

GRM1-05



Under Siege

A One-Round D&D 3rd Edition LIVING GREYHAWK™ Adventure

by Pete Winz

A quick stopover in Fort Endurance turns into a longer stay than you imagined. The goblins are on the rise and it's up to you to do your part in stopping them. Active military members may use Military Time Units to play this scenario. A Gran March Regional scenario characters 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:

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

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING™ adventure, it is expected that players 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.

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4th
T2:	13-22	14-24	15-26	16-28	6th
T3:	23-32	25-35	27-38	29-41	8th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

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

Adventure Summary and Background

This scenario continues the plot line begun in “Caravan Duty” (Gran March Regional #2), in which the PCs were assigned to guard a caravan carrying important military supplies against potential goblin raids as it traveled through the Dim Forest. It is not necessary to have played that scenario to enjoy this one, but the results of its play were used in determining some of the events that occur here.

In this scenario, the goblins pick up the offensive, laying siege to Fort Endurance. The PCs are called upon to do their part in defending the fort and summoning reinforcements.

Introduction: The adventure starts with the PCs staying overnight at Fort Endurance. In the morning, the Warden of the Dim March makes an announcement that no one will be allowed to leave – a massive goblin advance is under way and the roads are not safe. All those within the fort who are not already assigned to duties are told to line up so that they can be interviewed to determine where they can best be put to use. The PCs happen to be near each other in line.

Encounter One: The PCs are put together in one squad and a sergeant interviews them, asking questions about their willingness to fight and their abilities. During this process, the goblins arrive and the siege begins.

Encounter Two: The PCs are assigned to duty on the walls. There they witness the murder of the messengers, who were captured by the goblins. They are also present when a goblin sniper shoots arrows into the fort from an almost impossible distance.

Encounter Three: The next day, the PCs are brought before a sergeant, who has a special mission for them. They have been selected to take a message to Buxton's Crossing. The message is a call for reinforcements. The PCs will exit the fort via a secret tunnel leading to a spot deep in the forest. The PCs encounter a goblin patrol near the tunnel's exit.

Encounter Four: The PCs find a large goblin force in their path and are forced to move around them. Their new path takes them very close to the edge of the fortress clearing, where they stumble upon one of the goblin sniper's blinds.

Encounter Five: The PCs come across a trail of blood. The trail heads in the same direction that the PCs are heading. Following it leads them to an injured sylvan elf who is trying to reach the Dim Forest road work gang to warn of impending attack.

Encounter Six: The PCs warn the work gang and aid in their defense. The battle should be adjusted to fit the time remaining in the round.

Conclusion: The reinforcements are sent to relieve Fort Endurance.

Introduction

Last night ended with routine stopover at Fort Endurance, but this morning has been far from routine. The Warden of the Dim March has called a meeting of all personnel and visitors to the fort. Everyone stands in the misty morning light, as the Warden addresses the crowd from a review stand.

“I regret to inform you that our patrols have detected massive numbers of goblins advancing through the Dim Forest and converging on the fort. It is unsafe to travel on the road at this time and so visitors will not be permitted to leave. Messengers have been dispatched to request reinforcements. Soldiers will assume their alert duty stations. Those of you who are not already assigned to duty stations will form a line so that we may determine how to best utilize your abilities in defense of the fort. That is all.”

With that, the Warden leaves and a lieutenant takes over the task of organizing the “volunteers.”

Development: The PCs find themselves together in line. Have them give their physical descriptions and allow them to role-play meeting each other. They may ask the lieutenant questions as he chivvies them into line, but he doesn't really know much more than what the Warden reported during his speech. Here are some additional details he can offer in response to questions.

- The patrols, as well as the scouts sent later, were not able to get an exact count of the goblins, but there were definitely more than enough to pose a threat to the fort. They are approaching from all directions.
- The goblins should reach the fort in a couple of hours.
- Three messengers were sent out before dawn on the fastest available horses. They should reach Orlane in about 18 hours of hard riding, switching horses on the way. The closest available reinforcements are there.
- The soonest time reinforcements could arrive would be three days. The fort has sufficient supplies to withstand a siege of a month or more.

The lieutenant separates those waiting in line into groups, telling them that they are now assigned to Dim March Provisional Pipeline A. The PCs are grouped together in File Six.

Encounter 1: The Siege Begins

As the PCs wait in line, they can see that a tent has been set up at the front of the line. The Files enter as a group and are interviewed for about 5 minutes. As the PCs get near the front of the line (about a half an hour after the Warden's announcement), there is an alarm from one of the guard towers. The interviewing sergeant comes out of the tent shouting, "To the walls! To the walls!" There is a general rush toward the stairs leading to the walkways. If the PCs don't immediately follow suit, an officer stops long enough to tell them to do so directly. Proceed with the following.

You find a clear spot on the wall. The 30-ft. height of the walls combined with the elevation of the hill gives you an excellent view of the forest surrounding the fortress. Soon, dark shapes appear at the edge of the wood. Their numbers grow until there are too many to count. They begin to clash their weapons on their shields and the clamor becomes so great that it is difficult to hear the orders being shouted to ready for a charge. The siege-engine crews in the towers prepare their weapons.

To your left, in another makeshift File of soldiers, one of the draftees clutches a spear with trembling hands. "I-I-I'm just a scribe, not a soldier. I don't even live here. I just came with a caravan from Keoland to square some accounts. I don't want to die..."

Allow the PCs some time to interact with the scribe if they like. He's got no idea of what's going on or what's expected of him in this situation. He's simply terrified out of his wits. Before too long, however, the attack will commence.

With a mighty howl from hundreds of throats, the massed goblin army surges up the hill. The leading elements carry climbing ladders and continue to march up the slope, while others carrying buckets, logs, and shortbows hold midway between the fort and the forest beyond. The officers within the fort shout to hold fire until the goblins close the range.

The goblin archers quickly build large fires and begin to shoot burning arrows toward the fort. Their range is extreme, making it very difficult to hit much of anything, but their numbers are great enough to send wave after wave of blazing missiles into and over the walls of the fort. Numerous small fires take hold on the buildings within, but the massive logs of the walls are too large to ignite.

Then the catapults on the towers begin to launch their missiles. One stone scores a direct hit on a goblin bonfire, scattering burning logs and buckets of pitch on the unfortunate archers nearby. The charging goblins pick up their pace as they come within bow range. The order comes, "Fire!"

If the PCs take the time to look around, they will see some equipment that they might find useful in fending off the goblin attack. There are numerous buckets of sand for extinguishing fires and

forked poles for pushing away siege ladders. There are also coils of rope. A PC should be able to find any of these items ready to hand if he or she needs it. When the goblin siege ladders go up, the PCs will see some of the veterans picking up the poles and pushing the ladders away if they haven't already thought of doing this themselves.

Creatures: The goblin attack will continue for 4 more rounds and then the goblins will break and run at top speed back to the safety of the forest. Here are the ranges for the duration of the attack.

- Round 1:** Start at 120 ft., close to 60 ft.
- Round 2:** Start at 60 ft., close to the wall.
- Round 3:** Put up scaling ladders, climb to the top.
- Round 4:** Attempt to gain foothold.
- Round 5:** Begin retreat, run to 120 ft., cease-fire.

All Tiers (EL variable)

Goblins (unlimited): CR 1/4; Small Humanoid (3 ft. tall); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft.; AC 15/touch 12, flatfooted 14 (+1 size, +1 Dex, +3 studded leather); Atks +0 melee (1d8-1, morning star), +2 ranged (1d6-1, javelin); AL NE; SV Fort +0, Ref +3, Will +0.

Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3. **Feats:** Alertness.

Goblin Archers (unlimited): CR 1/4; Small Humanoid (3 ft. tall); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft.; AC 15/touch 12, flatfooted 14 (+1 size, +1 Dex, +3 studded leather); Atks +0 melee (1d8-1, morning star), +2 ranged (1d6, shortbow); AL NE; SV Fort +0, Ref +3, Will +0.

Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3. **Feats:** Alertness.

Tactics: Four goblins are required to carry each scaling ladder, and if one drops, the others trip and fall. However, there are enough goblins that the ladder will be picked up again the next round (adjust the timing for Rounds 1-3 above for each ladder crew delayed in this fashion).

There are four scaling ladders bound for the PCs' section of the wall. A ladder can be pushed away from the wall far enough to fall with a Strength check (DC 15). There is only enough room for two poles to engage a ladder at the same time, but two PCs can push each pole, so up to four individuals may cooperate on the Strength check. If the PCs think to push ladder sideways, hoping to hit another ladder, they will be able to use only one pole due to the angle, but the Strength check will be lower (DC 13) due to having to push a shorter distance to unbalance the ladder. If the PCs succeed in tipping a ladder in this fashion, have the primary pusher roll to hit AC 10 (apply a -4 non-proficiency penalty). A

hit results in the second ladder being knocked down as well, but only one additional ladder may be knocked down in this way. If PCs want to do physical damage to the ladder, its stats are below. When a ladder falls to the ground it takes 1d6 damage, when a ladder crashes into another ladder it takes 1d4 damage (both bludgeoning).

Goblin ladders: 1 in. thick; hardness 5; hp 10; AC 5, Break DC 18.

Climbing goblins lose their Dex bonuses to AC (becoming AC 14) and attackers receive a +2 circumstance bonus to hit them. If someone tries to drop a sand bucket or other heavy object on a climbing goblin, make a ranged touch attack (with a -4 non-proficiency penalty but a +2 circumstance bonus). A hit forces the goblin to make a reflex save (DC 14 or DC 16 for larger objects) or tumbling down the ladder and he will take a large number of goblins climbing behind him with him (this should also happen if a regular attack succeeds in dropping a climbing goblin). Goblins felled in this way will take 1d6 points of subdual damage.

If such attacks are successful, describe the goblins falling in droves so as to give the PCs the feeling that they are truly heroic, but to also give them some idea of the difficulty of attacking while climbing (a preview of what they face in Encounter Four).

A goblin will gain a foothold (i.e., come over the wall to stand on the walkway within) if he drops a PC in melee combat or if no PC is ready to engage him in melee while he attempts to cross over. Give goblins attacking from the top of the ladder a -2 circumstance modifier to their attack rolls.

The goblin archers will send a burning arrow in the direction of a random PC each round, but they are 250 ft. away and so are at -10 to hit. In addition, PCs who are standing upright receive one-half cover from the fortress walls (giving the goblin archers an additional -4 to attacks). Those who duck down receive total cover and will not be subjected to these random attacks. Likewise if the PCs decide to launch ranged attacks at the goblins they will suffer penalties for the long range. As well, the goblin archer benefit from Three-quarters concealment (30% miss chance) as they are firing from the cover of the forest.

Development: After the goblins break and the cease-fire order is given, proceed with the following.

Hundreds of dead and dying goblins lie on the hillside around the fort. The smell of blood and burning flesh hangs in the air. The moans of the wounded within and without the fort give the scene an even more hellish feel. You notice the Keoish scribe—dead on the catwalk, a smoldering fire arrow buried in his chest.

The retreating goblins stopped once they achieved the safety of the forest and now you can hear the sound of axes. The siege has begun.

The PCs are once again ordered to get in line for their interview.

They don't have to wait long for their turn. They are asked a number of questions about their military service (if any), current rank, special training or abilities, and willingness to fight. The PCs will be told that the current organization is provisional. After the Warden has a chance to look over the information gathered by the sergeants, everyone will be assigned to units or duties more suited to their qualifications. The highest-ranking PC will be placed in command of the file in the interim. If there is not an obvious choice of leader based on rank, the sergeant will choose a brevet corporal using his own judgement (you should choose based on what the sergeant may have seen of their defense of the wall and their behavior during the interview). The PCs are told that they will be assigned to a shift guarding the walls until the new organization and duty rosters are developed. They are to report to the gate-side wall immediately following lunch and will be on duty until after the next shift has eaten dinner.

Encounter 2: Guarding the Walls

There are three notable events that the PCs witness during their first turn on the walls.

A. Fate of the Messengers

Shortly after the PCs take their posts, they will see a flurry of goblin activity near where the west road comes out of the forest. Three men tied to wooden X's are brought forth to where they can be seen from the fortress walls. Two hang limply but the third struggles against his bonds. The goblins prop the X's up and start throwing things at the men. The limp men are almost certainly dead because they make no sound as they are hit, but the third howls piteously. A murmur can be heard from the other guards, "The messengers, they've caught the messengers!" A man in robes on one of the towers stands forth, points his finger, utters some mystical phrases, and three missiles shoot forth, striking the captive. He no longer cries out. Robbed of their fun, the goblins bring forth the messenger's horses, slaughter them, roast them, and eat them.

B. Goblin Siege Engines

The PCs can see a lot of activity by the goblins in constructing siege engines. One tower is being constructed a little too close to the forest's edge and the defenders destroy it with a well-aimed stone from a tower catapult. Goblins and splinters are sent flying, evoking a cheer from the soldiers on the walls. The other projects are moved farther back, out of sight, but the sounds of construction can still be heard.

C. Sniper Attack

As the PCs near the end of their shift, a female lieutenant comes by on a tour of the walls. A ssh-toonk sound is heard and the PCs see an arrow suddenly sprout from her left shoulder. She shouts,

"Sniper! Everybody down!" PCs trying to locate the sniper will need to make Spot checks (DC 20). Those who are successful will see a little movement from up in a tree about 20 ft. into the woods (a total of almost 520 ft. from the walls of the fort). Allow the PCs to fire upon the sniper (refer to Encounter Four for his stats), but use appropriate modifiers for his range and the three-quarters concealment the dense foliage of the trees provide. If he is hit, he will retreat into total cover and will receive magical healing before Encounter 4.

The lieutenant will ask for someone to stand by ready to bandage her as she pushes the arrow all the way through her shoulder, revealing a wickedly barbed head. "Definitely of goblin make, although how the little bugger managed to shoot it this far is beyond me."

The PCs are relieved, sent to their supper, and told to sleep as much as possible. During their meal, they hear reports of additional sniper attacks. The attacks have been spread out over time and have hit different parts of the wall, but they have all been concentrated on officers and siege engine crews.

Encounter 3: Special Mission

When the PCs awaken the next morning, they are told to report to the sergeant's office in their barracks after they've had breakfast. It is suggested that clerics and wizards wait until after the meeting to pray/study. Once they arrive, the sergeant has some news for them.

"All right then, I'll make this clear and to the point. You've been selected for a special mission. As you know by now, our messengers did not make it through the goblin lines. We need to get word about the attack out and we must request reinforcements or Fort Endurance may fall. We're going to be sending you out through a secret passage after dark tonight. You will head towards Buxton's Crossing because we estimate that there are too many goblin patrols in the other direction. There are three things you should keep in mind.

One – it is imperative that the tunnel not be discovered by the goblins. It must be preserved as an escape route.

Two – although there are several groups being sent, you should assume that you are the only hope for the survival of the fort. You may well be.

Three – after what happened to the previous messengers, it's probably a good idea to keep from being taken alive.

Any questions?"

The sergeant answers any questions they might have about the mission. Here is some of the information that the PCs might find useful.

Why them? Why not? They are not part of the regular detachment and so have not been figured into the normal defense plans,

so are less needed in that area.

What's the tunnel like? Engineers built it for quick travel by a large group (either for escape or as a sally port). It is 10-ft. wide and goes for about 500 yards straight out into the forest. *Continual flame* torches illuminate most of its length. The secret door at the end comes out in the back part of a small L-shaped cave. The scouts have been careful to place panther spoor there on a regular basis to make it appear dangerous to casual observation.

Can we get supplies/weapons? The sergeant authorizes them to procure longswords, shortswords, leather armor, bows, crossbows, arrows, and bolts from stores (no other arms and armor are available). He also authorizes them to procure food and whatever other miscellaneous equipment they can make a logical case for, within reason. He makes it clear that any remaining equipment and supplies must be returned at mission's end.

How do we find our way through the forest? The tunnel comes out in a cave leading into a ravine on the side of the fort opposite the road. The ravine should provide some concealment from nearby goblins. Follow the ravine uphill until it ends and then look for the trail marks cut into trees and rocks (he shows them some signs). The marks will lead you to the road, turn right and you're on your way to Buxton's Crossing.

Development: The journey through the tunnel is uneventful. The PCs come out in a 5-ft. wide, 7-ft. high cave that extends for 10 ft. from the secret door, takes a sharp turn to the left, and goes for another 15 ft., increasing to 10 ft. wide and 15 ft. high at the mouth. It comes out into a 25-ft. deep ravine cut into the bedrock. The ravine has steep, relatively smooth walls that are about 30 ft. apart at this point (Climbing checks are at DC 25). The bottom is filled with 6- to 18-inch diameter rocks with bits of soil hosting small plants and creepers (sufficient for *entangle*, but not for cover) in the crevices between, making for treacherous footing. Unfortunately, there is a goblin scouting patrol about 50 feet up the ravine moving down toward the cave at the time the PCs come out.

Determine surprise by having two of the goblins and any PCs within 10 feet of the cave entrance make opposed Move Silently/Listen checks (goblin check modifiers vary by tier, see below). If the PCs have taken precautions to keep from being noticed (e.g., sending only one or two of their party ahead to check out the ravine first, declaring particular caution in movement or watchfulness, etc.), give them a +2 circumstance bonus to their checks because the cave offers some protection.

If both the PCs and the goblins fail to notice each other, the PCs come out of the cave unaware of the goblins, who are also surprised for the first round. Start the first combat round with both groups within 30 feet of each other.

If the goblins hear something but the PCs don't, they will move to within 20 ft. and hurl their javelins at the first PC out of the cave. Sneak attack bonuses apply to flat-footed PCs, so be careful on Tier 1 to have each goblin attack in turn and switch targets if a PC drops.

If the goblins are surprised but the PCs are not, let the PCs determine their next course of action. The goblins will notice the cave entrance and send one scout to investigate it. If the PCs back out of sight, have the goblin roll a Spot check (DC 15, -2 due to darkness) to notice the disturbance in the carefully arranged predator spoor. If the goblin fails, he will draw a quick rune near the entrance (“Danger”) and rejoin his companions. If he spots the signs that the PCs have been here, he shouts out in goblin, “Something here, come!” and the others join him in moving into the cave. If the PCs move all the way back beyond the secret door, the goblins will investigate thoroughly and find it on a successful Search check (DC 20). If they find the secret door, they will not be surprised to find the PCs behind it. Otherwise, they move on their way down the ravine. When the PCs come out, proceed to Encounter 4.

Tactics: Once melee has begun, the goblins will try to flee as soon as they determine that they are outnumbered. They will attempt to run up the ravine to rejoin their main force. The rocky, uneven ground and darkness make it difficult to run quickly (half movement), so the PCs have some time to try to catch them before they escape (give them 20 rounds and then proceed to Encounter 4, paraphrasing as appropriate). Goblins who get more than 60 ft. ahead of the PCs cannot be seen except through extraordinary means (100% concealment due to darkness). If any of the goblins report back to their army, the secret tunnel will be discovered (enter this information in the Critical Event Summary and use it to determine the appropriate Conclusion). If the PCs let the goblins get away and then go back through the secret passage to warn the fort that it is secret no longer, they will be chastised for their failure. The secret door will be sealed and the PCs will be lowered over the wall as quietly as possible, so that they may continue with their mission. Proceed to the part of Encounter Four where they stumble upon the signs of the sniper.

If the PCs defeat the goblins, let them declare what they're doing with the bodies. Even a poor attempt at concealment will be sufficient to keep the approaching army from noticing them, but have the PCs make some rolls for effect. Between the darkness and the necessity of watching their footing in the rocky ravine, the goblin army has no chance to notice their fallen comrades unless they're in plain sight. They won't bother looking for them later. Proceed to Encounter Four.

Tier 1 (EL 3)

Goblin Rog1 (3): CR 1; Small Humanoid (3 ft. tall); HD 1d6+1; hp 7; Init +2 (Dex); Spd 30 ft.; AC 16 (+1 size, +2 Dex, +3 studded leather); Atks +1 melee (1d8, morning star), +3 ranged (1d6, javelin); SA Rog sneak attack +1d6; AL NE; SV Fort +0, Ref +4, Will +1.

Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 8.

Skills: Hide +7, Listen +3, Move Silently +6, Spot +3. **Feats:** Alertness.

Equipment: Studded leather armor, morning star, 3 javelins,

30 gp in miscellaneous coins total for all of them.

Tier 2 (EL 5)

Goblin Rog1 (5): CR 1; Small Humanoid (3 ft. tall); HD 1d6+1; hp 7; Init +2 (Dex); Spd 30 ft.; AC 16 (+1 size, +2 Dex, +3 studded leather); Atks +1 melee (1d8, morning star), +3 ranged (1d6, javelin); SA Rog sneak attack +1d6; AL NE; SV Fort +0, Ref +4, Will +1.

Str 10, Dex 14, Con 12, Int 10, Wis 11, Cha 8.

Skills: Hide +7, Listen +3, Move Silently +6, Spot +3. **Feats:** Alertness.

Equipment: Studded leather armor, morning star, 3 javelins, 30 gp in miscellaneous coins total for all of them.

Tier 3 (EL 7)

Goblin Rog2 (6): CR 2; Small Humanoid (3 ft. tall); HD 2d6+2; hp 14; Init +2 (Dex); Spd 30 ft.; AC 16 (+1 size, +2 Dex, +3 studded leather); Atks +2 melee (1d8, morning star), +4 ranged (1d6, javelin); SA Rog sneak attack +1d6; SQ Rog evasion; AL NE; SV Fort +0, Ref +4, Will +1.

Str 10, Dex 14, Con 12, Int 10, Wis 11, Cha 8.

Skills: Hide +8, Listen +3, Move Silently +7, Spot +3. **Feats:** Alertness.

SQ: Rog evasion—when spell allows Reflex save for half damage, they take no damage on successful save and full damage on failed save.

Equipment: Studded leather armor, morning star, 3 javelins, 30 gp in miscellaneous coins total for all of them.

Encounter Four: Sniper

The PCs can arrive at this encounter in a number of ways. The read-aloud text below is written from the standpoint that the PCs are moving up the ravine after exiting the secret passage. If the PCs instead went back to the fort, skip to the read-aloud text section where the PCs find signs of the sniper.

You make your way up the ravine. The steep stone walls have been worn smooth by countless spring floods. The rocks filling the bottom occasionally turn beneath your feet. Lichens and small plants grow up between the water-worn stones, dampening the echoes of your passage. The depth of the ravine continues to be about 25 feet but the walls have closed to 20 feet apart. From ahead, you hear a faint sound that begins to grow.

Pause for a moment to determine PC actions, but things develop fairly quickly, so proceed with the following before the PCs can launch any complex plans.

The volume increases too slowly for it to be coming from a flash flood. It does not take long for you to be able to tell that the

sound is made by hundreds of hob-nailed boots crashing on the rocks of the ravine floor.

Tell the PCs that it sounds like the approaching army will be in sight in about half a minute. Let the PCs discuss their situation and make some plans, but describe the gradually growing noise of the oncoming goblin army. Make it clear that there are far too many to fight and that their time is running out.

If the PCs are inclined to try to climb the walls, tell them that it lacks handholds and footholds, making the climb extremely difficult even for an advanced climber and nearly impossible for most anyone else (DC 25). It's possible that someone has a rope with a grappling hook. A hit against AC 10 will get the grappling hook over the edge of the ravine. However, as soon as any weight is put upon it, the hook comes down in a shower of loose dirt and dead leaves—there is nothing for it to grip on close enough to the rim to be of use to the PCs. If they have spells or magical items that will allow someone to ascend quickly and tie a rope, tell them that even at an accelerated climbing rate, there's probably not enough time for everyone to climb up. If everyone can fly by magical means, let them get out that way, but they notice some movement high in a tree back toward the clearing's edge, where the sniper is set up. It is important that they still have the opportunity to attack him if they so choose.

Barring that, they should decide to run for it down the ravine. The ravine walls continue to be too steep and smooth for climbing until it comes very close to the edge of the clearing made for Fort Endurance. Describe the sound of the goblin army following closely the whole way.

The PCs may decide to hide in the cave or the secret passage. If they do, have another force of goblins come along just as they come out of hiding, forcing them to once again run down the ravine.

Just before the ravine empties out into the clearing, there is a side channel on the right that looks easy to negotiate (no Climb check required). At the top of the channel, there are some places where the PCs can hide if they choose. The goblin force begins to construct siege engines at the mouth of the ravine. Tell the PCs that they can make out the sounds of axes chopping trees and the crashing of stones being collected and dumped into piles. When they decide to move on, proceed with the following:

The sun begins to rise and you can make out the walls of Fort Endurance through the trees at the edge of the clearing. The goblins begin to pick up the pace of their construction projects, judging by the noise coming from their nearby camp and the ravine below. Turning towards the forest and your assigned mission, you notice something lying on the ground—a piece of oiled parchment.

If the PCs pick it up and examine it, they can see that it has crumbs of cheese on it. It looks to be the wrapping of a standard Gran March Army-issue dry food packet. It is relatively dry, so it could not have been sitting here long. The PCs will probably get

the idea to look up eventually, but if they don't, give them another clue by having a second piece of parchment fall from above. If the PCs decide to ignore the parchment, proceed to Encounter 5. You should also fill out this result in the Critical Event Summary and use this information in determining the appropriate Conclusion.

When the PCs do look up, tell them that they see a platform fastened about 30 ft. up in a nearby tree. Checking out the tree will reveal small wedges nailed into it, providing handholds and footholds for an easy climb (DC 12). The platform itself is about 10 ft. by 10 ft., sticking out toward Fort Endurance. There is a 3-ft. diameter hole cut out near the tree trunk so that a climber can pass through.

The PCs cannot see the sniper (and he can't see them at the moment either). Have climbers make a Move Silently roll to sneak up on him. If he hears movement, he'll peek down through the hole and then fire upon the PCs. The sniper receives 50% cover when shooting through the hole (PCs are at -4 to hit and he receives a +2 bonus to Reflex saves). Also note that climbing defenders cannot use Dex bonuses to AC and attackers receive a +2 circumstance bonus to hit them.

Tactics: The sniper will not shout for help because he fears that this might draw attention from the fort (they shot a ballista bolt that came awfully close when he was on a different platform yesterday). If things get really bad, he has a rope attached from one corner of the platform to a nearby tree and he will slide down it in order to get away. If he reaches the ground, he will shout for assistance as he runs because he's no longer worried about fire from the siege engines of the fort. Unfortunately for him, once he's on the ground, the other goblins will not be able to hear him over the sounds of construction. Log whether he lives or dies in the Critical Event Summary and use this information in determining the appropriate Conclusion.

Tier 1 (EL3)

Grizvit, male goblin Ftr3: CR 3; Small Goblinoid (3 ft. tall); HD 3d10+6; hp 32; Init +3 (Dex); Spd 30 ft.; AC 17 (+3 studded leather, +3 Dex, +1 size); Atks +5 melee (1d4+2 [crit 19-20], dagger), +9 ranged (1d6+2 [crit x3], mighty masterwork composite shortbow and masterwork arrows, range increment 105 ft.); AL NE; SV Fort +6, Ref +6, Will +2.

Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills: Hide +7, Listen +4, Move Silently +6, Spot +4, Climb +8; **Feats:** Alertness, Weapon Focus (composite shortbow), Point Blank Shot, Precise Shot, Far Shot.

Equipment: Mighty masterwork composite shortbow, 20+ masterwork arrows (there will be 20 left after the combat is over), masterwork bowmaking toolkit, studded leather armor, dagger, bedroll, six days trail rations, 10 gp in miscellaneous coins.

Tier 2 (EL6)

Grizvit, male goblin Ftr6: CR 6; Small Goblinoid (3 ft. tall); HD 6d10+12; hp 53; Init +3 (Dex); Spd 30 ft.; AC 17 (+3 studded leather, +3 Dex, +1 size); Atks +8/+3 melee (1d4+2 [crit 19-20], dagger), +12/+7 ranged (1d6+2 [crit x3], mighty masterwork composite shortbow and masterwork arrows, range increment 105 ft.); AL NE; SV Fort +7, Ref +7, Will +3.

Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills: Hide +8, Listen +4, Move Silently +8, Spot +4, Climb +11; **Feats:** Alertness, Weapon Focus (composite shortbow), Point Blank Shot, Precise Shot, Far Shot, Rapid Shot, Quick Draw, Weapon Specialization (composite shortbow).

Equipment: Mighty masterwork composite shortbow, 20+ masterwork arrows (there will be 20 left after the combat is over), masterwork bowmaking toolkit, studded leather armor, dagger, bedroll, six days trail rations, 10 gp in miscellaneous coins.

Tier 3 (EL8)

Grizvit, male goblin Ftr8: CR 8; Small Goblinoid (3 ft. tall); HD 8d10+16; hp 67; Init +4 (Dex); Spd 30 ft.; AC 18 (+3 studded leather, +4 Dex, +1 size); Atks +10/+5 melee (1d4+2 [crit 19-20], dagger), +15/+10 ranged (1d6+2 [crit 19-20, x3], mighty masterwork composite shortbow and masterwork arrows, range increment 105 ft.); AL NE; SV Fort +8, Ref +7, Will +3.

Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Skills: Hide +10, Listen +4, Move Silently +9, Spot +4, Climb +13; **Feats:** Alertness, Weapon Focus (composite shortbow), Point Blank Shot, Precise Shot, Far Shot, Rapid Shot, Quick Draw, Weapon Specialization (composite shortbow), Improved Critical (composite shortbow).

Equipment: Mighty masterwork composite shortbow, 20+ masterwork arrows (there will be 20 left after the combat is over), masterwork bowmaking toolkit, studded leather armor, dagger, bedroll, six days trail rations, 10 gp in miscellaneous coins.

When the PCs are ready to move on, proceed to Encounter 5.

Encounter 5: A Warning

The PCs can easily find the trail markings at the point where the ravine ends deep within the forest. They do not reach the road before it becomes too dark for anyone without darkvision or a source of light to proceed. Have PCs describe how they're setting up camp for the night and determine whether they light a fire or set watches. Describe unusual sounds through the night (nothing out of the ordinary for anyone who has spent much time in the Dim Forest before), but there are no attacks. After another half day of walking, the PCs spy something unusual

As you proceed through the forest, you see a streak of blood on the ground ahead of you. You can also make out drag marks that are obviously moving in the same direction that you are heading.

PCs with the Tracking feat may make a check (DC 15) to see that the trail was made within the last hour and that it is from one heavily wounded individual dragging himself along. Determine PC actions, when they are ready to move forward, proceed with the following.

As you move along, you come to an open area. Before you, a sylvan elf lies on the ground with his back to a tree. He sees you and half raises a bow with an arrow knocked before once again sagging down. He has a horrible wound on his left thigh, which has been bandaged poorly and still leaks some blood.

The elf is **Worolan Ethelos** (War4, 23 hp, currently at 2 hp). He was a member of a scouting party that overheard some orcs speaking of a plan to attack the road-builders. The orc force numbers over 300, judging by the plans they heard discussed. On their way to warn the work crew, they were ambushed and only he survives. He declines the first offer of healing, instead suggesting that it be saved for real need—the PCs must complete his mission to bring warning of the attack.

If the PCs question as to why he's interested in helping the road crews, he will reply that unlike some of his brethren, he believes that the giants and their minions pose a real threat to the sylvan elves. He fully supports the efforts of Gran March to end that threat. The road is a small price to pay to avoid losing their homes all together, as some of their cousins to the west have done. The leader of his war band was a strong supporter of increased alliance with Gran March, but unfortunately, he's now dead.

Worolan will accept healing if the PCs insist (if they don't, he will later die). If he is healed enough to walk (i.e., he receives any magical healing at all), he leaves the delivery of the warning to the road crews to the PCs and instead goes to find some of his people to help in the defense. Make a note in the Critical Event Summary of whether he lives or dies. When the PCs are ready to continue on their way, proceed to Encounter 6.

Encounter 6: Work Gang

The PCs come to the road shortly after they leave Worolan. It is not long at all before they come close enough to the work camp to hear the first signs of it.

From ahead of you on the trail you can hear the steady sound of axes chopping. The depth, speed, and cadence of the blows suggest that two men are working together on bringing down an extremely large tree.

Allow the PCs to declare any actions they wish. When they are ready to move toward the sound, proceed with the following.

You move closer and come to a point where you can see the source of the sound. Rather than a team, you can see that it is a single man chopping furiously at a 5-ft. diameter tree with an axe so large that it could pass for a military issue greataxe. A number of others stand to one side, leaning on their axes and staring in apparent awe. The man who is working is stripped to the waist and his strapping muscles gleam with sweat. His blows are unceasing and wood chips are flying off the tree at an astounding rate.

If the PCs speak, one of the men standing by will shush them and come over to speak quietly, "You don't want to distract Bikko, he's a wonder to behold when he gets like this, but he'll stop at the slightest thing." The man chopping wood is Bikko Nilst. Some of the PCs may recognize him from "Caravan Duty" (where he stood trial and was ultimately found innocent of desertion charges).

As the man said, Bikko will stop at the slightest distraction and it's already too late. The other men will groan and glare at the PCs, picking up their axes to get back to work themselves. One of them will grumble, "If they'd have let him go another 20 minutes, he'd have had it down. Now it'll take the rest of us the better part of an hour."

Bikko will cheerfully greet anyone who identifies him or herself as a juror as his trial, but it is fairly obvious that he doesn't remember him or her one bit. Bikko is rather dim, but cheerful. He's eager to please but his previous desertion charge has made him extremely wary about taking advice from others that might lead him to further trouble of a similar nature. He'll insist regardless of what the PCs say that his job is to chop wood until dark and he's not going anywhere before then without orders from the guards.

The other workers are of a similar belief. They know that Knight-Colonel Vargo Blitnik (the commander of the work camp) is a very hard man to please and anything resembling shirking of duty will be met with stiff punishment. It will take some severe effort on the part of the PCs to convince them to head to the safety of the camp. PCs can use Diplomacy, Intimidation, or Bluff checks to make their case (all at DC 15). Give the PCs circumstance bonuses for particularly convincing in-character arguments and allow them to combine efforts (assign one PC to be the leader based on roleplaying and then have the others make checks at DC 10 to see if they can contribute +2 to his roll). Allow the PCs no more than two chances to make their case. After that, the men want to get back to work, but they will direct the PCs toward the camp.

As the PCs move closer to the camp, they will see more workers busy with various aspects of the road-building project (cutting and dragging trees, grading the ground, breaking rock for the granite cobbles, pounding them into the dirt, etc.). If the PCs try to stop to talk, guards will tell them to move along and let the gangers do their jobs.

When the PCs approach the camp, a guard meets them and asks their business. If any of the work crew is with them, he will inquire with some menace as to why they saw fit to leave their

assigned duties. He will be suspicious and somewhat hostile to the PCs at first, but will change quickly to obsequious assistance at the first sign of someone pulling rank or of the importance of their message. He will then immediately escort them to Knight-Colonel Blitnik's tent.

Knight-Colonel Vargo Blitnik (Retired) is the commanding officer of the work gang. While it appears that he was once an exceptionally strong man, it is obvious that the years have taken their toll on his body. However, his demeanor and speech make it clear that what the years took away from his physical prowess, they granted back in the form of experience and tactical analysis ability. He volunteered for this duty when he became too physically unfit to command an army in the field (he walks with an obvious limp and has numerous visible scars). He is a firm believer in discipline and duty and he runs his work gang with very little latitude.

Upon hearing the PCs' story, the Knight-Colonel immediately issues a recall of all work gangs and orders his lieutenants to begin building up the camp's fortifications post haste. He also dispatches a messenger to carry the news of the attack on Fort Endurance to Buxton's Crossing. There is sufficient time for a very low wall to be built from the logs taken from the forest, but little else (the wall is sufficient to break a charge, however).

The PCs are assigned to guard a small section of the wall and are able to take up their positions before the battle is joined. Allow them to make some preparations if they're so inclined. Bikko is assigned to a section near them and you might describe him laying about with his greataxe if the PCs seem interested in his fate.

Tier 1 (EL3)

Orcs (6): CR 1/2; Medium Humanoid (6 ft. tall); HD 1d8; hp 4; Init +0; Spd 20 ft. (scale mail); AC 14 (+4 scale mail); Atks +2 melee (1d12+3 [crit x3], greataxe), +0 ranged (1d6+2, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness.

SQ: *Light sensitivity*—Suffer -1 penalty to attack roles in bright sunlight or within the radius of a *daylight* spell.

Equipment: Scale mail, greataxe, 3 javelins each, 45 gp in miscellaneous coins total for all of them.

Tier 2 (EL5)

Orcs (9): CR 1/2; Medium Humanoid (6 ft. tall); HD 1d8; hp 4; Init +0; Spd 20 ft. (scale mail); AC 14 (+4 scale mail); Atks +2 melee (1d12+3 [crit x3], greataxe), +0 ranged (1d6+2, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness.

SQ: *Light sensitivity*—Suffer -1 penalty to attack roles in bright sunlight or within the radius of a *daylight* spell.

Equipment: Scale mail, greataxe, 3 javelins each, 45 gp in miscellaneous coins total for all of them.

Tier 3 (EL6)

Orcs (12): CR 1/2; Medium Humanoid (6 ft. tall); HD 1d8; hp 4; Init +0; Spd 20 ft. (scale mail); AC 14 (+4 scale mail); Atks +2 melee (1d12+3 [crit x3], greataxe), +0 ranged (1d6+2, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1 .

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness.

SQ: *Light sensitivity*—Suffer -1 penalty to attack roles in bright sunlight or within the radius of a *daylight* spell.

Equipment: Scale mail, greataxe, 3 javelins each, 45 gp in miscellaneous coins total for all of them.

After the battle, military PCs are told that it would be best to wait until the reinforcements arrive before heading back to Fort Endurance. Civilian PCs will be allowed to go on their way. Proceed to the Conclusion to describe to the PCs the outcome of the siege.

Conclusion

If the warning is delivered, reinforcements are sent to relieve Fort Endurance. Fort Endurance is still standing when the reinforcements arrive and the PCs will receive commendations.

If the PCs let some of the goblin rogues in Encounter 3 escape, the secret passage was discovered and a band of goblins snuck into the fort. The Warden was injured in the raid.

If the PCs left the goblin sniper alive in Encounter 4, he was able to hit the Warden with a couple of arrows, dealing a rather severe injury.

If the PCs both let some goblin rogues escape and failed to deal with the sniper, the Warden was killed. He was injured in the raid, but refused treatment, saying that others were in greater need. When the sniper hit him later, the additional injury was enough to kill him.

If the PCs healed Worolan in Encounter 5, they will receive a note from him saying that he was able to evade orcish patrols thanks to their aid and he is glad that the elves and people of Gran March were able to help each other against a common foe. If they didn't heal him, they will later find out that he was apparently found and killed by orcs.

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

Keeping goblins from gaining a foothold on the wall 75 xp

Encounter Three

Keeping all goblin rogues from escaping 125 xp

Encounter Four

Defeating goblin sniper 125 xp

Encounter Five

Helping Worolan 50 xp

Encounter Six

Defeating orcs 75 xp

Total experience for objectives 450 xp

Discretionary roleplaying award

0-50 xp

Total possible experience 500 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:

1. 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.
2. 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.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] 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, such as Infamy. 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 which it later finds unreasonable but which were allowed at the time.

Encounter Three

- 30 gp in miscellaneous coins

Encounter Four

Mighty masterwork composite shortbow (up to +2 strength bonus) - 525 gp

- 20 Masterwork arrows - 140 gp
- Masterwork bowmaking tools - 25 gp sale value
- 10 gp in miscellaneous coins

Encounter Six

- 45 gp in miscellaneous coins

Conclusion

- Commendation: Awarded to active military or veteran PCs who participated in a successful mission to deliver the message calling for reinforcements, this commendation reads, "The character above is hereby Commended for action above the call of duty in delivering a vital message across enemy lines, saving the lives of other soldiers and preserving an important military position."

Critical Event Summary

Please fill out the information below based on the events that occurred during scenario play and return this form to the Gran March Regional Point of Contact:

Pete Winz
1006 Queensbury Circle
Durham, NC 27713

The input from these forms will help to determine future campaign events. Thanks for your assistance.

Encounter 3

Did the PCs allow the goblins to discover the secret entrance?

Encounter 4

Did the PCs kill the goblin sniper?

Encounter 5

Did Worolan Ethelos survive?

Conclusion

List the player and PC names of any military PCs who received a Demerit.

Were there any other events of note not covered in the sections above?