

GRM1-06

A Deadly Beginning

A One-Round D&D LIVING GREYHAWK®

Gran March Regional Adventure

Version 1

by Jan Fogleman

Humanoids have been spotted moving in number in the Lortmils. What can this mean for the people who live there? An adventure for character levels 1-6.

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. Scenario detail copyright 2001 by 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 a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag 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 PCs to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The PCs write their names and 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 PCs rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other PCs. The game master rates the scenario and completes personal and event information, but does not rate the PCs as a team or vote for PCs. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* PCs 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 PCs to briefly describe their characters to the other PCs, and about 5-10 minutes for voting. This method is used when the PCs want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of PCs than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the PCs in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The PCs are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the PCs, while other text is for your eyes only. Text for the PCs will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

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

The level cap indicated 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 cost of each lifestyle will be indicated at the beginning of the **scenario**. 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

The PCs have come to the village of Turamil. Turamil is a small sized village situated on one of the caravan trails through the Lortmil Mountains in the Gran March. Named for the ruined remains of a tower that was supposedly built by an ancient Suloise magician, Turamil is located on the trail where it begins to climb the heights of the mountain range. With only 100 residents of both human and dwarven stock, there are not a lot of amenities to be had in Turamil. A small bakery for the caravans, a general store and a single small smithy handle all of the needs of the village. The only building suitable for visitors to stay is the Wandering Dwarf; a medium-size building that serves both as inn and tavern to the caravan hands. It is here that the adventurers will begin.

The tavern itself is a sturdy stone and timber building. Inside it is warm and well lit by a large fire pit in the center of the room upon which cooking is done during the mealtime hours. It is large enough to hold almost 50 people without crowding. The locals often frequent the establishment to get news of the outside world. The tavern is mostly empty when the player characters arrive as the only caravan just left on its way into the lowlands. Those characters still in the military are to stay in the village to pick up the next caravan heading into the mountains and escort it. The others are either stopping in for a night's rest and relaxation before heading down country or are waiting for the next caravan to travel with.

The tavern keeper is a gruff one-legged dwarf named Grazfo but is called Pops by all of the regulars. He will greet the PCs and tell them sit where they will and someone will be by to get them some refreshment. A human female named Alarra will serve them. The PCs can circulate amongst the locals who gather as night falls.

Shortly after night falls, a cry of fire brings the town to action. The PCs can rush to help the

rest of the able bodied residents free a dwarven miner trapped in a burning structure. This fire is only a diversion for the real action of the night. The sound of their actions concealed by the noise of the rescue, a party of orcs and goblins will rush into town and seize as many hostages as possible and flee the scene. The PCs are alerted to this shortly after they have dealt with the fire. A cry for an immediate pursuit arises but should be silenced by wiser heads. In the morning, several search parties are dispatched to pursue the kidnappers before any harm can come to their captives. The PCs are sent on their own to follow one possible lead. While out scouting they pick up the trail and follow it to where the trail splits into two separate canyons. Either path leads to an encounter with goblins. Later down the path the PCs will have to make a decision, as the trail seems to disappear, as the trail seems disappeared, but they may pick up aid from an unusual place. If they negotiate ably, they will soon be back on the trail with a minimum of delay and can circumvent any further traps. The PCs arrive at the encampment of the captives and the rescue begins. The PCs then have the option to pursue the enemy farther but should realize the important part of their mission is to return the captives. Upon their return to Turamil, there is a joyous reunion of the survivors and mourning for the dead. The PCs are declared heroes of the day and earn the thanks of the villagers. All of this humanoid activity should point to a much larger event that the PCs have stumbled into.

Players' Introduction

PCs' reasons for being in Turamil will vary. If they are still in the Gran March military service, then they will be here having just escorted a caravan, uneventfully, from the lowlands and are waiting for the caravan they are to escort back down. Even if there is only one military member, this is acceptable as the escorts are only a token gesture to calm fears (believed unfounded) of humanoids in the mountains. Nonmilitary PCs will be here after having traveled into the Lortmils for various reasons. Rumors of a rich gold strike in a particular stream nearby will have drawn some (the rumors are false). Others will have come for scholarly reasons, perhaps studying the history of the Lortmils or the various minerals present. For whatever reason, the PCs are now resting in the village of Turamil. The next caravan back to the lowlands is several days away. So they have some time to kill.

You are in the village of Turamil. It is a small village of 100 humans and dwarves on one of the caravan trails through the Lortmil Mountains. You are staying in the only lodgings available in Turamil, the Wandering Dwarf inn. The locals have seemed friendly and are very eager to here news of the outside world. You overhear many

interesting bits of information over the course of your evening.

Pass out Players' Handout 1. Divide it amongst the PCs evenly.

Encounter 1: Fire!

The quiet of the evening is destroyed when a disheveled human throws open the door to the tavern and rushes in.

As you sit talking and enjoying your evening repast, a wild looking young human bursts into the tavern and yells out "Mafrik's shed is on fire!" He then rushes back out the door. The other patrons began to get up and rush after the young man.

At this time the PCs should all follow after the others. Once outside they can see the glow from the fire. They will run a short distance outside of town where they will see a small, but sturdily built house in flames. There will already be several residents beating or throwing dirt at the flames.

The young man who alerted everyone to the fire yells out, "I think Mafrik's still inside!" The flames are quite high and have almost engulfed the building, however with quick action you think that you could get into the building and save Mafrik.

If one of the PCs should choose to rush into the flames without magical protection they will take the following damage as they run throw the flames, dodge falling debris and shoulder aside furniture.

Tier 1 (EL 1/2)

Debris Hazard: CR 1/2; +10 ranged (1d6).

Tier 2 (EL 2)

Debris Hazard: CR 2; +10 ranged (2d6).

Tier 3 (EL 5)

Debris Hazard: CR 1/2; +10 ranged (6d6).

After searching (Search, DC 10), the PCs will indeed find the unconscious dwarf. After removing him from the flames, the PCs can attempt to stabilize the dwarf (he is currently at -2 hp), and heal him in order to question him.

Mafrik can then be questioned for a short while before he becomes too tired to continue. Mafrik will thank the character profusely who saved him and will insist on giving a reward as soon as he is able to get up. When asked about the incident, Mafrik will tell that he was eating

supper in his house when he heard a disturbance. He went to check it out when a blow to the back of the head rendered him unconscious. Other than that he knows no more.

If the PCs search the area (Tracking, DC 20 due to the confusion of the townspeople's tracks), they will find a single set of booted tracks leaving town in the direction of the hills.

Encounter 2: The Raid on the Village

After doing what they can to put out the fire and ensuring that it does not spread, the tired villagers and PCs will head back towards the inn.

Clapping you on the back for your fine work saving Mafrik, the villagers head back towards the inn and invite you along for a well deserved round. As you head back, you notice that the door to one of the houses is open and you can see a body lying partially within it.

Upon investigation, the PCs will find the dead body of one of the female villagers. The house will show signs of forcible entry and of definite struggle. This should cause immediate concern for the other houses in the town. Most of these will have been broken into, and several bodies (5, mostly women but with one dead elderly male) will be found, either sleeping or dead. However, the majority of the women and children will be missing. Their trail will be easily discovered (Tracking, DC 12). Along with the prints of the women and children will be many booted tracks, some man-sized but most smaller (orcs and goblins; Tracking DC 20, the estimate on how many there are in the raiding party will set the number at very high [50-60] but no firm number can be ascertained).

Some of the villagers and maybe the PCs will seek to set off in pursuit immediately. However, cooler heads will convince the crowd to await light, as you will be unable to spot ambushes or traps in the dark. Also, they can not be travelling quickly with their hostages.

In the morning, a group of 10 able-bodied men (humans and dwarves) will gather with what weapons they can locate, mostly picks, spears, and clubs. The rest will remain to guard the village and prepare the dead for burial (if the PCs try to insist on taking more villagers along, have several goblins be spotted in the hills in the other direction). They and the PCs will set off following the rather apparent trail into the canyons surrounding Turamil. About an hour after setting off, the trail will divide and the villagers will head off following one branch wishing the PCs luck and Heironious's blessing. They leave the PCs to follow the other path. If the PCs try to take some of the villagers along on their path, have the leader of the village party explain that the

PCs are much better equipped and skilled, making them more than equal to their superior numbers.

Encounter 3: A Spilt in the Road

You follow the trail further into the mountains. It stays fairly clear and fresh, getting faint in hard places and picking up in the softer dirt. After 3 hours, the canyon you have been travelling in splits with the group you are pursuing apparently splitting equally.

The PCs will wish to examine the tracks and attempt to discern which side the captives were taken or if both paths hold captives. It will take a DC 22 Tracking roll to discern that the captives were lead down the right fork.

Encounter 4a: The Left Fork

You quickly follow the tracks down the left fork. They are quite visible in the soft dirt of the canyon floor. The canyon walls have closed in a bit and have grown progressively higher and steeper as you head further into the mountains. If the raiders stopped to rest during the light hours, you believe that you should be getting close to where they should be encamped.

The PCs are heading higher into the Lortmil Mountains. As they go their ability to leave the paths will become more limited as the surrounding terrain gets progressively more hostile. The group that the PCs are pursuing down this branch has indeed stopped to rest for the day. Unfortunately, they do not have the hostages. They are keeping a watch as they are expecting some pursuit but are still resting. The sentries are goblins concealed in the rocks. They will give the alarm as soon as they spot the PCs.

You follow this fork for two hours. You are beginning to become concerned that maybe the raiders did not stop.

At this time, the PCs should make a spot check DC 16 to notice the sentries before they sound the alarm. If they do:

Wait a minute! Is that a flash of color their in the rocks? Yes, it is definitely someone moving! From their size, you guess that they are goblins.

If they fail:

As you round a bend in the canyon, you here a loud cry comes from ahead. You can now here more noise coming from ahead. Wild looking goblins come leaping out of the rocks to attack.

Either way, the fight is on.

The creatures have tattoos and emblems identifying their tribes in the Pomarj. PCs making successful Knowledge checks will be able to discern this information (see Handout 2).

Tier 1 (EL 3)

Goblin (8): CR 1/4; Small Humanoid; HD 1d8; hp 4 (each); Init +1 (Dex); Spd 30ft; AC 15 (+1 size +1 Dex +3 studded leather); Atk +0 melee (1d8-1, morningstar); 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
SQ: +4 Move Silently racial bonus.

Orc (2): CR 1/2; Medium-size Humanoid; HD 1d8; hp 6; Init +0; Spd 20ft; AC 14 (+4 scale mail); Atk +2 melee (1d12+3, greataxe); 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

Tier 2 (EL 5)

Goblin (8): use stats above

Orc (6): use stats above.

Tier 3 (EL 7)

Goblin (8): use stats above.

Orc (8): uses stats above.

Ogre (1): CR 2; Large Humanoid; HD 4d8+8; hp 28; Init -1 (Dex); Spd 30ft; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atk +8 melee (2d6+7, greatclub); AL CE; SV Fort +6 Ref +0 Will +1
Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7
Skills: Climb +5, Listen +3, Spot +3; Feats: Weapon Focus (greatclub).

Tactics: The sentries will not attack until the rest of the group is ready to engage (assuming that they were able to give the alarm). The goblins will flee if it appears that the battle is going badly. The others will not flee.

Development: None of the creatures are carrying any treasure other than their equipment and a day's worth of rations. If the goblins are successfully interrogated, they will be able to tell the PCs that the hostages are with the party on the other fork and will take much pleasure in stating that the PCs will not be able to make it in time to save their friends. They are much braver than normal goblins, this should be of interest to PCs who take note. Also, the goblins will know this additional information (see handout 2). The orcs will not talk and will gladly die first.

Go to Encounter 5a.

Encounter 4b: The Right Fork

You race down the right fork. Even though the tracks fade out at times in the hard ground, you are able to easily continue the pursuit.

Have the PCs make a Spot check (DC 16). If the PCs succeed, then they spot the enemy at the same time as they spot the PCs. There is no surprise round. If the PCs do not succeed, then the PCs are surprised and the enemy gets a partial action before initiative.

Wildly painted goblins come screaming out of the rocks lining the walls of the canyon! It's an ambush!

The creatures have tattoos and emblems identifying their tribes in from the Pomarj. PCs making successful Knowledge checks will be able to discern this information (see Players' Handout #2).

Tier 1 (EL 3)

Goblin (12): CR 1/4; Small Humanoid; HD 1d8; hp 4 (each); Init +1 (Dex); Spd 30ft; AC 15 (+1 size +1 Dex +3 studded leather); Atk +0 melee (1d8-1, morningstar); 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
SQ: +4 Move Silently racial bonus.

Tier 2 (EL 5)

Goblins (12): use stats above.

Orcs (4): CR 1/2; Medium-size Humanoid; HD 1d8; hp 6; Init +0; Spd 20ft; AC 14 (+4 scale mail); Atk +2 melee (1d12+3, greataxe); 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

Tier 3 (EL 7)

Goblins (12): use stats above

Ogre (2): CR 2; Large Humanoid; HD 4d8+8; hp 28; Init -1 (Dex); Spd 30ft; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atk +8 melee (2d6+7, greatclub); AL CE; SV Fort +6 Ref +0 Will +1
Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7
Skills: Climb +5, Listen +3, Spot +3; Feats: Weapon Focus (greatclub).

Tactics: The monsters will rush into melee. The goblins will flee if it appears that the battle is going badly. The others will not flee.

None of the creatures are carrying any treasure other than their equipment and a day's worth of rations. If the goblins are successfully interrogated, they will be able to tell the PCs that the hostages are with the party on the other fork and will take much pleasure in stating that the PCs will not be able to make it in time to save their friends. They are much braver than normal goblins, this should be of interest to PCs who take note. Also, the goblins will know this additional information (see handout 2). The orcs will not talk and will gladly die first.

Go to Encounter 5b.

Encounter 5a: Our Feathered Friends?

After the completion of the encounter, the PCs will note that the trail ends here where the raiders were encamped.

As you gather yourselves to continue the pursuit, you soon notice that the trail ends here in the raiders' encampment.

Let the PCs search about for a few minutes and maybe even decide that they had chosen the wrong path and start to backtrack before having them make a Spot check DC 15. If they make it they notice the aarakocra descending out of the sun. Otherwise they will be quite surprised as the five feathered humanoids land amongst them. Aarakocra (Medium Humanoid; hp 6; +0 javelin melee, +2 javelin ranged [6 javelins 1d6] can throw the javelins from the air with their feet; Speed 20ft ground, 90ft air)

Aarakocra (5): CR 1/2; Medium-size Monstrous Humanoid; HD 1d8; hp 6; Init +2 (Dex); Spd 20 ft., Fly 90 ft. (average); AC 13 (+2 Dex, +1 natural); Atk +0 melee (1d4-1, talons) or +3 ranged (1d6-1, javelin); SA Bite, summon Large air elemental; AL NG; SV Fort +0, Ref +4, Will +2.

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

Skills: Craft (weapons) +4, Knowledge (nature) +4, Listen +4, Spot +4, Wilderness Lore +4. Feats: Flyby Attack.

SA: Bite (Ex)—When grounded, an aarakocra attacks with its beak (+1 melee), dealing 1d3 points of damage on a successful attack; *Summon Large Air Elemental* (Su)—A group of five aarakocras that includes at least one cleric can cast summon monster VI to summon a Large air elemental. To perform the summoning, the aarakocras must perform an intricate aerial dance for three rounds.

The feathered humanoids land nearby but not too close. They stand only five feet high but have huge wingspans. Each has a quiver of javelins strapped to their chest. Try as you might, you can not decipher the intent on their alien faces. As

you prepare yourselves, one cries out. "Humans, harm you we mean not! Beastmans you have killed. Thanks have we to you. Little beastmans climb good. Near to finding nests were they. Much are we thanking you."

At this time the PCs can ask the aaracockra, Thrinnfel, questions. He does not know anything of humans with orcs or goblins. He does know a shortcut to the other fork if the PCs ask him. He will gladly tell them of it as thanks for their deed. If the PCs attempt to bribe or pay for the information, he will also gladly take whatever they offer. If the PCs at any time attempt to harm any of the aaracockra, they will all fly away, leaving the PCs to the long walk home.

The shortcut is not something that the PCs would ever have found by themselves. It takes a little help from the aaracockra tying a rope off at the top of the cliff to get them on their way. The path is quite harrowing, taking the PCs along many narrow ledges, over a few narrow chasms, and up and down many short cliffs. Have the PCs make a few appropriate rolls (Climb, Jump, Balance, etc.) but keep the DCs around 15. Be careful to not take too much time with the trip but most certainly have fun with it. The end of the journey will have the PCs looking down into a small ravine containing and encampment. Orcs and goblins bearing the same markings are visible lounging about the camp. The hostages are also visible, sitting, huddled in the middle of the camp.

Go to Encounter 6.

Encounter 5b: Wild Man of the Mountains

After the completion of the encounter, the PCs will note that the trail ends here where the raiders were hidden.

As you gather yourselves to continue the pursuit, you soon notice that the trail ends here in the raiders' ambush site.

Let the PCs search about for a few minutes and maybe even decide that they had chosen the wrong path and start to backtrack before having them make a Spot check (DC 30). Assuming that they fail (an astounding roll and very high levels can make it), the PCs will be quite surprised by the wild looking individual who will drop down out of the rocks next to them. At first glance, the PCs will not be able to tell what sort of creature this bundle of fur is, but as the surprise of its entrance subsides, human features will be discernable. The man is of indeterminable age and is clad head to toe in a large variety of small animal furs. He carries a club and has a small but very rusty knife at his side.

As you try to decide upon your next course of action, you are surprised as a large furry thing leaps at you. At first it seems as if it will attack, but it does not. With a moment to look it over, you can tell that it is not some sort of hideous mountain beast set upon devouring you but is rather a human of some sort. You can not tell if it is man or woman nor make a guess as to its age. It is bundled head to toe in a patchwork of small furs. It carries a club and has a small, rusty knife at its side. Seeing you lower your guard somewhat, the creature speaks. "Fighting orcs and goblins, eh? Good, filthy critters. Never could stand them. Hain't seen but nary a few recently though. Wonder what's thesen's are up to? Hmm, you look like a likely bunch—the perfect picture of do-gooder adventurers. Never could stand that type much either. Never could stand really anybody for that matter. 'S why I came to these here mountains. Well, you've had your little squabble, so move on along!"

The PCs will need to negotiate with the man, Horfeld (male human, Rgr 8), to get his help in finding the trail. He will not be interested in gold or jewels or any sort of treasure. He is unconcerned about the humanoids moving back into the mountains, he will have no trouble avoiding them. He is also completely unconcerned about the righteousness of their quest or the favor of any god. If they mention the town of Turamil, he will ask them about Mafrik. He will explain that Mafrik had done him well a few years back when he was sick. If the PCs mention that they saved Mafrik, then he will agree to lead them to the hostages. Horfeld will lead them into the mountains surrounding the trail. He will say that this is the trail that orcs and goblins took. Horfeld will then insist on leaving. He says to tell Mafrik that they are even now. He will then leave, no entreatment will affect him. If the PCs fail to mention Turamil or Mafrik or did not save the latter, Horfeld will tell them where the orcs and goblins went if they will give him a new knife (a sword will do if they do not have a knife, he will snap it off to be a good length). Horfeld will lead them into the mountains surrounding the trail. He will say that this is the trail that orcs and goblins took. He will then leave.

Go to Encounter 6

Encounter 6: Back on the Trail

The trail that you have been set upon shows signs of recent use by a large number of people. Ten carts sit piled upon the side of the trail.

The trail heads off into the mountains. As the PCs follow it, the trail narrows and becomes difficult to traverse. After about three hours of travel, the PCs will come to a place where the trail ends at a ravine. The PCs can see the trail pick back up on the other side of the ravine. The ravine is ten feet

wide. A small rock outcropping projects above the middle of the ravine. The wall is also fairly rough with a number of handholds. The PCs will have to cross the ravine to continue the pursuit.

Climbing the wall is DC 18. If the character falls, they will take 3d6 damage (the first 1d6 is subdual damage) and will have to be pulled back up the 30-foot deep ravine. Climbing the other side of the ravine (for those who fall in and wish to go ahead and climb out) is DC 20.

Throwing a grappling hook to catch the outcropping is possible. Make an attack roll to catch on the rock, AC 20. They can then swing across.

The difficulty for jumping across is calculated by using the standard jumping rules. The distance to be cleared is 10 feet. There is sufficient room for a running jump. Damage for falling is the same as under climbing.

On the far side is a flat spot suitable to use as a camp, as it is now almost completely dark. The night will pass uneventfully. In the morning, two hours of travel will see the PCs looking down into a ravine. They can see an encampment spread below. Two goblins walk about. A small corral holds what looks like the prisoners from Turamil. Several small campfires are burning but do not appear to be tended.

Go to Encounter 7

Encounter 7: The Rescue!

This encounter will vary quite widely depending on the PCs' plan of attack. The PCs should first make a Spot check (DC 18) to see how many of the sentries they notice. If they fail by 2 or less, they spot one, make it by even, then they notice 2, if they beat it by more than 2 then they notice all 4. Mark the sentries that they notice on the PCs map (Players' Handout #4). Allow the PCs a few minutes to make their plans but remind them that they themselves could be spotted at any moment. If they go over 10 minutes planning, start making a Spot check for the goblin sentries. Start with DC 25 and decrease it by 2 for every 2 minutes the PCs go over their time limit. If the PCs are spotted, then the camp will be alerted and will proceed to attack the PCs.

Tier 1 (EL 3)

Goblin (8): CR 1/4; Small Humanoid; HD 1d8; hp 4 (each); Init +1 (Dex); Spd 30ft; AC 15 (+1 size +1 Dex +3 studded leather); Atk +0 melee (1d8-1, morningstar); 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.

SQ: +4 Move Silently racial bonus.

Gronthog, male goblin Sor2: CR 2; Small Humanoid; HD 2d4+2; hp 10; Init +5 (Dex, Improved Initiative), Spd 30 ft; AC 12 (+1 size +1

Dex); Atk +0 melee (1d8-1, morning star); SQ: Toad Familiar; AL NE; SV Fort +1, Ref +3, Will +3.

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

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3; Feats: Improved Initiative.

SQ: +4 Move Silently racial bonus, Toad Familiar (hp7).

Spells known (6/4; Spell DC 10 + spell level):
0-lvl—daze, detect magic, flare, ray of frost, read magic, resistance; 1st-lvl—magic missile, sleep.

Tier 2 (EL)

Goblin (8): uses stats above.

Orc (3): CR 1/2; Medium-size Humanoid; HD 1d8; hp 6; Init +0; Spd 20ft; AC 14 (+4 scale mail); Atk +2 melee (1d12+3, greataxe); 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.

Gronthog, male goblin Sor4: CR 4; Small Humanoid; HD 4d4+4; hp 20; Init +5 (Dex, Improved Initiative); Spd 30 ft; AC 12 (+1 size +1 Dex); Atk +1 melee (1d8-1, morningstar); SQ: Toad Familiar; AL NE; SV Fort +2, Ref +4, Will +4.

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

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3; Feats: Dodge, Improved Initiative.

SQ: +4 Move Silently racial bonus, Toad Familiar (hp 11)

Spells Known (6/6/3; Spell DC 10 + spell level): 0-lvl—daze, detect magic, flare, ray of frost, read magic, resistance; 1st-lvl—expeditious retreat, magic missile, sleep; 2nd-lvl spell—Melf's acid arrow.

Tier 3 (EL)

Goblins (8): use stats above.

Orc (4): use stats above.

Ogre (3): CR 2; Large Humanoid; HD 4d8+8; hp 28; Init -1 (Dex); Spd 30ft; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atk +8 melee (2d6+7, greatclub); AL CE; SV Fort +6 Ref +0 Will +1

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills: Climb +5, Listen +3, Spot +3; Feats: Weapon Focus (greatclub).

Gronthog, male goblin Sor6: CR 6; Small Humanoid; HD 6d4+6; hp 29; Init +5 (Dex, Improved Initiative); Spd 30 ft; AC 12 (+1 size +1 Dex); Atk +2 morningstar (1d8-1); SQ: Toad Familiar; AL NE; SV Fort +3, Ref +5, Will +7.

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

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3; Feats: Improved Initiative, Dodge, Iron Will

SQ: +4 Move Silently racial bonus, Toad Familiar (hp15)

Spells Known (6/6/5/3; Spell DC 10 + spell level): 0-lvl—daze, detect magic, flare, ray of frost, read magic, resistance; 1st-lvl—expeditious retreat, cause fear, magic missile, sleep; 2nd-lvl spell—Melf's acid arrow, mirror image; 3rd-lvl—fireball.

After the combat, if the PCs wish to interrogate any of the prisoners, they do not know any more than the ones from the trail (see Handout #2). Gronthog will not talk (if mind reading or a compulsive spell, i.e. charm person, he knows additional information. See Players' Handout #5). The hostages are worn, tired, suffering a little from mishandling and definitely hungry but very happy to see their rescuers. All of the people taken are here and alive. They are most anxious to be taken away from here. Questioning them will reveal that there is another larger party that left to the east when they stopped at daybreak. It was lead by some wildly dressed goblin. They do not know anything otherwise as they only spoke in goblin. They fear that this party might return at any moment and insist on leaving as soon as possible. A search of the camp will garner the following items:

- 6 silvered daggers
- 1 masterwork heavy crossbow
- 10 silvered bolts
 - 5 grappling hooks with 1000 feet of hemp rope
- 100 torches
- 1 holy symbol of Maglubieyet, wooden
- 1 climber's kit
- 1 silvered morningstar
- 38 gold, 530 silver, and 200 copper coins of Greyhawk
- A wooden bridge 12 feet long (weighs 150 pounds)

Conclusion

You and your newly acquired wards hurry away back to the trail. You worriedly watch for any sign that the other party may be returned or have spotted your escape. As you make it back onto the trail, you pick up the pace.

If you have time, you can have the PCs make a few Spot checks just to make them nervous.

A nervous trip back to Turamil, shortly after dark. The other search party has just returned. They are overjoyed to see that you have found their loved ones and brought them safely back. They cluster around you giving their thanks and congratulating you on a job very well done. Everyone heads back to the Wandering Dwarf to mourn the loss of those killed the night before and to celebrate the return of those taken. You spend the night being passed around to each family in turn who make sure that you understand how grateful they are. Many libations are passed about. Fortunately, being adventurers

you are trained to handle such celebrations and manage to drag yourselves from your beds in the morning without too much pain. The mayor of the town and a small group have turned out to see you off as the next caravan is due in today. They give you a small sack of gold saying that they are sorry that they can not give you more. Mafrik is there, looking much better than last you saw him even though his head is still swathed in bandages. He comes over and hands you a small bundle saying gruffly that you have his thanks for saving his life. "Those goblins always caused us troubles. I thought that we dwarves had run most of these guys out of our mountains. Guess we missed some. Thanks for your help." Once more you are thanked by the members of the town and are told that you are welcome always.

The sack contains 40 gold coins of the Gran March. Mafrik's bundle contains 5 sunrods.

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 1	
Save Mafrik	75 xp
Encounter 4	
Defeat raiders	100 xp
Encounter 5	
Convince aaracockras to help	50 xp
or	
Convince Horfeld to help	50 xp
Encounter 6	
Cross the ravine	75 xp
Encounter 7	
Defeat the Raiders	150 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 7

- 6 silvered daggers (10 gp, 1 lb., steel and silver, common):
- 1 masterwork heavy crossbow (350 gp, 9 lbs., wood and steel, common)
- 10 silvered bolts (1 gp each, 1 lb. For all, wood, steel and silver, common)
- 5 grappling hooks with 1,000 ft hemp rope.
- 100 torches
- 1 holy symbol of Maglubieyet, wooden
- 1 climber's kit
- 1 silvered morningstar (50 gp each, 8 lb., wood, steel and silver, common)
- 38 gold, 530 silver, and 200 copper coins of Greyhawk.

Conclusion

- 40 gold of Gran March
- 5 sunrods (2 gp each, 1 lb., wood, common).

[etc]

Players' Handout #1

Bandits have been raiding the caravans.

A red dragon has been seen stealing cattle.

Hundreds of orc tracks crossed the caravan route north of here.

Someone has found that old Flan city up in the mountains and it is filled with the dead.

Humanoid troops are on the march again in Ulek.

Strange creatures have been seen following hunting parties.

One of the local mineshafts has broken through into some old caverns.

A bloody moon rose two nights in a row last week. Surely a sign of evil times.

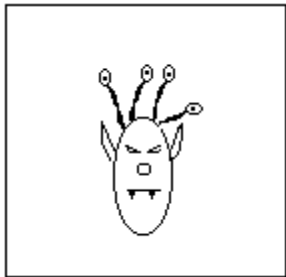
Witchlights have been playing about the old tower lately.

Players' Handout #2

The orcs and ogres wear emblems that resemble:



The goblins show this sign:



If the PCs make the appropriate Knowledge checks, they know the names of these tribes.

History DC 25

Lortmils DC 18

Pomarj DC 20

Military DC 25

The orcs and ogres belong to the Crooked Claw tribe.

The goblins belong to the Wicked Eye tribe, a particularly nasty group.

Players' Handout #3

Bluff Check level

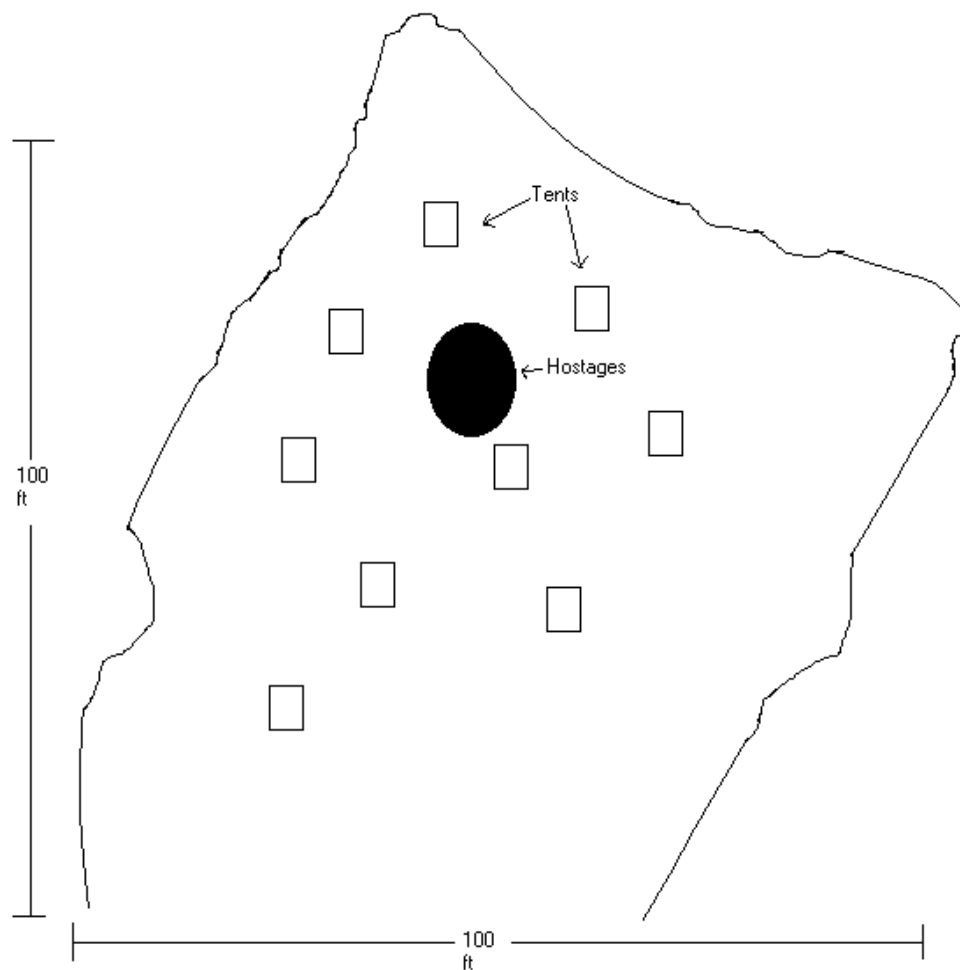
12 – The groups split up to throw off pursuers.

15- The groups would rejoin later to enter their secret base. Only their leader knows its location.

20 – Their leader is Angula Dakton, a mighty shaman of Maglubieyet.

25- The hostages were to be sacrificed for a ritual to Maglubieyet.

Players' Handout #4



Players' Handout #5

Information that can be attained by reading Gronthog's mind or charming him and asking the appropriate questions.

The goblins are here to retake their ancestral homelands.

They are from the Pomarj.

They are here without the Warlord's permission.

Their homelands are in some caverns nearby.

Angula will lead them to great glory by summoning powerful forces to drive out the dwarves from their homes. The prisoners were for the summoning.

He does not know the location of the caverns.

DM's Handout 1

