window reveals a faint, flickering light source and a lot of vague shadows; the glass is too filthy both inside and out to provide a clearer view. Missing panes on the lower floor have been covered with old boards, while a simple Spot check (DC 14) reveals that many of the upper story windows have broken panes that have not been blocked.

The kitchen is a mess, but it has obviously seen recent use. A pile of dirty dishes, pots and pans waits beside an empty washtub. Sacks of grain and barrels of salt fish are stacked against one wall. The large, battered table in the center of the kitchen is covered with unidentifiable chunks of rotten meat, spilled grain, discarded bowls and utensils, and crawling insects. The fire on the hearth is burning low; a large iron cauldron simmers on a hook over the fire. A small, ragged figure snores on the hearth, grimy ladle in hand. The figure stirs and looks up with beady yellow eyes as the door opens.

Goblin Cook: hp 5; see Appendix I.

The goblin cook is cowardly and easily intimidated. His name is Borktog. He can tell the PCs about the ogre in the next room, and that the human is in this building somewhere, but that's all. He wasn't with the caravan when it was attacked, so he knows nothing about it. He can also tell them that the Boss lives in the best room upstairs, at the end of the hall. The Boss is a really smart orc named Dreghov who is very mean to poor Borktog. The goblin will whine and plead pitifully for its life, attacking

only left with no other option. If forced to fight, Borktog shrieks his head off, alerting the ogre in the next room before the PCs inevitably squash him. He promises to stay in the kitchen and be very, very quiet if they let him live, but he'll be out the door to alert the camp the second the PCs turn their back on him.

The common room has a dirty, badly-scuffed wooden floor. A huge stone hearth takes up half the north wall; a small fire, burned down to the embers, provides the weak source of light visible from the outside. All the furniture is long gone, with the exception of a battered wooden chest and a pile of rotting, mismatched cushions heaped in one corner – the ogre's bed. Unfortunately for the PCs, the ogre is awake, sitting up in bed and admiring his collection of "pretty rocks." He has a good view of both doors from his position, and instantly lurches to his feet when one of them opens, roaring out a challenge.

Young Ogre: hp 29; see Appendix I.

Fighting the ogre is bound to be a noisy process (unless the PCs cast *silence*), alerting Dreghov to their presence. The half-orc leader, a shaman and a formidable warrior in his own right, hastily dons his armor as soon as he hears commotion below. This takes him one minute (10 rounds). Once that's done, he casts *protection from good* on himself. If the PCs get up the stairs more quickly than that, they're going to catch him only partially armored.

Getting up the stairs is not as easy as it sounds. The wood has begun to rot and crack, and Dreghov has cleverly helped it along a little bit. The PCs will make it to the first landing safely, but the third step on the upper flight of stairs will not hold more than 5 pounds of pressure (Dreghov just skips it). See the Traps section at the end of this encounter.

Dreghov is in his room at the end of the hall, behind a locked door (Open Lock DC 20, Break DC 15). Fully armored or not, if he hears the PCs coming, he has his morningstar in hand and a spell prepared (readied action). He stays well back from the door, and as soon as the door opens, he casts *sleep*, hoping to immobilize as many enemies as quickly as he can.

Dreghov: hp 20; see Appendix I.

In a locked chest at the foot of his bed (he has the key on him, otherwise the stats are the same as for the door above), the PCs find a sack of gold coins, a blood-spattered Johrase tunic, a masterwork dagger with the Johrase crest on the pommel, and a crude map of the surrounding area.

Traps

The third step on the upper flight of stairs in the inn has been rigged to collapse. This essentially functions as a pit trap, as stated below.

Collapsing Stair: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. fall (1d6 points of damage); Search DC 24.

Note that there is no way to disable this trap, but it is easily avoided, even for a Small character, by simply stepping over it.

Encounter Five

Beneath the stairs leading to the upper floor is a stout wooden trapdoor, locked and barred from the outside (Open Lock DC 20, Break DC 25). It opens onto a wooden stairwell leading down into the cellar. The first step triggers a trap (see below).

The rough stone walls of the cellar are thick with cobwebs and dust. Broken, rotten fragments of wooden shelves and shards of pottery lay scattered over the earthen floor. The air is thick with the smell of decay, old blood, and excrement. A ragged figure lies curled into a ball atop a filthy pile of straw in the back corner.

The figure is Sergeant Hoyle, badly beaten and with his hands and feet bound behind his back. He stirs as the PCs approach, squinting in the sudden light they bring (if any). Once he realizes that they are not allied with his captors, hope flares in his eyes. He is very generous with his thanks, especially if they mention Tolan. He has been stripped of all armor and weaponry, and is sitting at 0 hit points; the PCs will either have to heal him, or be very careful moving him.

Traps

Stepping on the first of the cellar stairs triggers a swinging block trap. The stone foundations of the inn are clearly visible overhead as the PCs descend into the cellar; one of the stones has been worked loose and carefully replaced in its setting. The trigger releases it to crash straight down on the head(s) of any unfortunate PC in the 5 foot area around the first stair.

Falling Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (2d6, stone block); Search DC 20; Disable Device DC 20.

Conclusion

Once the PCs have Sergeant Hoyle in hand, they should have a relatively easy time making it back to the road. The sergeant will suggest going back and burying his men, including Tolan, but he is tired enough that he won't push the issue. Hallorn is only a half a day's march further south.

The Johrase camp lies at the edge of town, surrounded by a shallow ditch and rampart. The tents are arranged in neat, orderly lines, with cookfires set in rings of stone at regular intervals. The sentries, dressed in chainmail with the Johrase morningstar prominently displayed on their tabards, hail you as you approach.

Getting past the sentries is very easy if Sergeant Hoyle is along. If the PCs didn't manage to recover him alive, it will take a little fast talking before they are escorted to the company commander. Regardless of the ease with which they pass the guards, a man runs off ahead of them to inform the commander, who is clearly waiting for them when they arrive.

The company commander, Captain Briston, is a tall, lean man in his late thirties with short-cropped, sandy hair. He listens soberly as the PCs tell their tale. He does not appear to be enormously happy with Sergeant Hoyle, who (again, if present) stands at rigid attention throughout the entire recitation. At the conclusion of the tale, he dismisses the sergeant, saying "I'll deal with you later." He is still very

reserved and formal with the PCs, but it is clear that his displeasure is not aimed at them.

"You have done the Johrase a great service this day, and we will not forget. These are dark days, and it is good to know that there are resourceful and courageous warriors still to be found in this troubled land. We owe you a debt of honor that gold alone cannot repay... although I ask you to accept this small sum with our gratitude." He opens a strongbox near his field desk, and hands you a heavy, clinking leather pouch. "I wish you further good fortune in your travels."

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 value (objectives plus roleplaying) to each character.

Encounter One

Defeat Carrion Crawler	120 xp
------------------------	--------

Encounter Two

Defeat or avoid sentries	30 xp
--------------------------	-------

Encounter Three

Defeat or bypass drunken orcs	30 xp
-------------------------------	-------

Encounter Four

Defeat Ogre	60 xp
Defeat Dreghov	60 xp
Disable or avoid trap	30 xp

Encounter Five

Disable or avoid trap	30 xp
-----------------------	-------

Discretionary Roleplaying Award	90 xp
---------------------------------	-------

Total experience for objectives	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 an introductory scenario, characters may not spend additional Time Units to practice professions or create items immediately after the adventure.

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

Encounter One

APL 2: L: 75 gp; C: 0 gp; M: 0 gp.

Encounter Two

APL 2: L: 16 gp; C: 0 gp; M: 0 gp.

Encounter Three

APL 2: L: 37 gp; C: 0 gp; M: 0 gp.

Encounter Four

APL 2: L: 69 gp; C: 120 gp; M: 0 gp.

Conclusion

APL 2: L: 0 gp; C: 83 gp; M: 0 gp.

Total Possible Treasure

APL 2: 400 gp

Appendix I: Customized Monsters

Encounter Three

Orc Guards(2), orc War2: CR 1; Medium Humanoid (Orc); HD 2d8+2; hp 11; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail, +2 heavy wooden shield); Base Atk/Grapple: +2/+5; Atk +5 melee (1d8+3 [x3], battleaxe); SQ Darkvision 60 ft., light sensitivity; SV Fort +4, Ref +1, Will -2; Str 17, Dex 12, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: Chainmail, heavy wooden shield, battleaxe, horn.

Drunk Orcs (6): CR 1/2; Medium Humanoid; HD 1d8+1; hp 5; Init -2; Spd 30 ft.; AC 8*; Base Atk/Grapple: -1/+2; Atk +2 melee (2d4+4 [18-20/x], falchion), or -1* ranged (1d6+3 [x2], javelin); SQ Darkvision 60 ft., light sensitivity; SV Fort +3, Ref -2*, Will -4*; Str 17, Dex 7*, Con 12, Int 8, Wis 3*, Cha 6.

Skills and Feats: Listen -2*, Spot -2*; Alertness.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: Falchion, javelins (3)

* reflects -5 penalty to Dex and Wis due to drunkenness

Encounter Four

Goblin Cook, male Goblin War1: CR 1/3; Small Humanoid; HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 13 (+1 size, +1 Dex, +1 padded armor) touch 12, flat-footed 12; Base Atk/Grapple +1/-3; Atk +1 melee (1d4-1, ladle); Space/Reach 5ft./5ft.; SQ Darkvision 60 ft.; 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, Spot +2, Profession (cook) +2; Alertness.

Possessions: Ladle.

Young Ogre: CR 2; Medium Giant; HD 3d8+9; hp 22; Init +0; Spd. 30 ft.; AC 17 (+4 natural, +3 hide armor), touch 8, flat-footed 16; Base Atk/Grapple +2/+5; Atk +6 melee (1d12+4 [x3], greataxe); Space/Reach 5ft./5ft.; SQ Darkvision 60 ft., low-light vision; SV Fort +6, Ref +1, Will +1; Str 17, Dex 10, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +3, Listen +1, Spot +2; Toughness, Weapon Focus (Greatclub).

Possessions: Greataxe, hide armor, three dark red garnets (worth 200 gp each).

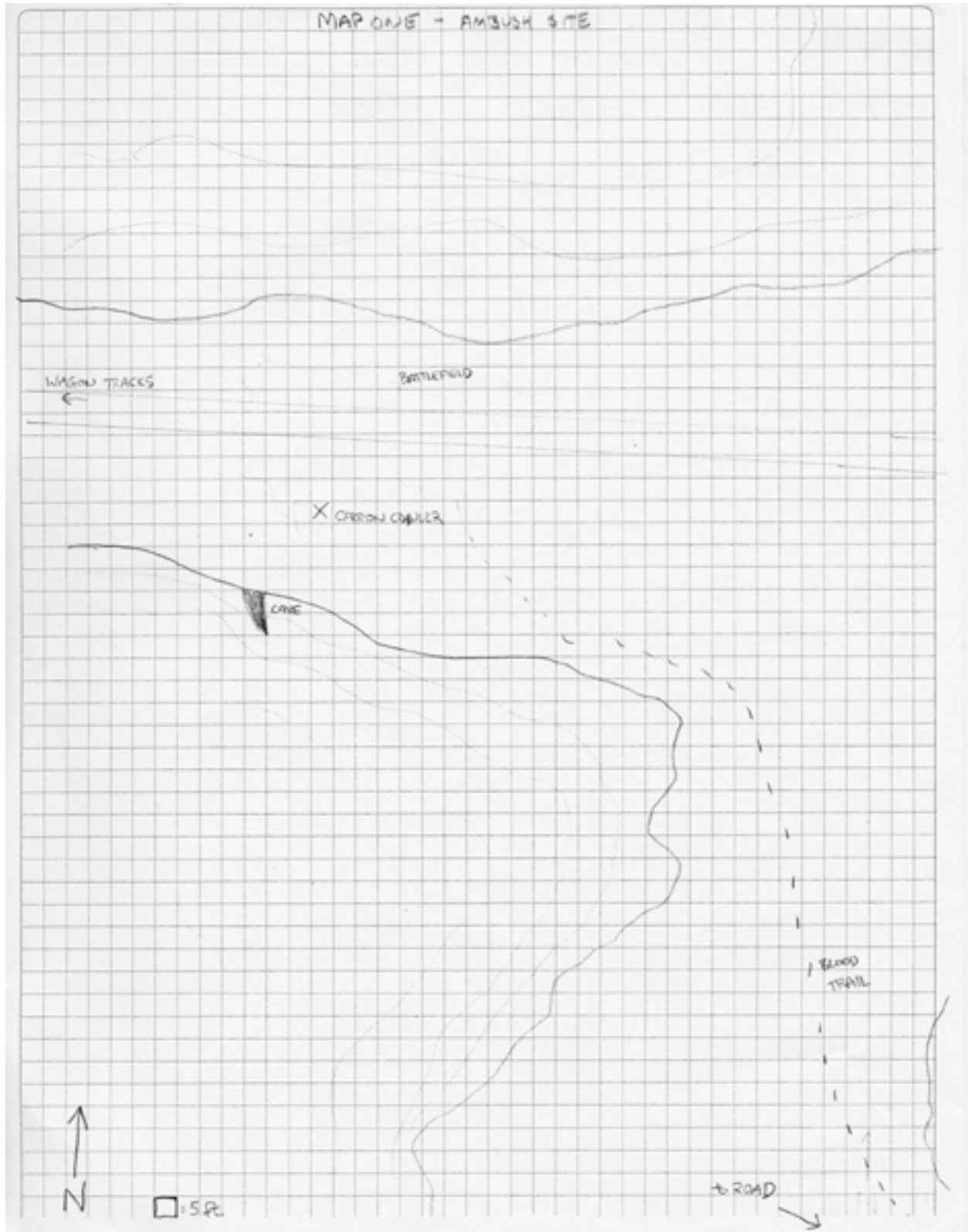
Dreghov, male Half-Orc Ftr1/Adp2; CR 2; Medium Humanoid (Human, Orc); HD 1d10+2d6+6; hp 20; Init +1; Spd 20 ft.; AC 15 (+1 Dex, chainmail, donned hastily), touch 11, flat-footed 14; Base Atk/Grapple +2/+5; Atk +6 melee (1d8+3, morningstar); Space/Reach 5ft./5ft.; SQ Darkvision 60 ft.; SV Fort +4, Ref +1, Will +5; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +5, Concentration +4, Jump +5, Listen +4, Spot +4, Spellcraft +2; Alertness, Cleave, Power Attack.

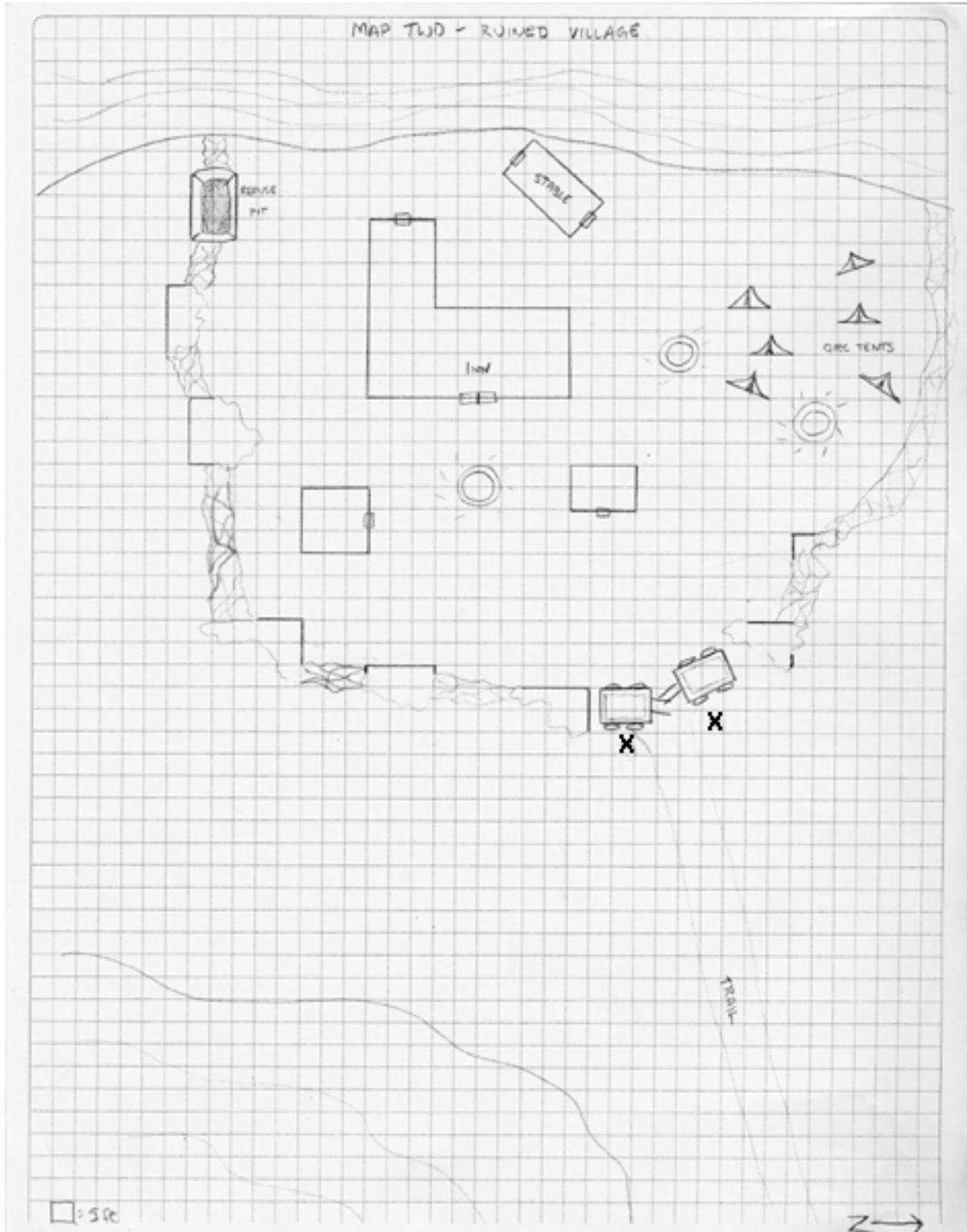
Spells Prepared (3/2); base DC = 11 + spell level): 0—[cure minor wounds, detect magic, touch of fatigue]; 1st—[protection from good, sleep].

Possessions: Masterwork Morningstar, chainmail.

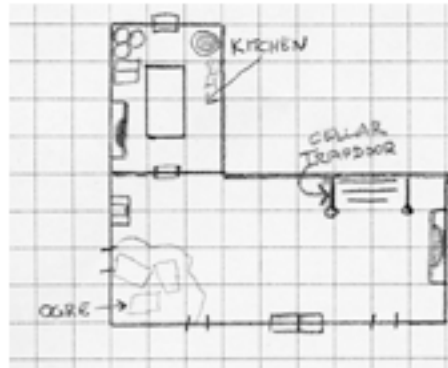
Appendix II: Map of Ambush Site



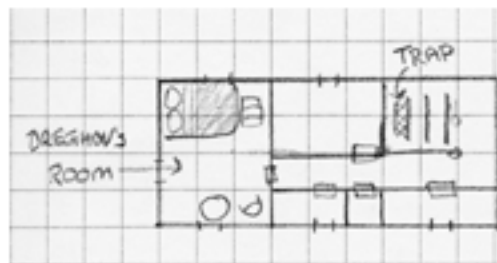
Appendix III: Map of Ruined Village



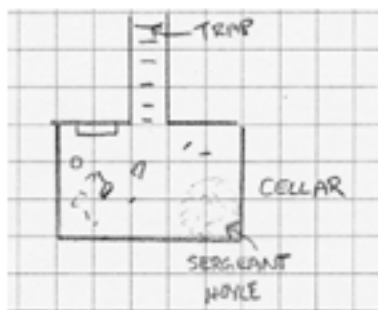
Appendix IV: Map of the Inn



Ground Floor



Second Floor



Cellar