

GRM6-I2

Exigency

A One-Round D&D[®] LIVING GREYHAWK[™]

Gran March Regional Introductory Adventure

Version 1.0

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Sometimes things are best not disturbed. Some things are best left asleep. Some people's thirst for knowledge or loot knows no bounds. These three facts make an unsettling combination that falls to others to resolve. A Gran March regional introductory adventure for 1st level characters only

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at pjf@cetlink.net. For LIVING GREYHAWK campaign questions email rpqahq@wizards.com.

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

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By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional introductory adventure, set in Gran March. Characters native to Gran March pay one Time

Unit per round, all others pay two Time Units per round.

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

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ADVENTURE BACKGROUND

Ever since the Gran March army discovered a set of ruins in the Rushmoors, there have been others who thought perhaps they might strike it rich on smaller but no less elaborate complexes. These people realized that work in the Rushmoors could be a dangerous thing, but to their minds as long as they made the profit and others took the risk, there was not a problem.

These 'investors' came upon apparently like-minded inquisitive people, and a business was formed. The 'like-minded' folks were actually Vecna-worshipers, and their interest in the marshes was in objects of a past time that might help bring that time again. They knew of some possible sites to check.

The main investors convinced some scholarly types and investigators of an opportunity to study and make a profit (but not as much the investors would get). A few groups of investigators were organized and potential sites on the edge of the Rushmoors investigated. The Vecna-worshipers ensured that some of their people might be around

for security, and to liberate any important documents for their own cause.

One such group of people included a young man named Rory Kalar. Rory is a half-elf of Suel descent in the third year of his military service as a Support Specialist (Artisan). He took several weeks of leave off to help out with a find not too deep in the Rushmoors. Aside from his artisan skills, he is good at History and languages, and he has been a big help at the site. There are three large buildings, and the camp has been going through one slowly, measuring and recording everything, before stripping it bare.

Rory never knew his father. His father died when Rory was two years old. The traditional services, in the cemetery at Tamlin, on the anniversary of his father's death have always been very depressing. This year he had planned to tell his mother that this was the last year he would attend.

Unfortunately, this magnificent find caused Rory to forget altogether, and this has made his mother very upset.

ADVENTURE SUMMARY

The characters find themselves in a quaint small inn in a quaint small village when they catch the edge of a conversation between a woman and a knight. The woman wants the Knight to find her son, and the knight wants to help, but he has obligations.

Once on the ground floor, the knight sees the characters as a solution of a problem, and asks the characters if they would help the woman with her son's problem. If they do, the Watcher would consider he owed them a personal favor.

The woman, Melody Kalar, tells the characters that her son missed the anniversary of his father's death, which he had never done so before, and she is worried. Her son, Rory, is working at a camp where they are investigating three old buildings on the edge of the marsh. She would like to know her son was all right. Assuming the characters agree, she gives them directions to where she thinks Rory is.

A little more than an hour away from the village, there is a camp of almost a dozen tents. This base camp is roughly 600 feet from the start of the Rushmoors, at the point marked by a wall of tall reeds. The characters meet Azar, who lets them know that most of the people are gone to get

supplies from Orlane, but three of them are looking again at the three buildings. Rory is one of them. When he left that morning he was fine.

Then Rory is spotted coming towards the camp. He carries a heavy backpack with him and is making good time across the mushy, slippery ground. A bit more than half the distance to the camp a hobgoblin steps from the reeds, and sets loose an arrow, which strikes Rory in the back and Rory goes down. Three more hobgoblins break from the reeds and head towards Rory. The characters likewise move to Rory as well, and having a shorter distance some of them get to Rory first.

About the time the hobgoblins get to Rory, about two rounds after the first of the PCs do, seven goblins break from the reeds. Knowing that seven more are coming in a minute (short legs), the characters battle the three hobgoblins when the archer puts away his bow and makes the long trek to join the battle.

Retreating, withdrawing, and good tactics get the characters closer to the base camp, and allows them to dispatch the hobgoblins and use missile fire to decimate the goblins. Azar joins them at this point and the actual fighting is anticlimactic.

Questioning Rory once he is awakened, probably with his own potions or scrolls, the characters learn that Rory and the others (who are presumed dead; and are dead) came upon another site, and this one had all sorts of stuff in it, that he took. Upon leaving they were attacked by goblins and only one javelin hit Rory. Rory ran. He almost got to the camp, when he felt himself hit with something, and then he woke here.

Shortly after speaking to Rory, an old hobgoblin comes out of the marsh, past the reed wall. He walks very slowly with a cane the entire distance. When he gets close, the characters see that he wears a symbol like that on the skull, and that he seems to be a ghost. This hobgoblin, named Yrthol, speaks of great danger if the Skull is not returned to the mound from which it was taken. The sacrifices he does not care for, and indeed those left in the mound could be their reward. If the characters wait until the next day, they will find that he marked the trail to the mound.

The next day the characters follow a trail of brown cloth strips. They find a warning from the ghost about those acting against the return of the skull, and what appears to be the cane and bag that the ghost had been using. Beyond that they

come to a strip of land between two ponds, a perfect place for traps or ambush. The characters either swim around the narrow path or disarm the traps.

Then they come to the mound with the open door, and a wolf skeleton. The fight is tougher than usual for a wolf skeleton, but the ghost's club is quite helpful in the fight.

The skull placed back in the mound, along with the cane, the characters return first to the base camp and then the village to reunite the mother with her son.

INTRODUCTION

In the mid-morning, the Jolly Dancer Inn, like the village of Tamlin, is small, cramped, and nearly empty. The inhabitants of the village are clearly out in their fields or tending their animals during the first part of the day. It seems visitors did not often arrive in this corner of Barony Farvale, a day east of Orlane.

The Jolly Dancer's small common room holds ten tables, and only seven rooms to rent. Why you find yourselves at a small table, in a small inn, at a small village just north of the Rushmoors is probably an interesting story in itself. That will need to wait for another time.

At this time of morning, most of the tables still have chairs and other things piled upon them. Only a single table is free of such things, and around this table you see.....

Character Introductions should occur now.

DM NOTE: In the character introductions please encourage more information than "Ben is a fighter and he has a long sword and bow." If the players do not describe their armor, specific race (Flan, Oeridian, Baklunish, Suel for humans, Lightfoot, Tallfellow, Deep for halflings, etc.), and any weapons they carry, ask. Also, this would be a good time to look over a character's equipment, both to make sure they are not encumbered more than the player thinks, and to get a look at how many arrows/bolts the characters have for their missile weapons.

When introductions are completed, continue.

The proprietor, a half-elf who told you upon entering that his name was Raul, has left a pitcher of ale, a pitcher of water, two loaves of bread and a chunk of yellow cheese, along with metal mugs for each of you. At this time

of morning Raul told you that the only food available is the bread and cheese, but that lunch was only an hour or two away.

The relative quiet of the inn is broken by a woman's pleading voice coming from upstairs. "Please," she says, "Please save my son, I know that something is wrong, please help me." Her voice is melancholy and weary.

A male voice answers her, "I am sorry my lady, but I have a task I am sworn to do. When that task is done I would assist you. As I said, that assistance must wait until later this day, or more likely, on the morrow." This voice is strong with diction very precise, gruff and almost no tone change in his speech.

Then there are sounds of people descending the stairs, and in due time you see a older Suel woman, dressed in homespun brown dress, and looking not much different from the old women in many a village. Behind her walks a very old male dwarf. He wears half-plate, carries a shield and pair of dwarven axes on his back. On the front of his armor is a black shield decoration, with a silver owl upon it.

Knowledge (local - Sheldomar Valley metaregion) DC 7 or Knowledge (local - Velverdyva metaregion) DC 12: [Knowledge checks of DC 10 and less may be made untrained], to know the symbol of the Knights of the Watch. Any active military characters without a negative intelligence modifier know this automatically.

The dwarf, upon reaching the ground floor, asks the women to wait a moment, and then walks towards your table.

"Greetings," he addresses you all. "I am Watcher Grim Holderherk, Somber Bat. I wonder if I might take a few moments of your time. Whom am I speaking to?"

(pause a little bit to allow the player characters to respond, and continue regardless of their response, if they are giving names take down who provided names and who did not.)

"I am under an obligation that will likely take all my time this day, and yet this woman has need of assistance. Is it possible that you might assist her in her time of need, perhaps as a favor to me?"

There are a number of responses that might occur, and the text below should help the DM answer these questions:

CHARACTERS MAY ASK FOR PAYMENT, THEN RESPOND:

“If the personal favor of a retired Apexmaster, and a Knight of the Watch, is not coin enough for you, I could give you money to do this, if that is what you needed. Would a 100 gold lions per person be enough to get you to do this honorable deed?”

Sense Motive (DC 10): Holderherk is saddened by the need to make such an offer. Persons making this Sense Motive check may make an Intelligence check DC 5. If made, the character knows that this dwarf is likely to remember this situation for a long time.

“So who among you must I pay to do this honorable task?”

Holderherk then gives them the money up front. As he does so, he asks each person their name, and writes down that he paid them 100 gold pieces. He'll indicate that it is important to have good recordkeeping. Each person who asks for the money to do this, he will say as he gives the money, “Are you sure I must pay you to do this?” Anyone who turns down the money at that time is treated as if they did not ask for money.

DM Note: The whole party does not have to take payment or not take payment. It is possible that some characters at the same table will get the Dwarf's favor and others might get his distrust.

CHARACTERS ASK WHAT THE WOMAN'S PROBLEM IS:

“I do not know all of the details. It seems her son was to have returned for a family ceremony. It was nothing the son would have missed. So she believes that he has come to trouble. As I understand it, he is at a camp of people at the edge of the Rushmoors proper a couple hours away. Even dwarven children sometimes miss family gatherings when they have found something very interesting to do.

CHARACTERS ASK WHAT PREVENTS HIM FROM HELPING HER:

Much I cannot tell you because of the Honor of my Order. Suffice it to say, that it

regards speaking to the family of one who has fallen in battle.

If the characters do not agree, the game is over.

Watcher Holderherk walks to the waiting woman. “These heroes (if most did not take money) or people (if most did take money) have agreed to help you with your concern. If my business completes before I anticipate, I too will join them.

The old woman, who was very sad before, brightens a little, and gives you all a small smile. She moves to your table. “Good Day, I am Melody Kalar. I think, no I know, my son is in trouble.”

She'll take a seat at the table, and Raul will bring a mug of well water for her. Grim will wait nearby. She addresses her comments to any Suel male at the table. Failing that, she will address Centaurs, Dwarves, Elves, Half-orcs, and Gnomes (in that order) before addressing Halflings, Oeridian, Flan or Baklunish (in that order). Half-orcs or half-elves of Sueloise descent count as Suel.

“My son, Rory, is home on leave from the military. He is a respected Support Specialist. He has been nearby assisting friends of his just south of here. Yesterday was the anniversary of his father's, and my husband's, death. Rory doesn't recall much of his father, but he has never missed the ceremony. In the past he has taken leave just to be here for the ceremony. I fear something bad has happened to him. Please, find my son, and bring him or his remains back to me.” All of her speech was with a mournful character, but that last line caused real tears to fall.

If the player characters ask for something in return for doing this, she will reply that she has nothing to give. She could perhaps work as their servant for a while to pay them back for their service.

If the characters have been paid by Grim, he will interrupt that they have been compensated. If they did not ask Grim for money but accept the servant work of the mother, then they are treated as if they required money from Grim.

ALL APLS:

Raul, Male Human (Flan) Human Exp4: hp 14

Watcher Grim Holderherk, Sombre Bat, Male Dwarf Ftr8/Exp3: hp 97.

Melody Kalar, Female Human (Suel) Com5: hp 19.

ENCOUNTER 1: BASE CAMP

The directions given by Melody Kalar were simple. Go south along a trail until you come to three large trees in a line and then head west. In the relatively open terrain, it was easy to spot the three large oak trees. The way west was also easy as much traffic had begun to mark a trail across the grassland.

The ground was quiet soft and the actual marsh and swampland of the actual Rushmoors was a far bow shot to the south. A half hour after turning west, a camp of eleven tents came into view.

As you approach, a call comes out, visitors to the east. And you see a few people come out of tents and watch your approach. One Baklunish man walks up to greet you.

There are a half dozen people here, most have been reading books or cleaning items made of wood and silver.

The current camp leader, Azar Taloan, is a Baklunish man, 5'7" tall, with the golden skin of his race. He is in his early twenties. He wears chainmail and carries a long spear and long sword. He will explain that a group of his friends and associates discovered an interesting set of old stone buildings in the Rushmoors. This is the base camp. They generally go into the swamps during the day, and then come back outside of it to sleep and eat a hot meal.

He will explain that the main leader of this expedition, Simon Takrey, is back in Orlane getting supplies and gathering some more people to help out. A lot of the current dwellers and assistance are going to run out of leave, and have to return to the military duty.

If asked about discoveries, he will proudly say they have found three things that they needed to send to Syrloch, and everyone helping had made about 200 gold pieces per share, from selling things found or as a reward from Syrloch.

Presently there were only three people investigating the buildings, and he would confirm

that Rory Kalar was one of them (Hanra Cole, Juniper Aka are the others)

Rory had returned to base camp each night, but had not mentioned any ceremony.

Azar, if asked, is a Corporal in the 15th Battle, and his leave is up in four days. The others in camp are all Support Specialists in the army, also 15th Battle.

See DM Aid: Map #1 The Base Camp for a map of the base camp. Some tents have their flaps open (white opening) and some tents are closed (solid black line).

DM Note: If this game is being run in a fixed time slot, do not take too much time, and move into Encounter 2. However if this game is being run in a flexible length time slot, then do not cut this encounter short too quickly.

All APLs

Azar Taloan, Male Human (Baklunish), Ftr1: hp 11; see *Appendix 1*.

Miscellaneous Others, Male and Female Human Exp1: hp 7 each.

ENCOUNTER 2: VISITORS

A shout, "Rory comes," breaks your conversation. Azar turns to the call, and motions to you to follow as he walks to the south part of the camp. Once there, you see a young half-elf moving quickly, but not running, to the camp. He is halfway between the swamp and the camp.

DM Note: Pause a moment to see if any of the player characters want to do anything. Don't encourage interrupting the box text, but if they want to do something, roll initiative, and go in initiative order. At this point, Rory is 300 feet from the camp. He will double move for one more round before being shot when 240 feet from the camp.

Otherwise continue with the box text.

A few times he slips a little, but he keeps his feet, and continues to move quickly to the camp. As he closes you can see a rather full backpack on his back. Then from the reeds steps a hobgoblin, he sights an arrow, and shoots Rory from 360 feet away. The arrow strikes the Half-Elf in the back and he falls prone.

The Blue, Red and Green will delay so they may move together. These three will go at the slowest of their initiative rolls. They will first act in the turn Angra shoots Rory if there is an early initiative, or in the turn following the shooting if full box text is completed.

Abe, Bar, and Ciz will delay so they may move together. Dade, Elk, Fire and Gog will delay so they may move together.

GROUP ONE

APL 2 (EL 3)

Angra, Male Hobgoblin Ftr1: hp 12; see *Appendix 1*.

Blue, Red, Green, Male Hobgoblins: hp 6 each; see *Monster Manual*, page 153.

If the player characters are not already in initiative, then roll initiative

Rory is disabled (at -1 hp), and manages to stabilize the first round (if by some miracle the PCs manage to stop Angra from shooting Rory, then Rory falls and knocks himself unconscious). He is 360 feet from the reed wall.

In the round that Rory falls, Blue, Red and Green will only be able to take a single move in the open (the rest was in the swamp). These hobgoblins have 2 long swords each, but no javelins left.

Tactics for Group 1:

Once in the open, Blue, Red and Green will double move to get to Rory. They will either fight the player characters there, or one of them will take three rounds getting Rory's backpack, one round to look inside, and then the three of them will return to the reeds.

Angra will remain at the reeds with his bow. If any player characters engage his warriors with missile fire, he will shoot at them. Otherwise he will not waste arrows at that far range. The likeliness that he hits is low at that range. Once his people get to Rory, he will put away his bow (move action) and advance drawing two short swords as he does so.

All hobgoblins will attack Elves and Half-Elves first if there is a choice between who they attack. They will not take foolish maneuvers to strike at elves or half-elves.

It is possible that the player characters will try to negotiate. If they speak Common or Goblin to

the hobgoblins, they will respond they want their ancestor and the tomb-raider. If the player characters give them Rory and the pack, then the hobgoblins will leave. *Skip to Encounter 4*. Group two will leave as well.

Ground Conditions

The ground is soft, slippery and mushy. It is difficult terrain, and most creatures cannot charge or run upon it.

However, war horses are used to carrying riders on unsettled ground. With a Handle Animal check (DC 12), a rider can get their war horse to attempt a charge. After traveling half the distance to the target, the **HORSE** must make a Balance check (DC 10). If the Horse fails by 4 or less, he moves no further and the charge is canceled (no attack). If the Horse fails by 5 or more, the Horse Falls and unless the Rider makes a DC 5 Ride check (include armor check penalty) the rider takes 1D6 lethal damage (otherwise it is 1D6 non-lethal damage). A successful Balance check results in a successful charge. This must be attempted for each charge. A character with 4 ranks between Handle Animal and Ride skills will know that their warhorse has a possibility to charge, if the horse can keep its feet.

RORY

In Rory's large full backpack, he has two books, a skull with a large gold medallion embedded at the top of the head, two gold candlesticks, and a silver wine-cup. There are also silver and gold coins filling in the spaces. The backpack weighs 30 pounds.

On his belt he has two scrolls, and in a belt-pouch labeled healing potions, he has 2-4 potions. There is another belt pouch labeled acid. Inside are three vials of acid.

2 potions if there are 6 player characters

3 potions if there are 5 player characters

4 potions if there are 4 player characters

Each of the scrolls is a *scroll of cure light wounds*, (CL 3rd). Each of the potions is a *potion of cure light wounds* (CL 3rd).

The medallion is gold with face made of oak leaves and acorns impressed upon it. The medallion is magical, with necromancy (strong) and enchantment (moderate). The enchantments are to keep the spirit tied to the skull and prevent the Spirit from wandering or being reborn.

The Skull is cursed. That anyone who has it in their possession “too long” will receive a lasting curse upon them. That curse is that they will never self-stabilize when they are bleeding of wounds. The curse can be removed by a 9th level or higher neutral divine caster with Remove Curse. The curse will only be applied if the characters keep the skull at the end of the game.

Knowledge (religion) DC 15 to know the oak man is the holy symbol is Obad-Hai (the Flan god of Nature). Worshipers of the other Standard Gran March Churches (Harvest Church, Fharlanghn, Phyton, Saint Cuthbert, Pholtus, Heironeous, or Zilchus) only need a **Knowledge (religion) DC 5**. (Note that Knowledge checks for DCs 10 or less may be done untrained)

GROUP TWO

Five rounds after Angra steps from the reed wall and shoots Rory, Group Two breaks the reed wall on their initiative and moves a single move. They will avoid any entangle that reaches into the swamp.

Note that goblins have a move of 20, and their double move is only 40.

Group Two just want the skull, wine cup and candle sticks. If possible they will go for the pack on Rory if the player characters are busy. Otherwise they will fight.

If the player characters talk with the goblins after the hobgoblins are dead or disabled, the goblins do not want Rory, only the four items. If asked why, they will say that they are from the ancestor's tomb and things would be bad if they did not get them.

A Diplomacy check (DC 15) could convince them to only take the skull, but they will fight to get at least the ancestor's skull back.

APL 2 (EL 3)

Abe, Bar, Ciz, Dade, Elk, Fire, Gog Male goblin: hp 5 each (see *Monster Manual*, page 133).

The goblins have already expended their javelins at the grave robbers (Rory and the others), but have picked up an extra small morning star each.

Also note that once the goblins break the reed wall, it is at least nine double move rounds for the goblins to reach the site where Rory fell.

DM Aid #4: Timeline Reference for First Fight provides a round by round breakdown of where the goblins and hobgoblins could be in this encounter.

Friendly NPCs

Rory Kalar, Male Half-Elf Exp2: hp 10; see *Appendix 1*.

Azar Taloan, Baklunish Human Male Ftr1: hp 11; see *Appendix 1*.

Camp Tactics: Once the hobgoblins are spotted, the camp begins to gather the valuable items, and then nine rounds later (if the hobgoblins/goblins are not there yet), all but Azar will leave camp.

Azar will join the player characters once the other camp members have left. See *Appendix 1* for details on Azar.

Rory Kalar: Rory is at -1 hit point. He has 10 hit points total. If revived during battle, he will play dead (unless the party agrees to give him to the hobgoblins).

Developments: If the characters do not revive Rory, or do not save his life, and they retain the skull, skip to Encounter 4. If the characters do not revive Rory, or do not save his life and the goblins have the skull, skip to Encounter 5.

ENCOUNTER 3: RORY'S STORY

When Rory is revived, he is very glad the PCs saved him from the evil goblins after him. If he does not have his objects, his first concern will be whether he dropped them or not. He will use Sense Motive to determine if they tell him lies, because he is afraid someone might try and take them.

Azar, if still alive, can assure Rory that the player characters saved his life and fought off hordes of goblins. Rory will be calmer about the characters after that.

If the player characters have not already dipped into Rory's potion and scroll supply, Rory will offer it to them. If no one is able to read the scrolls, then Rory will offer to try for them. He has a total bonus of +9 when he does Use Magic Device on scrolls. He needs a DC 21 to use the scrolls. On a natural 1 he cannot use the scroll for 24 hours.

RORY'S STORY

Rory begins, "Hanra, Juniper and I were arriving to the buildings to start our day of study, when Juniper spied a swamp deer. We've been on rations waiting for the supplies from Orlane, so we thought fresh meat was a good thing. "

Juniper shot at it, but only wounded it. We followed it to a mound, where a second shot killed it. When we moved the deer we found a door. We cleared the sod off it to reveal an old bronze door.

Upon opening the door there was a sharp smell of damp and the smell before a storm. Inside was a low table with candle sticks on either side of a skull with a medallion. There were baskets of gold and silver coins in front of the table, and the two books. There was a wine cup behind the skull on the table. Juniper cast a Detect Magic spell and said the skull and medallion were magical.

Leaving the mound we saw a very old hobgoblin watching us. He didn't have any weapons. If he had tried something we could have killed him and he knew it.

Going back to the buildings, a bunch of other hobgoblins, and goblins, cast javelins at us. Fharlanghn must have been watching out for me, because I was hit with only one javelin. I ran as fast I could to the camp. I don't know what happened to Hanra and Juniper. I think maybe the javelins dropped them.

If Azar is around to hear this story, he will return to the base camp, and begin disassembling the tents and packing things up. If player characters ask him why he is doing this, he will say, I doubt if we are going back in there any time soon.

Rory would guess there were about a dozen hobgoblins and two dozen goblins, plus the old one, back towards the buildings.

Each gold candle stick is an art object worth 50 gp. The silver cup is also worth 50 gp. The two books are not spell books, but they are in runes, Common words and odd scripts. A Decipher Script (DC 15) check can tell they speak of the Whispered One (Vecna). If the check meets DC 20 can tell they speak of people who follow Vecna. These items belong to Rory and the consortium of investors. He will not give them up without a fight (in which Azar would join him).

Developments: As the player characters begin to leave the base camp, either back to the village or towards the reed wall, move to the next Encounter. If the player characters or Rory still have the Skull, go to Encounter 4. If the neither the player characters nor Rory have the skull, go to Encounter 5.

ENCOUNTER 4: OR DIE TRYING

This encounter is used after the goblin attacks the PCs or Rory and they retain possession of the skull. If this is not the case, go to Encounter 5.

A very old hobgoblin steps across the reed wall and stands. He has no weapon, but bears a shoulder bag. He begins to walk towards the base camp, using a cane to steady his gait. His hair is white and skin very wrinkled. He walks slowly forward, head up and looking intently. He seems very calm.

Yrthol is taking single moves to the player characters' position.

ATTACKING YRTHOL

If any characters cast a spell while he is in the open, readies or fires a missile weapon in his direction, or does Yrthol damage then read the following:

Suddenly more seventeen goblins step from the reed wall on either side of the old hobgoblin's path. They each have javelins at the ready and they seem ready to close if needed.

APL2 (EL 5)

Male Goblin (17): hp 5; see *Monster Manual*, page 133.

Each goblin has a small morning star, small leather armor, small javelin, and 10 gold pieces.

If the player characters hit Yrthol's AC 7, unless the damage is magical or magic in nature, it passes through his body without effect. Magical weapon attacks or magical spells have a 50% chance to be ignored (incorporeal).

If someone shot Yrthol with spell or missile weapon, he will shake his head and move forward again. A second successful hit (even if it is not successful damage), will make Yrthol sad, and he will descend into the ground. Then the goblins will rush to attack.

If the characters flee completely, they can outrun the goblins. The goblins will instead begin raiding nearby farms and ranches and generally causing trouble.

Under no circumstances will Yrthol attack the PCs. He will not defend himself either, nor use any ghostly powers. He is AC 7, has 104 hit points, and is a ghost.

AVOIDING YRTHOL

If the characters do not attack Yrthol, but also don't let him close within 60 feet (by backing up), after five rounds of the player characters moving back, Yrthol will wave them towards him, and advance for another five rounds. If the player characters still do not let him approach, he will sink into the ground, and the goblins will move to attack.

When Yrthol is within 100 feet, give all player characters a Spot check (DC 15). A successful check realizes that his feet are more going into the ground than treading upon it. Each turn Yrthol single moves 30 feet, the player characters get another check to see this.

Any character who sees the feet action may make a Knowledge (religion) check (DC 12), to realize that Yrthol is incorporeal. A DC 15 check will reveal he is likely a ghost.

After any combat, or a party retreat, this game is over.

CONVERSING WITH YRTHOL

If the characters do not attack Yrthol and allow him within 60 feet, he will speak to them. When Yrthol is within 100 feet, give all player characters a Spot check, DC 15. A successful check realizes that his feet are more going into the ground than treading upon it. Each turn Yrthol single moves 30 feet, the player characters get another check to see this.

Any character who sees the feet action, may make a knowledge (religion) check at DC 12, to realize that Yrthol is incorporeal. A DC 15 check will reveal he is likely a ghost.

Once the characters are within 60 feet of Yrthol, a DC 16 Spot check can see a small medallion around his neck with the same symbol that is on the medallion.

The old hobgoblin speaks, "You have something that belongs to my tribe. It was not proper for the half-elves to raid the ancestors'

tomb. It needs to be returned to the place of honor, and the spirits will not allow those that let the place be raided to return it. The one who took it cannot return. He is safe as long as he does not enter the swamps.

I need you to return the skull to the rightful place. You may keep the sacrifices that had been made to it, but the skull must return. What say you, to doing this deed of honor?

If the characters all refuse to do this task, or want more reward, continue with this text:

"You must do this thing," the old hobgoblin continues, "If the ancestors are not appeased then they will walk the marsh, when they walk the marsh they will awaken other things best left asleep, and then my people will have to ask for protection from those who follow the Whispered One, and the price will be high.

You may keep the candlesticks, cup, gold and silver. I could have demanded its return, but it is fairly spent if you return the skull to its rightful place.

If the characters still refuse to do this task or want more reward, continue with this text:

"You do not know what you are doing, but such is the way of youth," the old hobgoblin continues. "You must understand that my people must retrieve the skull, or die trying."

Is this your last word?" he asks, raising his arms above his head. The goblins advance 20 feet into the open and seem poised to continue.

A last refusal will have Yrthol descend into the ground, and the goblins attack. The adventure is over at the end of this encounter if the 17 goblins attack. Azar will help (if still alive) with this attack.

If any of the characters agree to do this mission, at any point before the goblins attack:

"So there is some wisdom left among the youth of the world," the old hobgoblin says. "I am Yrthol, watcher over the sacred sites. My people will tie strips of cloth that will lead you to the mound. I suggest you rest the night, recover from your ordeal, and after dawn, replace the cursed skull back upon the table within the mound. My people will keep denizens of the marsh from disturbing your sleep.

My cane is sometimes effective against the woken dead. It will be left for your use, if you decide to take it."

And after those words, Yrthol turns and slowly walks back to the reed wall. When he enters the marsh, the goblins retreat.

Developments: If the party successfully converses with Yrthol, go to Encounter 6. Otherwise, this game is over. The characters may want to go into the Rushmoors and look for the mound or the buildings. They may start to do so. They will see the old hobgoblin ghost again, this time with six Flan (one with a cold Fire Shield active on him), and six hobgoblins. The hobgoblin ghost will point the characters out to the others. The characters will flee or die. If the players don't flee, have one of the Flan cast an *extended ice storm* [Druid 9] on them.

DM Note: If the characters leave the game at this point ask what the characters will do with the skull. If they destroy or bury the skull at this location, they are fine, but if they take the skull elsewhere, then they get the skull curse.

ENCOUNTER 5: A CHANCE TO DO RIGHT

This encounter is used if after the events in Encounter Two, the goblins or hobgoblins possess the skull. If this is not the case, you should do Encounter 4 instead.

A very old hobgoblin steps across the reed wall and stands. He has no weapon, but bears a shoulder bag. He begins to walk towards the base camp, using a cane to steady his gait. His hair is white and skin very wrinkled. He walks slowly forward, head up and looking intently. He seems very calm.

Yrthol is taking single moves to the player characters position.

ATTACKING YRTHOL

If any characters cast a spell while he is in the open, readies or fires a missile weapon in his direction without hitting his AC 7, read the following:

The old hobgoblin stops, and waves you towards him while shaking his head back and forth.

If the spell or missile fire hits his AC 7, also read the following:

The attack passes through the old hobgoblin, which stops and shakes his head back and forth, and continues moving forward.

DM Note: Roll the 50% chance to ignore the damage if the attack was magical in nature. If Yrthol does not ignore the damage, it still appears to pass through him.

If there is a second successful hit with missile fire (even if not magical) or magic spell, or the PCs backup not allowing Yrthol within 60 feet to speak with him, or the PCs refuse Yrthol twice, then Yrthol to go into the ground, and return home.

At this point the adventure could be over for the characters. It is possible that they will try to go to the sacred mound. If they decide to do so, go to Encounter Six. Instead of cloth strips, the characters will need to track the goblins back to the mound (Survival check DC 10). While they do not have the skull to replace, if they "quiet" the spirits, then the others might be able to return the skull.

CONVERSING WITH YRTHOL

If the characters do not hit Yrthol twice and allow him with 60 feet, he will speak to them. When Yrthol is within 100 feet, give all player characters a Spot check (DC 15). A successful check realizes that his feet are more going into the ground than treading upon it. Each turn Yrthol single moves 30 feet, the player characters get another check to see this.

Any character who sees the feet action may make a Knowledge (religion) check (DC 12), to realize that Yrthol is incorporeal. A DC 15 check will reveal he is likely a ghost.

Once the characters are within 60 feet of Yrthol, a Spot check (DC 16) can see a small medallion around his neck with the same symbol that is on the medallion.

The old hobgoblin speaks, "It was not proper for the half-elves to raid the ancestors' tomb. It needs to be returned to the place of honor, and the spirits will not allow those that let the place be raided to return it. The one who took cannot return. He is safe as long as he does not enter the swamps.

I need you to return the skull to the rightful place. You may keep the sacrifices that had

been made to it, but the skull must return. What say you, to doing this deed of honor?

If the characters all refuse to do this task, or want more reward, continue with this text:

“You must do this thing,” the old hobgoblin continues, “If the ancestors are not appeased then they will walk the marsh, when they walk the marsh they will awaken other things best left asleep, and then my people will have to ask for protection from those who follow the Whispered One, and the price will be high.

You may have the candlesticks, cup, gold and silver; it fair spent if you return the skull to its rightful place.

If the PCs refuse again, Yrthol will descend into the ground, and return home.

At this point the adventure could be over for the characters. It is possible that they will try to go to the sacred mound. If they decide to do so, go to Encounter Six. Instead of cloth strips, the characters will need to track the goblins back to the mound, **Survival DC 10**. While they do not have the skull to replace, if they “quiet” the spirits, then the others might be able to return the skull.

If any of the characters agree to do this mission, even as Yrthol starts to descend into the ground:

“So there is some wisdom left among the youth of the world,” the old hobgoblin says. “I am Yrthol, watcher over the sacred sites. My people will tie strips of cloth that will lead you to the mound. I suggest you rest the night, recover from your ordeal, and after dawn, replace the cursed skull back upon the table within the mound. The people will keep denizens of the marsh from disturbing your sleep.

My cane is sometimes effective against the woken dead. It will be left for your use, if you decide to take it. The Skull will be with the cane”

And with those words, Yrthol turns and slowly walks back to the reed wall.

Developments: If the party successfully converses with Yrthol, go to Encounter 6. Otherwise, this game may over. It is possible that they will try to go to the sacred mound. If they decide to do so, go to Encounter Six. Instead of cloth strips, the characters will need to track the goblins back to the mound (Survival check DC

10). While they do not have the skull to replace, if they “quiet” the spirits, then the others might be able to return the skull.

ENCOUNTER 6: MAKING THINGS RIGHT

DM Note: If it looks like the characters are not going to rest for the night before going into the swamp, inquire if the characters are going to rest for the night before going into this encounter. The PCs do not have to do this, but it would make things better for them.

DM Note: If the characters did not make the deal with Yrthol in Encounter 5, they might be attempting to go into the swamp on their own. Delete the references to the cloth tied on the trees.

Neither Rory nor Azar will go into the Rushmoors with the characters. They will agree to watch over any animals people have for when they return.

The occasional chitter of insects greets your entry into the marsh. The reed wall parts easily as if it wanted you to enter. Ten feet past the reed wall is a brown piece of cloth, tied to a tall reed. Every seventy feet, or so, another strip of brown cloth leads you away from the waist deep waters, and along a relatively dry path.

Thirty such pieces of cloth, spaced every hundred to seventy feet, leads to a familiar looking cane, and shoulder bag. There is also a rolled animal hide, tied closed with a leather strip, about twelve inches and the diameter of the roll is about and inch thick.

Opening the animal hide reveals a message written into the skin (*Player Handout #1 – Animal Hide Message*). If the characters do not have the Skull, the bag also contains the Skull. The bag also contains a smaller bag of flour.

DM Note: Determine which character is going to carry the cane, and which character carries the Skull. The Cane is a +1 club.

IF THE CHARACTERS DECIDE TO LEAVE

At this point the characters might decide to leave, they can do so. If they take the skull with them out of the swamp, they will receive its curse. Otherwise, there is nothing else that impedes

them leaving. Go to Back to the Base Camp or Village in this game.

When the characters decide to continue, read the text below.

BEYOND THE CANE AND MESSAGE

The strips of brown cloth continue at intervals of seventy to hundred feet for another twenty times. Then, between the near brown cloth and the far one a 100 feet further, is a black cloth piece half way between. Ahead, you see the trail narrows to five feet wide, with a large pool of water on both sides for at least fifty feet, before with path widens. Young trees crowd the edge of both pools. Red and green lily pads float on either side of this causeway.

There, water appears to be more than five feet deep, black and murky. If they measure the water, it is eight feet deep. There are also two traps along this narrow causeway trail (see *DM Aid: Map #2 – Path Between the Ponds* for a map).

Five feet on either side of the causeway there are red and green lily-pad-like water plants (essentially the squares adjacent to the causeway). **Survival DC 10, Profession (Herbalist) DC 5, Profession (Guide) DC 10, Bardic Lore DC 10, or Knowledge (Nature) DC 11** can tell the characters, before they enter they contact the plants, that the *plants (Mummy Lilies) cause a rapid severe-poison-ivy-like reaction that lasts for a day or more to those that touch them and that an overdose of exposure causes further complications.* A Ranger, Scout or Druid can also determine this information with a DC 10 Intelligence check. It would be impossible to be in those squares without touching the plants

APL 2 (EL 4)

Acid Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +6 ranged touch (1D6 Acid; within 5 feet takes 1 splash); Search DC 11, Disable Device DC 11.

Poison Dart Trap: CR 1; mechanical; location trigger; multiple target (its square and one land square on either side of the square); manual reset; Atk +7 ranged (1d3/x2 plus poison, small dart); poison (small centipede poison, DC 10 Fortitude save resists (poison only), 1D2 Dex/1D2 Dex); Search DC 11; Disable Device DC 16

(+1 EL for Additional Hazards)

Mummy Lilies

Each 5-foot square a character enters, that character must make a Fortitude save DC 10 or be Sickened. Failure of five such fortitude saves in a single day also makes the character fatigued. The sickened condition remains for a day after exposure. Characters sickened by the mummy lilies get bright red rashes all over their bodies, hands and face. These rashes cause intense itching and the character quickly is feverish. Characters that make a saving throw versus the Mummy Lilies still have an itchy feeling on their skin indicating something happening.

On the map, #1 is the Acid Trap, #2 is the Poison Dart Trap.

These traps can also be avoided by making Swim checks in the eight foot deep water for sixty (or more) feet Or the characters might choose to attempt a swim after they passed one or more traps. This is calm water so the Swim DC is 10.

DM Note: Armor Check Penalties are doubled against swimming score. Encumbrance Penalties apply to swimming if they are more than the Armor Check Penalties.

DM Note: The characters may think to cut down the young trees and make floatation aids for themselves. After making sure the characters have the tools and materials for cutting down the trees and making the floatation aids, the characters can construct aids that could give up to a +3 circumstance bonus to swimming the ponds.

If the characters make a DC 10 Carpentry (could be taken as Craft or Profession) or Profession (Sailor) check add two to the bonus provided (maximum +5). You will need to decide how effective the PCs floatation devices are based on tools and materials.

A Survival check (DC 10) will note that the water is relatively clean. A Spot check (DC 15) will note that there seems to not be leeches and such swimming in the water.

ENCOUNTER 7: IF YOU KILL IT YOU CAN ENTER

Following twenty more brown pieces of cloth every seventy to a hundred feet, and ahead you see a mound rising from the marsh. Facing you is the gaping hole, with the open bronze door on the ground below it. The mound is fifty feet across and a little more than ten feet at its highest point.

Just above the door, as if waiting for you, stands a bleached white skeleton of a wolf.

See DM Aid #3 – The Mound for a map.

The wolf will attack anyone who approaches within fifty feet of the door, or anyone that attacks it. It will fight until destroyed. *As long as it is within a hundred feet of the Mound, the advanced wolf skeleton has +3 Turn Resistance.* The wolf will only go more than a hundred feet from the mound if while at that edge, it is attacked from beyond that distance.

If someone places the skull on the table inside the mound, the wolf will break off who ever is attacking it, and go after the current wielder of the shaman's club. If no one has the club it will continue to fight until everyone is unconscious, at which point it will pick up the club and flee.

In the event that the fight leaves all characters dead or unconscious, the wolf will return to position (if the skull is outside the mound) or flee with the club (if the skull is inside the mound).

If the skull was returned, Yrthol will have led Azar and Rory to their bodies where those that stabilized would be taken back to the base camp (the dead they bury).

If the skull was not returned, then the PCs will die in the swamp.

APL 2

EL 2

Advanced Skeletal Wolf; hp 19 (see *Appendix 1*)

Once the wolf is dead, Yrthol will reappear from the ground. He will thank the party for their assistance, and tell them they may have as much as they can carry from the sacrifices of gold, coin and gems within the sacred place.

He will tell the party that the treasure hunters should probably not return for a season or two. The people will still be upset, and some have already joined with the followers of the Whispered One over this episode.

He will ask that they leave his cane in the sacred room, and close the bronze door. He will not force them to do, but he will say he will not be pleased.

INSIDE THE MOUND

The inside surface is covered with thousands of smooth fist-sized stones imbedded in the dirt. The floor is paved in large reddish flagstones. It is only five feet from floor to ceiling, so the tallest might have to stoop within the mound. At the center of this cavity, is a short reddish stone table with a clear imprint where the skull should be placed. Behind the table, there are three reddish leather pouches that almost match the flagstone color

The skull can be placed any place in the room for the party to be successful. The spot on the stone table is where it is meant to be.

Inside the three leather bags are platinum and gems that Rory and his friends missed. There is enough gems and platinum here for approximately 300 gold pieces to each character.

BACK TO BASE CAMP

When the characters get back to base camp, the original experts have returned from running away. They are helping Azar pack up the camp.

Rory has left to go see his family. He had forgotten the anniversary of his father's death was the previous day, and he will go apologize to his mother.

CONCLUSION

If Rory survived, it is likely the characters will return to the village and Rory's Mother. She is thankful to the characters that they found her Rory and made sure he was safe.

With Rory not investigating buildings in the Rushmoors, the two of them are moving back to Orlane. Melody invites the characters to stay at her house the next time they are in Orlane.

The Knight is not in the village, no one has seen him since he left, heading west.

If Rory is alive at game end, the characters get the Favor of Melody Kalar.

If any characters accepted the mission without accepting money from Watcher Holderherk, they will receive the Favor of Watcher Holderherk.

If any character required money from Watcher Holderherk to do this mission, they receive the Disfavor of the Dwarven Knights.

If the characters did not take the Club +1 for themselves, but did return the skull, they get the Favor of Autumn Circle.

If the characters took the Skull, they receive the Curse of the Skull.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 2

Defeat the hobgoblins.

APL 2: 90 xp.

Defeat the goblins.

APL 2: 90 xp.

Encounter 4

Defeat the goblins.

APL 2: 150 xp.

OR

Encounter 6

Take damage, disable, or bypass the traps.

APL 2: 120 xp

Encounter 7

Defeat the wolf skeleton.

APL 2: 60 xp.

Story Award

Save Rory's Life

APL 2: 60 xp.

Discretionary Roleplaying Award

APL 2: 30 xp.

Total possible experience

APL 2: 450 xp.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 1:

APL 2: L: 0 gp, C: 100 gp, M: 0 gp.

(only characters that accept money)

Encounter 2:

APL 2: L: 76 gp, C: 9 gp, M: 0 gp.

(the loot in backpack belongs to Rory and the investors, not the PCs, regardless what the ghost says)

Encounter 4:

APL 2: L: 27 gp, C: 29 gp, M: 0 gp.

OR

Encounter 6:

APL 2: L: 0 gp, C: 300 gp, M: +1 *club* (192 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 76 gp, C: 409 gp, M: 192 gp – Total: 677 gp (450 gp).

DM Note: If the characters completed the mission, did not take the money from the knight and left the club behind, they get 385 gp (and get the associated favors).

ITEMS FOR THE ADVENTURE RECORD

Special

Favor of Apexmaster Watcher Grim Holderherk, Somber Bat: Grim owes you a personal favor. This may be redeemed in one of three ways. Once one of these has been redeemed, cross out the entire favor: 1) As a

retired Apexmaster he still has influence in the Mountaineers. He can recommend this character to the Mountaineers. 2) He is a Knight of the Watch, and if the character is human, dwarf or half-elf, and when they meet the requirements for that organization, he will sponsor them as a squire in the Knights of the Watch or the Knights of Dispatch. 3) He is a retired military officer, but he still knows people in service. He can recommend this character at the next Promotion Review Board for a promotion to the next higher non-commissioned rank. For other Sheldomar Valley militaries, he will write a letter of recommendation, but they may or may not take his recommendation seriously.

Favor of Melody Kalar: This character may stay at Melody's house anytime a game starts or completes in the city of Orlane. This provides free Standard Lifestyle.

Disfavor of the Dwarven Knights: The word of your dishonor has spread among the Dwarven Knights of the Watch and the Knights of Dispatch. Anytime in a game a Dwarven Knight would normally be Friendly to you, they are Neutral instead. NPC Dwarven Knights will not sponsor or recommend this character in the knighthood should they ever join.

Favor of the Autumn Circle: For the actions in aiding a congregation of Obad-Hai worshipers, this character has gained an influence point with the Church of Obad-Hai. As long as this character is a member of the Obad-Hai religion meta-org, this favor converts to a Permanent Influence Point (which renews at the start of each year).

Curse of the Skull: This character is under the grave curse for disturbing the rest of ancestors and handling the remains too long. Whenever this character is disabled (at negative hit points) they will not stabilize on their own. Characters with the Die Hard feat do not automatically stabilize but get a 20% chance to do so. This curse may only be removed by a 9th level or higher neutral divine caster with Remove Curse.

Favor of Azar Taloan: It is not clear what the favor of a Corporal is worth, but you have his favor.

Item Access

None allowed in introductory scenarios.

APPENDIX 1 – APL 2

ENCOUNTER 1

Azar Taloan, Male Human (Baklunish) Ftr1: Medium Humanoid; CR 1; HD 1d10+1; hp 11; Init +1; Spd 30 ft; AC 16, touch 11, flat 15 (+5 armor, +1 Dex); Base Atk/Grp: +1/+3; Atk +4 melee (1d8, long sword) or +4 melee (1d8, long spear); Full Atk +4 melee (1d8, long sword) or +4 melee (1d8, long spear); AL CG; SV Fort +3, Ref +1, Will +2; STR 14, Dex 12, Con 12, Int 12, Wis 14, Cha 12.

Skills and Feats: Listen +6, Sense Motive +4, Spot +6, Swim +6; Alertness, Endurance, Die Hard.

Languages: Common

Possessions: chainmail, long spear, longsword, 50 gp.

ENCOUNTER 2

Angra, Male Hobgoblin Ftr1: Medium Humanoid; CR 1; HD 1d10+2; hp 12; Init +3; Spd 30 ft; AC 17, touch 13, flat 14 (+4 armor, +3 Dex); Base Atk/Grp: +1/+1; Atk +4 melee (1d6, short sword) or +6 ranged (1d8, masterwork long bow); Full Atk +4 melee (1d6, short sword) or +6 ranged (1d8, masterwork long bow); SQ darkvision 60 feet; AL LN; SV Fort +4, Ref +3, Will +2; STR 10, Dex 16, Con 15, Int 10, Wis 14, Cha 11.

Skills and Feats: Hide +3, Spot +2, Listen +2, Intimidate +2, Swim +4; Weapon Finesse, Weapon Focus: Long Bow.

Languages: Common, Flan, Goblin.

Possessions: chain shirt, three short swords, masterwork longbow, 60 arrows.

Blue, Red, Green, Male Hobgoblins War1: hp 6, each; see *Monster Manual*, page 153.

Abe, Bar, Ciz, Dade, Elk, Fire, Gog, Male Goblin War1: hp 5; see *Monster Manual*, page 133.

Rory Kalar, Male Half-Elf Exp2: Medium Humanoid; CR 1; HD 2d6; hp 10; Init +2; Spd 30 ft; AC 14, touch 12, flat 12 (+2 armor, +2 Dex); Base Atk/Grp: +1/+1; Atk +1 melee (1d6, sickle); Full Atk +1 melee (1d6, sickle); AL CN; Fort +0, Ref +2, Will +3; Str 10, Dex 14, Con 10, Int 16, Wis 10, Cha 14.

Skills and Feats: Bluff +7, Craft (weaponsmith) +11, Decipher Script +8, Handle Animal +7, Knowledge (history) +8, Knowledge (architecture and engineering) +8, Knowledge (local -

Sheldomar Valley Metaregion) +8, Use Magic Device +9; Skill Focus (Craft (weaponsmith)).

Possessions: backpack, two books, two candlesticks, silver cup, sickle, 50 gp, 500 sp.

ENCOUNTER 4

Male Goblins (17): hp 5 each (see *Monster Manual*, page 133).

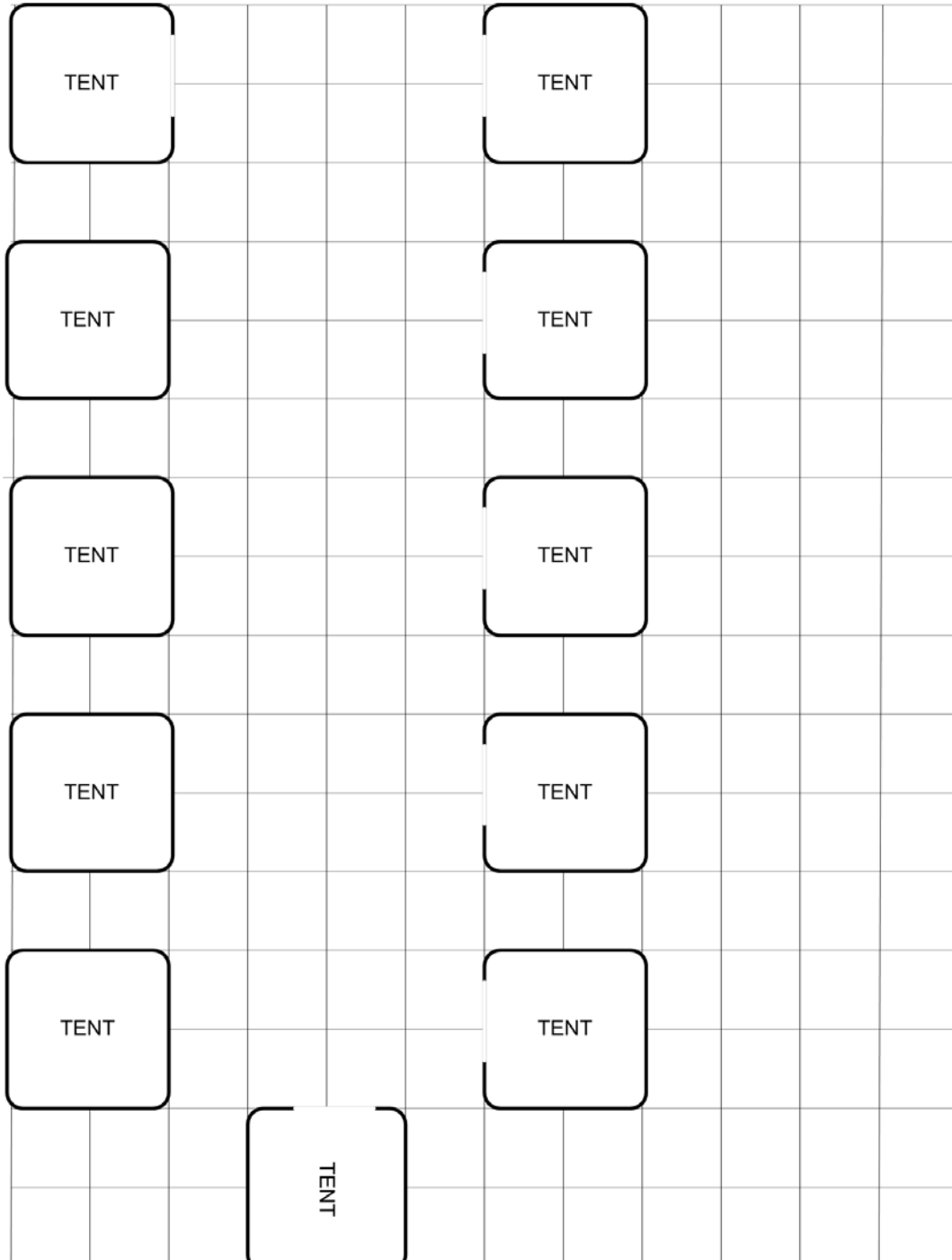
ENCOUNTER 6

Advanced Wolf Skeleton: Medium Undead; CR 2; HD 3d12; hp 19; Init +9; Spd 50 ft; AC 17, touch 15, flat 12 (+2 natural, +5 Dex); Base Atk/Grp: +1/+5; Atk +5 melee (1d6+4, bite); Full Atk +5 melee (1d6+4, bite); SQ DR 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL N; SV Fort +1, Ref +6, Will +5; Str 18, Dex 20, Con -, Int -, Wis 14, Cha 3.

Skills and Feats: Improved Initiative, Combat Reflexes.

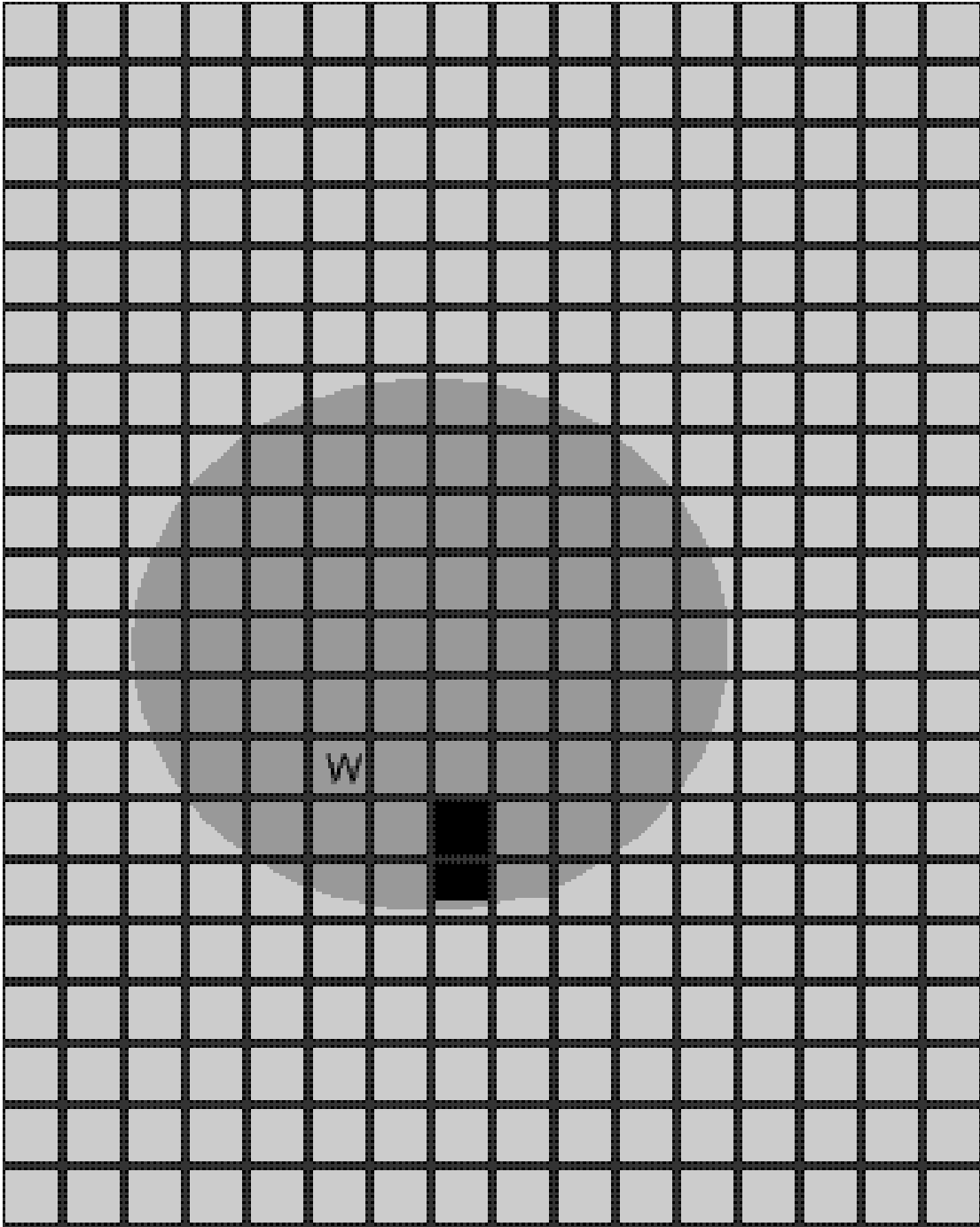
DM AID: MAP #1 – THE BASE CAMP

Marsh is 600 feet away in this direction
=>



GRM6-12 Exigency

DM AID: MAP #3 – THE MOUND



DM AID #4: TIMELINE REFERENCE FOR FIRST FIGHT

Round	Action		
1	Rory Breaks from Reed Wall	14	Three Hobgoblins search Rory or fight.
2	Rory Double Moves		Archer double moves to Rory [210 feet from Rory]
3	Rory Double Moves		Seven Goblins double moves [220 feet from Rory]
4	Rory Double Moves	15	Three Hobgoblins fight.
5	Rory Double Moves		Archer double moves to Rory [150 feet from Rory]
6	Rory Double Moves & is shot by Hobgoblin and falls unconscious 360 feet from reed wall		Seven Goblins double moves [180 feet from Rory]
	Three hobgoblins single move out of reed wall [330 feet from Rory]		Azar Taloan moves to join PCs
	Base Camp People Begin Packing Up	16	Three Hobgoblins fight and probably are dead.
7	Three Hobgoblins double moves [270 feet from Rory]		Archer double moves to Rory [90 feet from Rory]
	Archer Hobgoblin stays back and shoots arrows at those who shoot at his hobgoblins.		Seven Goblins double moves [140 feet from Rory]
8	Three Hobgoblins double moves [210 feet from Rory]	17	Archer double moves to Rory [30 feet from Rory]
9	Three Hobgoblins double moves [150 feet from Rory]		Seven Goblins double moves [100 feet from Rory]
10	Three Hobgoblins double moves [90 feet from Rory]	18	Archer single moves to Rory and fights
11	Three Hobgoblins double moves [30 feet from Rory]		Seven Goblins double moves [60 feet from Rory]
	Seven Goblins single moves out of reed wall [340 feet from Rory]	19	Archer fights
12	Three Hobgoblins single move and fight, or single move and begin to search Rory.	20	Archer & remains of 7 goblins
	Archer puts away bow, single moves to Rory [330 feet from Rory]		And this assumes the characters never retreat in their defense, or that they do not move Rory's body.
	Seven Goblins double moves [300 feet from Rory]		
13	Three Hobgoblins search Rory or fight.		
	Archer double moves to Rory [270 feet from Rory]		
	Seven Goblins double moves [260 feet from Rory]		

PLAYER HANDOUT #1– ANIMAL HIDE MESSAGE

Greetings,

I have taken control of an apprentice shaman so I might make this message to you. You should find what you need with this message, along with my old cane. I figure you might find it useful to swing as a club if things get real bad in the times ahead. I would like the cane back, so leave it in the mound when you are done.

What I have feared has come to pass. The fear of the ancient ancestors loose has driven some of the tribe to the followers of the Whispered One. Those followers have decided that it is best that the Skull not be returned so the whole tribe would turn to them. They work for the spread of Bad Things, so in this we should both hate. So be on the lookout for places on the trail that might be a good ambush or a bad place to have problems.

Please mark the mound with the flour when you are successful.

Yrthol

By the hand of Grighal Tombat