



BEHIND ENEMY LINES

An Introductory One–Round D&D[®] LIVING GREYHAWK[®] Shield Lands Regional Adventure

Version 1.04

By Wayne A. Kauchak

Waghalter's is in need of new mercenaries to meet the increased demand for services. A secret mission into the Old One's territory is necessary to re-supply a spy behind enemy lines. An Introductory module for 1st-level PCs, set in the Shield Lands.

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 please e-mail the Shield Lands Point of Contact at poc@shieldlands.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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 Appendix 1.

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:

- Determine the character level for each of the PCs participating in the adventure.
- 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.
- Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

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

- 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.

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

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.

NOTE: This LIVING GREYHAWK adventure is designed for mid and higher-level characters. Since characters below 6th level are unlikely to have the skills and resources necessary to complete this adventure, players using lower-level characters should be advised that they are participating at great risk. This is not an adventure for beginning characters!

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure set in the Hold of the Sea Princes. All characters pay two Time Units. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

ADVENTURE BACKGROUND

The Reclamation seemed to be back at square one. Lands recovered were lost and recovered again, but bear the weight of war and the stamp of the Old One. The Greycloaks have continued to do their spy work within the Old One's territory. One particular

Greycloak is watching an enemy force camped west of South Keep.

Lyla Hillcrest, better known in Greycloak circles as "Ace", has been observing a small force of Iuzian goblinoids camped east of South Keep. A courier has recently delivered communications to the chieftain and Ace has an idea for a diversion that would allow her to enter the camp and ascertain the documents.

Ace's request for support had been intercepted by a Furyondian spy, Gersande Dent. He is unaware that "Ace" is a woman. Gersande has been located in Critwall for the past year and continuously passes on information to his superiors in Chendl. Gersande has chosen to use Waghalter's mercenary services as a ruse to hire adventurers to assist Ace and retrieve the communications.

ADVENTURE SUMMARY

Introduction: The PCs are in line for jobs being offered by Waghalter's (VAHG-hall-turs). The party is offered a mission to deliver supplies to a Greycloak behind enemy lines, assist in a diversion, and return with the Greycloak's information package.

Encounter 1: The PCs travel from Critwall to South Keep, expecting an easy journey. During the second night, they may camp near a ball of snakes and find a surprise in their bedrolls.

Encounter 2: The PCs make their way across enemy lines, either through bribes, subterfuge, or avoidance.

Encounter 3: At the meeting point, the Greycloak, "Ace" Lyla Hillcrest, directs the PCs to cause a distraction so the Greycloak can get information on the Old One's recent directives.

Encounter 4: The PCs ambush the enemy camp's returning patrol and occupy them long enough to allow Ace into and out of the camp.

Conclusion: The PCs return to Critwall with the Greycloak's reports. The local constable stops the PCs, bringing them in for questioning regarding Gersande's activities. After questioning and proper delivery of Ace's communications, the PCs are released.

PREPARATION FOR PLAY

The biggest difficulty with this adventure is if a half-orc character chooses to play. Waghalter's does not allow half-orcs to become members, but it is possible for a half-orc to be allowed to take part in this non-member mission, through patience, strength, or help from other PCs.

INTRODUCTION

The group in front of Waghalter's holds about two dozen men and women of different races. The recruiting drive for mercenaries is popular with the recent loss of lands to the Old One. A large shaggy-looking man is at the entrance of the tavern. He holds a large board and marks on it with chalk while talking to a heavily armored elf standing at the forefront of the crowd.

"Second door on tha right, Rolivar. Good luck to ye." The doorman makes one last mark on his board. He watches the elf enter the building, and then turns back to the crowd of ragtag adventurers and some obvious non-adventurers. "Okay, you, come up here."

APL2 (EL --)

 **Borkus:** Male human War4.

Borkus will cycle through the PCs, asking them their name, where they're from, and what services they have to offer. Borkus is a bully when dealing with any non-fighter types and is especially cruel to halflings. He will show deference towards human and elven women, usually doing a poor job of flirting.

Borkus isn't a knowledgeable man and isn't much for answering questions from the PCs. He does his job, which is assigning personnel to the missions. Borkus doesn't like Gersande because he is Furyondian, which is why Borkus is assigning the weak, 1st-level characters. Borkus is unaware that Gersande is a spy.

If one of the PCs is a half-orc, Borkus will clearly be rude; he tells the PC that half-orcs can never be members of Waghalter's and the half-orc should find work elsewhere. If another PC intervenes, a Diplomacy check DC 20 is required to allow the half-orc to enter the establishment. If the other PCs are of no help, Borkus will challenge the half-orc, "You throw me down, you get inside. If not, you wait outside for your friends." If the half-orc PC accepts, make opposed Strength checks (Borkus is +4).

Borkus will ask for any questions before directing each PC to the third door on the right.

Questions for Borkus:

What's our assignment? *I don't get tha specifics, just tha needs. And, what they need is you!*

Who are we working for? *That Furyondian, Gersande. He'll come ta tha room after ah've filled it.*

Entering Waghalter's is quite a sight as this is not an ordinary tavern. Greeting patrons at the entranceway is a full-sized stuffed orc in Iuzian gear. The bar front is carved to resemble a stylized dragon head. A large board to the left of the bar is titled "Waghalter's Greatest" and just a few names have been burned into the wood.

A back door is guarded by a man even larger than the doorman. Along the wall opposite the bar are four doors, presumably leading to meeting rooms.

Once the PCs are in the meeting room, they can introduce themselves. The first and second doors are locked (because the patron has started) and the fourth room is empty. The bouncer will stop any PCs that try to enter the back room and tell them, "Members Only".

At this morning hour, only a few customers are in the tavern area and none of them are interested in speaking with the PCs. After the PCs meet each other, Gersande Dent (being Furyondian, Gersande speaks with an accent, reflected in the read-aloud text) will enter the room to provide the details of the job. Gersande's cover is that he's a former Furyondian that has joined the cause of the Reclamation. He is a bit short-tempered as he is worried that his cover is close to being blown and the 1st-level PCs are not what he requested from Waghalter's.

The door opens and a tall, thin elderly man with a bushy mustache enters the room. His crystal blue eyes take in the room and silently dwell upon each of you. "Humph", he grumbles into his mustache while turning to close the door. He remains standing and addresses you, "I am Gersande and zees iz zee job. A scout iz obzerveeng a small force of zee Old One [spit] and needz to be ree-zupplied. You get twenty-five gold eech now and zeventy-five gold eech when you return with zee scout's reportz. Before I go further, I need eech of you to zweer zecrezee or leave." Gersande stands tall waiting for your responses.

Gersande will not answer any questions until everyone in the room has agreed to keep the details secret. He doesn't want to give out details for it could be detrimental to his cover. Once this formality is completed, Gersande will continue the meeting.

Gersande relaxes a bit, locks the door to the room, and sets down his bag and takes out a map, placing it on the table and drawing a line with his finger from Critwall southeast through South Keep, stopping just past South River. "Zee scout, Acze, iz

watching over a force camped in zeese woodz off the main road. To geet there, you will have to crosz zee enemy line at Szouth River here. You may bee able to bluff or brieb your way through.

“Pazt zee river, at zee tree line, turn szouth until you come to a game trail by an oak tree with a heart-szhaped rock at eetz baze. Follow zee game trail about a quarter-mile to a clearing and camp for zee night. After midnight, Acze will find you and szpeek: ‘Zee sztarz barely szhine tonight.’ You szhould reezpond: ‘Zee light iz dim but sztill glowz brightly within.’ Deliver theez bag of szuppliez and return with heez reportz.”

APL2 (EL --)

🐍 **Gersande Dent:** Male human Rog4/Exp2.

Gersande is terse and to the point. He doesn't know much more than he has already spoken. Gersande is unaware that Ace is a woman. He has just enough information to set up the adventurers to retrieve the information.

Questions for Gersande:

- **How long to travel?** It is a 3 day walk to South Keep from Critwall. It's a single day's hike to South River, not much farther to the woods and the game trail.
- **How much time do we have to get to the meeting place?** Ace will be looking for you in five nights and two nights after that before you're considered compromised.
- **What does Ace look like?** I've never met or seen him. The code phrases will let you know you've met the right guy.
- **What if something goes wrong?** If you can't deliver the supplies, then return them to me and make your report. You'll still be paid in full.
- **Who is Ace?** As far as I know, Ace is a Greycloak helping the Army keep tabs on the movements of the Old One's forces.

Once all the PCs' questions have been answered, Gersande will unlock and open the door. “Good luck. You szhould leeve soon to make zee drop on time. And remember, szeecrezy; zee Old One has eyez and eerz everywhere.”

ENCOUNTER ONE: TRIP TO SOUTH KEEP

Travel from Critwall to South Keep is an expected uneventful 3 day journey on foot (1-1/2 days by horseback). The first day is nice and clear with spring birds flitting through the sky. The outskirts of Critwall teem with peasant laborers plowing the farm fields in hopes for a good harvest. Farther away, the lack of population is evident. The people of the Shield Lands still cling closely to the protective shell around defensible keeps. As evening falls, it is time to make camp.

For this first night, have the PCs set up a watch order. If the PCs are traveling by foot, the night will pass uneventfully. If the PCs are traveling by horseback, then the snake encounter will occur this night (see below).

Read aloud if PCs are traveling by foot: *The second day of the trip is a bit cooler, but no rain in sight. The day passes slowly with few travelers on the road; a patrol, a few farmers, and an old peasant lady. Eventually, the sun sets through a cloud-filled sky.*

Have the PCs set up camp and watches again. If a PC thinks to check out the camp site for safety, have them make a Survival check (DC 15) or Spot check (DC 20) to reveal a ball of tiny snakes near the proposed camp site. If the PCs discover the snakes, they may choose a safer site, attack the snakes, or ignore them and camp anyway.

APL2 (EL 4)

🐍 **Snake, Tiny Viper (10):** hp 2, 2, 2, 1, 1, 1, 1, 1, 1; see *Monster Manual* page 280.

Tactics: The snakes will bite at the PCs in their space and then move 5' away. Once a snake is not in a PCs' space, the snake will withdraw into the woods. If a snake gets 15' away from a PC, assume it slithers underground and gets away. If the PCs attack the snakes when they're in a ball, the snakes will just try to escape into the undergrowth; but if encircled, a snake will move into a PCs' square and attack before fleeing.

Development: If the PCs don't notice the presence of the snakes, then the snakes will try to move onto the PCs' bedrolls during the second watch. The PCs on watch should make Spot and Listen checks opposed by the snakes' Hide (+15) and Move Silently (+3) checks. The snakes will be in the sleeping PCs'

spaces and will get a surprise round if the PCs on watch fail their checks.

Treasure: None.

Read aloud if the PCs are traveling by foot: ***Partially through the third day of travel, civilization slowly returns as South Keep nears.***

Read aloud if the PCs are traveling by horseback: ***Civilization slowly returns on the afternoon of the second day of travel as South Keep nears.***

Continue for either mode of travel: ***Fewer peasants are present at South Keep and a few more patrols pass, reminders of the close proximity of the forces of the Old One. Late in the afternoon, the partially ruined outer wall of South Keep presents itself on the horizon.***

Several dwarves are organizing laborers to make repairs on the outer palisade. Beyond the pock-marked wall, the ramshackle outer buildings can be seen. The central stone keep rises above the tattered buildings and docks jut out into the Nyr Dyv on the southern side. Soldiers stand guard at the entrance gates into South Keep.

The PCs will be generally questioned by the guards before they can enter South Keep. The place to stay for adventurers is the “Smiting Mace”, a local tavern. Healing may be received for donations; see the Shield Lands Metaorg Handbook, section 3.0 NPC Spell Casting. If the PCs wish to make purchases, anything from the PHB costing 99 gp or less is available.

ENCOUNTER TWO: CROSSING THE LINE

Travel to the enemy line is uneventful. Early in the trip, a few farmers are working their fields, but farther away, civilization drifts away, leaving fallow fields, ruined farmhouses, and the remains of war's destruction. Once near the crossing point, the PCs may want to scout ahead, maybe try to cross the river at a different location than the guarded bridge.

North of the bridge, the river is 40 feet wide, 20 feet deep (Swim DC 10), bordered by 10 foot cliffs (Climb DC 20), and without any trees or large boulders nearby (for tying a rope). If the PCs can think of a method to cross, make the appropriate skill checks and let the rolls fall where they may.

An hour's walk south of the bridge is a point where the river narrows to 25 feet wide, 15 feet deep (Swim DC 15), and a tree is spanning the gap, 20 feet

above the water's surface. A DC 12 Balance check is required to move across the tree.

If the PCs choose to approach the guarded bridge, use DM map #1 to draw. The PCs will have cover up until 60 feet if on the road and 40 feet in the surrounding fields for sneaking up close. The guards have Spot and Listen check modifiers of +4. The bridge is 10 feet above the water's surface, which is 40 feet wide and 20 feet deep (Swim DC 10). The cliffs in this area can be climbed with a DC 15 Climb check. At night, only one soldier is awake during each of three four-hour shifts. The adept is awake for the second four-hour shift. Below is a daylight description of the bridge and its occupants. Modify for night or other changes as necessary:

As the road nears the South River, a stone and wood bridge can be seen crossing 10 feet above the turbulent waters. The charred remains of a wood frame reveal that this bridge was once an architectural beauty. Now, it is another sign of the chaos and destruction spread by the Old One.

At each end of the span, two medium-sized beings stand guard. They scan the surrounding area with loaded crossbows in hand. One of the far figures is unarmored.

APL2 (EL 2)

🗡️ **Human Warrior 1 (3):** hp 8, 7, 6; see Appendix A.

🗡️ **Human Adept 1 (1):** hp 3; see Appendix A.

Tactics: The near guards will fire with their crossbows until engaged in melee. The far guards, which include the adept, will move onto the bridge to fire their crossbows. The adept will try to cast *sleep* on the fighter-type PCs, while saving the *burning hands* if engaged in melee. If the guards are engaged in melee by more than two PCs, they will fight while retreating across the bridge. They will try to hold the bridge at the far side. If two of the warriors are killed, the adept will flee while the last guard will prevent the PCs from chasing the adept.

Development: Initial Attitude: Unfriendly. The mercenaries will allow the group to approach within 40 feet before calling out, “Halt and declare yourselves!” The guards on the far side will approach half-way across the bridge while the near guards question the PCs' intentions. Roll Sense Motive checks (+0) for any lies by the PCs. Two failed lies result in the guards attacking the PCs. The guards will automatically attack any apparent clerics of a Good deity. For any non-threatening reasons to cross the bridge given by the

PCs, the guards will allow passage for 30 gp. A Diplomacy check DC 15 will allow the group to cross the bridge for a fee of 20 gp. A successful Intimidate check (vs +1) will allow the group to cross for free. If the Intimidate check fails by 5 or more, the guards will attack.

Treasure:

If the PCs defeat the guards, they can loot their equipment along with the supplies within their camp, which includes four light horses and six potions of cure light wounds.

APL All: Loot - 90 gp, Coin - 20 gp, Magic - 6 potions of cure light wounds (4 gp each per potion).

Once across the bridge, the PCs can continue east on the road. The bridge guards, if they are still alive, will not allow the PCs to camp in the area of the bridge.

When the PCs continue east:

The road east of South River is in stark contrast to the lands west. The grain fields have been burned. Along the way, the decaying ruins of farmhouses stand above their lands, a reminder that Shield Landers once lived here in peace. Eventually, the road comes up to the tree line of a hardwood forest.

This is the point where the PCs should turn south off the road. The PCs should make Spot and Listen checks, just to make them nervous. When the PCs turn to the south:

Following the line of trees south, you find the land slopes down into a valley with trees to the east and the sloping side of a hill to the west. Late in the day, the trees continue on, opening every now and then to a small gully draining from the hills into the woods. No clear trail is revealed nor has a heart-shaped rock been seen.

Let the PCs get a little worried that maybe they've gone too far. Have them make multiple Spot checks with no results. Before they make any drastic decisions, let them know they come upon a small, obviously heart-shaped boulder at the base of an oak tree. Pushing aside a bush reveals the small game trail winding into the shadows of the forest. Following the game trail, the PCs will come to a clearing just as the light fades. When the PCs follow the game trail:

The game trail winds its way between the trees, up and down hills. Sightlines become very short and the light slowly fades as a gloomy mist rises. For a game trail, the silence is unnerving, punctuated by the crunch of leaves or snap of a

twig that may or may not be from your passage through the trees.

The path is five feet wide with hindering terrain and trees everywhere else. At this point, the lack of light requires low-light vision or darkvision to see unless a light source is lit. Once the PCs figure out their light situation, have them set up a marching order and make Spot and Listen checks. Once they're ready, continue:

Eventually, just as all natural light is gone, the trail opens up into a small clearing, 30 feet wide, with a couple of stumps and the remains of an old campfire encircled by small rocks. The branches of the surrounding trees arch over the clearing, preventing any view of the sky or prying eyes from above. No continuation of the trail leaves the clearing.

ENCOUNTER THREE: MIDNIGHT MEETING

The PCs should realize this is the meeting spot and prepare to make camp. The PCs should determine their watch and placement of light sources. During first watch, the PCs should make Spot and Listen checks. Describe that they hear the swoop of a huge creature brushing against the tops of the trees, but nothing is seen. On second watch, just after midnight, the PCs should make Spot and Listen checks opposed by Ace's Hide (+10) and Move Silently (+12) checks.

If the PCs notice Ace and call out or do not notice: A shadow in the trees adjusts and a tenor voice calls out, "Squirrels and chipmunks in the woods, the stars barely shine tonight."

Ace will wait for a close version of the proper response: The light is dim but still grows brightly within. Once that is given:

The small shadowy figure moves out from behind a tree, "You seek the Greycloak called Ace? Well, you have found her." The figure moves into the light, pulling back a hood to reveal a petite, blue-eyed, halfling woman's face. She shakes her head, allowing curly blond locks to fall back on her shoulders. "Welcome to the Old One's back yard", she says with a smile.

Ace will ask for the PCs' names and where they're from. She'll thank them for their service, answering questions and asking about Critwall and the people's demeanor. Ace will be positive about the Reclamation, glad to do her part, and assure the Old One will be defeated.

Ace will be confused if the PCs mention Gersande as she doesn't know him and wouldn't expect the Army

or Greycloaks to hire adventurers. She knows that she requested assistance, but didn't define how to get that assistance, so the use of Waghalter's services is insignificant to her.

Once the conversation dies down or the PCs ask if there is anything they can do to help:

Ace's expression turns serious. "I could use your help with a very dangerous task. The hobgoblin leader of the encampment I've been watching received a courier a few days ago. I need to get into his tent to get a look at any of these documents. And for that, I would need a distraction." She looks at your group with a sly grin.

When the PCs agree to help or ask about the distraction:

Ace picks up a stick and begins drawing in the dirt [use DM Map #2 to draw a sketch]. "The encampment is off the main road here. They have a rotating shift watch the road, every eight hours. When the day shift is returning tomorrow evening, I want you to set up an ambush here, within sight of the encampment. This should draw the camp's guard from their posts and the leader from the tent. I will set fire to a tent and will only need a moment to slip into the main tent, find and read the documents, before getting back out. I will signal you with an owl's hoot that I'm finished and you should flee into the woods to meet back up in this clearing."

Ace will answer any questions the PCs may have about the plan. The PCs may ask about attacking in daylight to use the goblinoids' weakness. Ace will let them know that the overhanging trees in that area block out any direct sunlight, so the goblinoid's are not affected. Let the PCs modify the plan, except that only Ace will enter the main tent and the PCs should not engage the encampment as they would be outnumbered. As to what to expect, the returning force should consist of goblins, maybe a bugbear. The encampment is about 40 humanoids, a mix of goblins, bugbears, and hobgoblins.

APL2 (EL --)

❖ "Ace" Lyla Hillcrest (1): hp 21; see Appendix B.

ENCOUNTER FOUR: ACE'S GAMBLE

Once the PCs' questions are answered, Ace will return to the woods with the new supplies while the PCs can finish resting for the night. During the next day, Ace will return and lead the PCs to the ambush point. She

will tell the PCs that the clearing is safe for any excess equipment. Draw the encampment and trail using DM Map #2. Ace will safely lead the PCs to their starting positions and then disappear into the woods. The PCs should make initial Hide checks and Spot checks (vs +5) to see the goblins behind the log. The PCs automatically see the encampment setup and the movements of a couple dozen goblinoids. When the PCs are ready, have the goblins and bugbear return towards the encampment. Make a single Spot check (+4) for the returning creatures to see if they notice the PCs. If the creatures succeed, begin combat with no surprise round. If they fail, move the group to the point where the PCs want to begin their surprise round.

APL2 (EL 3)

❖ **Goblin (6):** hp 7, 6, 5, 5, 4, 3; see *Monster Manual* page 133.

❖ **Bugbear (1):** hp 16; see *Monster Manual* page 29.

Tactics: The goblins will alert the encampment to the ambush and defend themselves by throwing their javelins. The bugbear will draw its morningstar and engage the closest PC in melee. The two goblins behind the log will use it for cover while throwing their javelins. If the PCs engage the goblins behind the log in melee, all goblinoids as listed below will join the combat on the next round to defend the camp. If the PCs flee into the woods, the goblinoids will follow while using ranged attacks until the PCs are no longer seen due to Hide checks or are more than 100 feet from the trail.

Development:

- End of Round 1: A tent is on fire and a hobgoblin, wreathed in flames, comes running out. The encampment will be occupied by helping this hobgoblin and preventing the fire from spreading. The goblins behind the log will try to warn of the intruders, but no one pays attention.
- End of Round 2: The hobgoblin leader will appear outside the main tent, moving toward the center, yelling at the other goblinoids to get the flames under control. Ace will move from the woods to the edge of the main tent. The PCs must make Spot checks opposed by Ace's Hide check to see her.
- End of Round 3: The goblins behind the log will finally get the attention of the hobgoblin leader who begins yelling at the other goblinoids to fight off the intruders. The goblinoids are still occupied

with the flaming tent and only a few stop to listen to the chieftain. Ace will enter the main tent and begin looking at the documents.

- End of Round 4: The hobgoblin chieftain will finally convince a several goblinoids to attack the PCs. Alert the PCs that the fire is almost extinguished. Ace will still be in the main tent to scan over the documents.

APL2 (EL 3)

👉 **Bugbear (1):** hp 16; see *Monster Manual* page 29.

👉 **Hobgoblin (2):** hp 6, 6; see *Monster Manual* page 153.

👉 **Goblins (3):** hp 6, 5, 4; see *Monster Manual* page 133.

- End of Round 5: Ace will leave the main tent and the PCs will hear an owl hoot. The PCs should begin their retreat next round. If they don't retreat, add six goblinoids as listed below each round for the next three rounds until the PCs have fled or are all dead. During the PCs' retreat, goblinoids will use ranged attacks until the PCs can no longer be seen due to Hide checks or are beyond 50 feet from the trail.

APL2 (EL --)

👉 **Bugbear (1):** hp 16; see *Monster Manual* page 29.

👉 **Hobgoblin (2):** hp 6, 6; see *Monster Manual* page 153.

👉 **Goblins (3):** hp 5, 5, 5; see *Monster Manual* page 133.

Ace will meet the PCs back at the clearing. She will be thankful to the PCs, producing a bag taken from the chieftain's tent that contains gems worth 150 gp for each PC. She will assure the PCs that the clearing will be safe for the night. Ace will create and seal documents, which she will give to the PCs for delivery. She will talk with the PCs until it is time to rest, at which point she will leave the clearing.

The PCs may be interested in the communications. Ace will share the info with them (choose one statement from the below list).

- Recruit bandits and mercenaries to replace the recent losses at South Keep.
- Capture and interrogate any strangers as scouting parties from the Shield Lands may be in the area looking for treasures lost in the war.
- Shift to hit-and-run tactics until reinforcements join your camp.

- An undead-leading cleric will join your camp to harass townsfolk around South Keep.

Treasure:

APL All: Loot - 0 gp, Coin - 150 gp, Magic - none (0 gp each).

CONCLUSION

The PCs can return to Critwall without any trouble and approach Waghalter's to deliver the reports to Gersande.

Borkus is outside Waghalter's where a Critwall soldier is also posted. Borkus calls out, "So, the rats return to the nest! [with a laugh] You can use the first room on the right." Borkus holds the door as the soldier assesses your group.

Borkus is aware of the investigation into Gersande's activities. He will answer few questions, trying to get the PCs into the meeting room, so Borkus can alert the constable. Borkus will even encourage any half-orcs to enter at this time.

PCs may be suspicious of the presence of the soldier and the "rat" comment by Borkus. Borkus will explain away the soldier by telling the PCs that a threatening plot is afoot against Waghalter. This is true considering Gersande's spy activities and Borkus will not go into details.

When the PCs enter Waghalter's: The familiar main room of Waghalter's is a bit more crowded than your prior visit. The dozen patrons take turns looking at your group before re-joining their conversations in a quieter manner.

If the PCs wish to try and listen in on the patrons' conversations, a DC 15 Listen check will reveal the main topic being the recent warrant for Gersande and that authorities are seeking the adventurers he hired.

If they want, the PCs can decide to flee the scene. A DC 10 Gather Information check will reveal the same information as the Listen check in Waghalter's. If they turn themselves in, then play out the rest of the adventure; otherwise, the PCs do not get the final award of 75 gp each and must actively avoid Critwall authorities for a month until interest in them subsides.

Once in the meeting room, twenty minutes pass when three soldiers enter and a constable follows them. The constable holds up a hand, "Stay where you are! We just have some questions regarding your involvement with Gersande."

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 scenario, 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.

Introduction

APL2: L: 0 gp; C: 25 gp; M: 0 gp.

Encounter One

APL2: L: 0 gp; C: 0 gp; M: 0 gp.

Encounter Two

APL2: L: 90 gp, C: 20 gp, M: 24 gp – 6 potions of cure light wounds (4 gp each per potion)

Encounter Three

APL2: None

Encounter Four

APL2: L: 0 gp; C: 150 gp; M: none (0 gp each)

Conclusion

APL2: L: 0 gp; C: 75 gp; M: none (0 gp each)

Total Possible Treasure

APL2: L: 90 gp; C: 270 gp; M: 24 gp - Total: 384 gp

Special

APL2: None

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL2:

- None

APPENDIX 1: MONSTER STATISTICS

APL2

Encounter Two

🗡️ **Human Warrior 1:** CR 1/2; medium human (Os); HD 1d8+3; hp 7; Init +1; Spd 20 ft.; AC 16 (+1 Dex, +5 armor), touch 11, flat-footed 15; Base Atk/Grp: +1/+2; Atk/Full Atk +2 melee (1d6+1 19-20/x2, shortsword) or +2 ranged (1d8 19-20/x2, light crossbow); Space/Reach: 5 ft./5 ft.; SA –; SQ –; AL CE; SV Fort +2, Ref +1, Will +0; Str 12, Dex 13, Con 10, Int 11, Wis 9, Cha 8.

Skills and Feats: Listen +4, Ride +5, Spot +4; Alertness, Toughness.

Possessions: chainmail, shortsword, light crossbow, 10 bolts.

🗡️ **Human Adept 1:** CR 1/2; medium human (Os); HD 1d6; hp 3; Init +4; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk/Grp: +0/+0; Atk/Full Atk -1 melee (1d8, morningstar) or +0 ranged (1d8 19-20/x2, light crossbow); Space/Reach: 5 ft./5 ft.; SA –; SQ –; AL CE; SV Fort +0, Ref +0, Will +3; Str 8, Dex 10, Con 9, Int 12, Wis 13, Cha 11.

Skills and Feats: Concentration +4, Listen +3, Spellcraft +5, Spot +3; Improved Initiative, Toughness.

Spells Prepared (3/2; base DC = 11 + spell level): 0 – [guidance, light, read magic]; 1 – [burning hands, sleep].

Possessions: morningstar, light crossbow, 10 bolts, holy symbol (Iuz).

APPENDIX 2: NPCS

Encounter Three

☛ **“Ace” Lyla Hillcrest:** female halfling ranger 4; CR 4; small humanoid (halfling, lightfoot); HD 4d8; hp 21; Init +3; Spd 20 ft.; AC 18 (+1 size, +3 Dex, +4 armor), touch 14, flat-footed 15; Base Atk/Grp: +4/+1; Atk +7 melee (1d6+1 19-20/x2, mwk small longsword) or +9 ranged (1d6+1 /x3, mwk small composite longbow [+1 Str bonus]); Full Atk +7 melee (1d6+1 19-20/x2, mwk small longsword) or +9 ranged (1d6+1 /x3, mwk small composite longbow [+1 Str bonus]) or +7/+7 ranged (1d6+1 /x3, mwk small composite longbow [+1 Str bonus]); Space/Reach: 5 ft./5 ft.; SA –; SQ Animal companion, combat style, favored enemy humanoid(goblinoid) +2, link with companion, share spells, wild empathy; AL CG; SV Fort +6, Ref +9, Will +4; Str 12, Dex 17, Con 9, Int 10, Wis 12, Cha 13.

Skills and Feats: Climb +3, Hide +10, Jump +3, Knowledge(geography) +3, Knowledge(nature) +4, Listen +10, Move Silently +12, Spot +8, Survival +8; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Combat Style (Ex): This ranger has selected archery. She gains the Rapid Shot feat without the normal prerequisites.

Animal Companion (Ex): This ranger has an owl as an animal companion. This creature is a loyal companion that accompanies the ranger on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Owl Animal Companion: CR –; tiny animal; HD 1d8; hp 4; Init +3; Spd 10 ft., fly 40 ft. (average); AC 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14; Base Atk/Grp: +0/-11; Atk/Full Atk +5 melee (1d4-3, talons); Space/Reach: 2-1/2 ft./0 ft.; SA –; SQ Bonus trick (stay), low-light vision; AL N; SV Fort +2, Ref +5, Will +2; Str 4, Dex 17, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +14, Move Silently +17, Spot +6 (+14 in areas of shadowy illumination); Weapon Finesse.

Low-Light Vision (Ex): Can see twice as far as a human in dim light.

Favored Enemy (Ex): This ranger gains the indicated bonus on her Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. She gets the same bonus on weapon damage rolls against creatures of this type.

Link with Companion (Ex): This ranger can handle her animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy and Handle Animal checks made while dealing with that animal.

Share Spells (Ex): This ranger may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. The ranger may also cast a spell with a target of “You” on her animal companion.

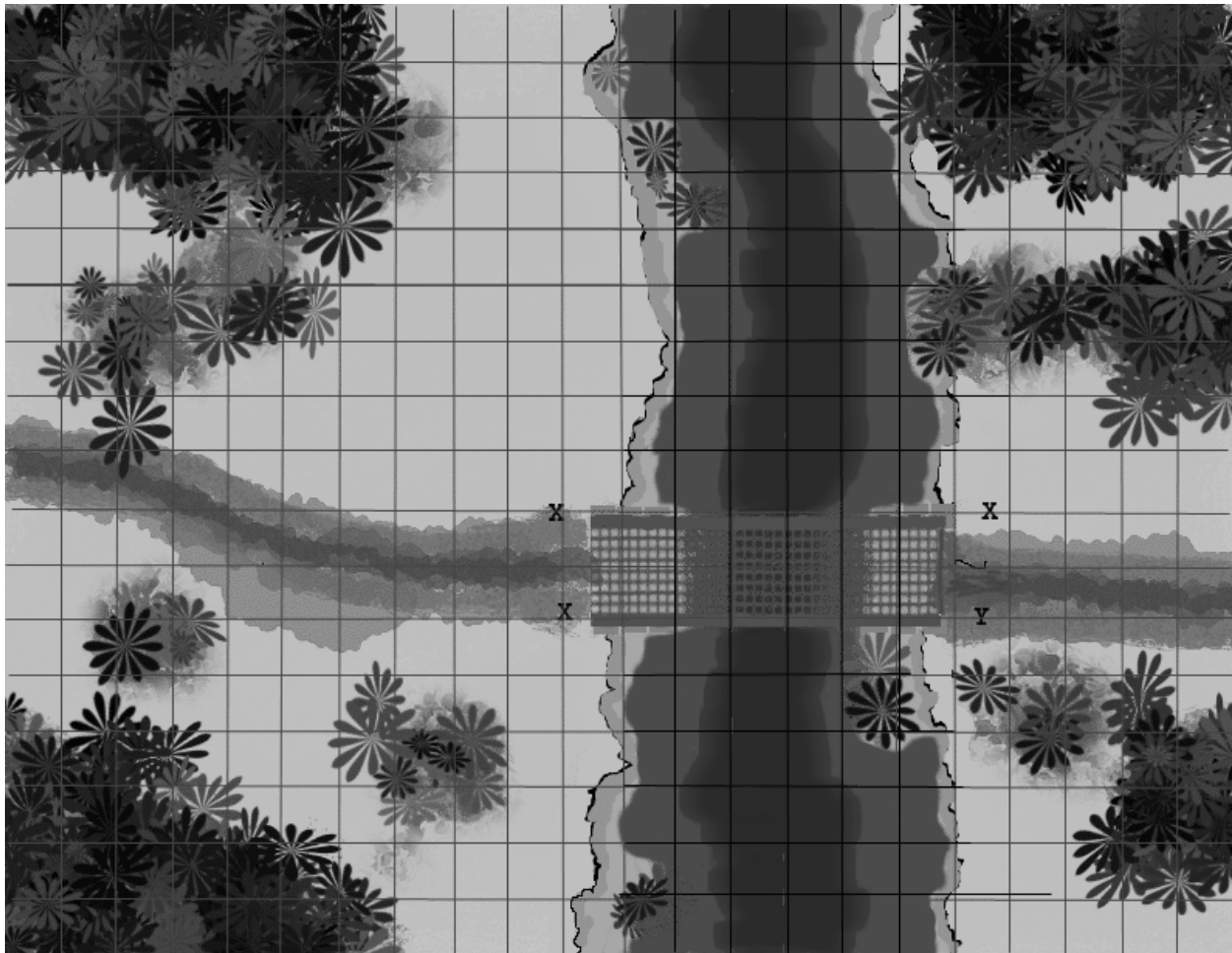
Wild Empathy (Ex): This ranger can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. She rolls 1d20+3, or 1d20-1 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Ranger Spells Prepared (1; base DC = 12 + spell level): 1 – [pass without trace].

Possessions: +1 small studded leather, masterwork small longsword, masterwork small composite longbow [+1 Str bonus], cloak of resistance +1, 2 potions of cure light wounds, potion of cat’s grace, 10 pp.

Physical Description: Lyla is a charming, tom-boyish halfling. She has curly blond hair and blue eyes. Lyla enjoys having fun with others, like a cat playing with a mouse. She will flirt and tease until she gains attention and then ignore that attention.

DM MAP #1

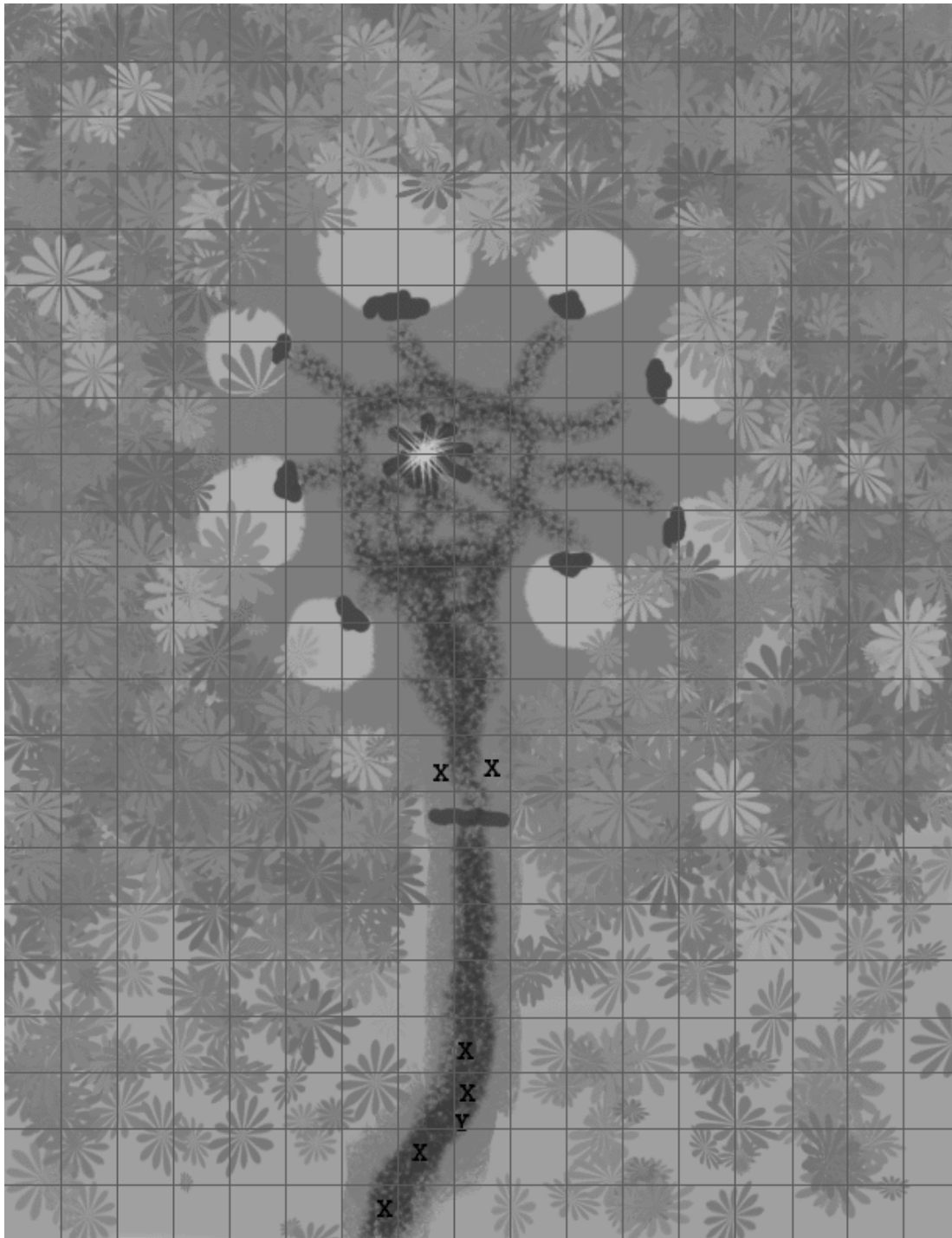


Map Information: The PCs approach from the left. The surrounding greenery is light undergrowth (half-movement, concealment) with typical trees (cover, can end move in square) and a few massive trees (cover, can not end movement in square) (see DMG page 87). The cliff walls are 10' high.

X – human warrior

Y – human adept

DM MAP #2



Map Information: The large tent belongs to the chieftain. The clearing is surrounded by heavy undergrowth (quarter-movement, 30% miss chance), typical trees (cover, can end movement in square), and a few massive trees (cover, can not end movement in square) (see DMG page 87). Light undergrowth (half-movement, concealment) is on both sides of the trail along with typical trees and several massive trees. Ace's proposed ambush point is at the end of the straight part of the trail before the curve, so the goblins behind the log can see the ambush.

X – goblin

Y – bugbear