

KrukNIK

**A One-round D&D Living Greyhawk Adventure
Set in The Duchy of Urnst (URC1-01)**

By Darin Primmer

Blurb: Disappearances of merchant wagons is nothing new in the Duchy of Urnst. Maybe this time it's not due to machinations in Seltaren. This is Regional Adventure 1 for the Duchy of Urnst, for characters levels 1-2.

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

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

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

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

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

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

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

Lifestyle in Greyhawk

PCs in Living Greyhawk events must pay a lifestyle cost associated with the economic level of the place where the adventure takes place. Lifestyle costs include expenses incurred during the time between this adventure and the last one, and all training costs associated with advancing

in levels. It does not cover cost of adventuring equipment. PCs must pay for things bought during the adventure (from equipment to drinks and meals and lodging) at the prices stated in the scenario, or the *Player's Handbook* if the scenario does not specify.

The lifestyle costs are divided according to the economic level that the PC wants to maintain, and there are penalties and bonuses for maintaining certain lifestyles.

- **Destitute:** You have no living space, and must carry all your gear everywhere. You stink and are undernourished. You suffer a -3 on Diplomacy and Gather Information skill checks.
- **Poor:** You sleep in the common room of an inn, or perhaps the loft of a stable. Your clothing is generally worn and patched. You suffer -2 on Diplomacy and Gather Information skill checks.
- **Low:** You rent a small room at a tavern, perhaps shared with one or two other individuals. If you own a home it is a one-room shack. It wouldn't be wise to leave anything of value lying around. You suffer -1 on Diplomacy and Gather Information skill checks.
- **Medium:** You are moderately successful, and your equipment is plain but sturdy. You have your own room in an inn or boarding house, where you can leave items of moderate value without worrying about them disappearing.
- **High:** You rent a roomy house or apartment, or own a nice home. You own clothes for many occasions, and can entertain anyone without feeling overly ashamed. You receive a +1 bonus on Diplomacy and Gather Information skill checks.
- **Luxury:** You have the best of everything – spacious living quarters, exotic food, expensive clothes. Your success is the envy of many. You have a +2 bonus on Diplomacy and Gather Information skill checks. Equipment left at home is generally quite secure.

Penalties or bonuses to Diplomacy and Gather Information skills should be applied at the DM's discretion, and can sometimes backfire – for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not. You are encouraged to roleplay these reactions whenever possible.

Have the players deduct the lifestyle costs for their characters before play starts, noting the lifestyle on the log sheet.

<u>Lifestyle</u>	<u>Cost</u>	<u>Charisma-related mod</u>
Destitute	0	-3
Poor	2	-2
Low	10	-1
Medium	50	0
High	200	+1
Luxury	1000	+2

DM Information

It is recommended that the judge make the following statement to the players before they select their characters:

This Adventure is not tiered, and is intended for 1st and 2nd level characters. Players of characters that are above 2nd level are likely to find this adventure's combat encounters significantly easier than those player characters for which this adventure is intended. Additionally, this adventure has been written so players will have time to adjust to the new Third Edition Dungeons & Dragons rules.

Background

For the last two years humanoid bandits have troubled the small hamlet of Kruknik in the Duchy of Urnst. Dozens of bands have been targeting wagon trains going to and from the mines. So, it wasn't really surprising when the supply wagons of House Einstoffen started disappearing. What was surprising was that the wagons disappeared at night, while the teamsters were sleeping and guards were posted. Also odd was the fact that only the wagons belonging to House Einstoffen have suffered these strange assaults.

It is the job of young Kerik Pfolst to supervise the movement of inventory for all House Einstoffen caravans in the Kruknik area. His duties include writing the schedules for the wagon arrivals and departures.

A month ago Kerik managed to incur a sizable gambling debt gambling at *The Fifth Chance*. As payment for his debt, he agreed to supply House Einstoffen wagon schedules to Grulag, the tavern's gnome bouncer. Grulag has been using the schedules in his raids on the Einstoffen wagons.

Kerik does not really want to undermine House Einstoffen, but he does not want broken legs—courtesy of Grulag—either. So, while Kerik has been handing over schedules to the gnome, Grulag only gets the timetables for wagons bringing supplies to the mining towns in the Cairn Hills, not the timetables of the rich gem-filled wagons returning from the mines. This has made his raiding easier for Grulag, since the wagons on his list have not been well guarded.

Grulag is not very smart. However, a couple of years ago he managed to ambush a traveling group of adventurers. One of his victims had a magical wand. It took quite some time for Grulag to figure out how to use the wand, but when he did he found that it was a *sleep* wand. When he raids the Einstoffen wagons Grulag uses the wand to knock out the guards and then takes off with the loot.

Grulag has a reputation as a very successful gambler, and has always managed to win some of the strangest things from passing travelers. So, when Grulag started selling some of his stolen goods, nobody thought

anything of it. They just assumed that he was winning the new items from various merchants at the game table.

Of course, this would not be much of an adventure unless there were some complications...

Complication One

At their last meeting Kerik mistakenly gave the wrong schedule to Grulag. He intended to give Grulag the usual incomplete version of the schedule. Instead he accidentally gave Grulag the schedule with all the Einstoffen wagon shipments.

Complication Two

Just as the adventure starts, a band of goblins led by a goblinoid sorcerer managed to ambush Grulag while he was sleeping in the forest outside the hamlet of Kruknik. They kill Grulag; acquire the most recent wagon train schedule, and his sleep wand. They intend to make full use of both.

The goblins quickly plan an ambush on the next wagon train passing through their territory in the hills outside of town. As luck would have it, this particular wagon train has a minimal cargo of supplies, so there will be very few guards to deal with the goblin threat. Unless the PCs intervene, the goblins will kill the teamsters and guards.

After finding this ambush so easy, the goblins will then plan to attack the next full shipment, which is a gem shipment.

Chain of Events

While this adventure has a definite timetable of events the DM should not lead the PCs by their nose. The players should have quite a bit of freedom to investigate the strange events as they see fit. Different groups will probably investigate in different ways. The events in this scenario cover the most likely course of action. However, as players are very innovative, it is very likely that the PCs will do something not covered in this scenario. For this reason, it is highly recommended that you make yourself very familiar with this scenario and the backgrounds of the NPCs involved. Of course, if the PCs want to stay in the bar and role-play, the only thing lost is PC experience points and treasure.

At the end of each encounter there is a section labeled troubleshooting. This section attempts to provide suggestions to get the adventure back on track should the PCs head off in the wrong direction. Use these if the Players seem confused and are not having as much fun with the adventure as they could be.

Adventure Outline

Player's Introduction

In this first encounter, the PCs get a hint of what is to come. The teamsters and guards from the most recently attacked caravan return to the hamlet. Speaking with the survivors, the PCs may learn a little bit about the raids.

After, the PCs will have two obvious choices; they can to speak with House Einstoffen, or they can visit the local tavern. Both encounters may result in the PCs being pulled into an investigation.

House Einstoffen

Here the PCs get an opportunity to speak with Gerntir Einstoffen. The right questions will point them toward Kerik. The PCs have the opportunity to get the schedule, which was supposed to be delivered to Grulag. Although it might not be immediately apparent, this is a vital clue as to what has been happening.

The Fifth Chance

If the party chooses not to immediately start investigating the recent events, or if at any time the party has no where else to turn, they can proceed to *The Fifth Chance*. At this tavern and gaming hall, the PCs have an opportunity to spend some time gambling and picking up rumors. Some of the information is useful, and some is not. They may also decide to look for Grulag, who has been missing for the last few days.

Out on the Town

Regardless of how the PCs get involved they will have to do some investigative work. Encounter four details the different locations that the PCs can visit within the hamlet of Krukunik, and each location has a list of information they can find out.

Ambush

Before this encounter the PCs will have managed to be hired as guards on the next caravan leaving the hamlet. During transit, the wagons will be attacked by the goblins. After defeating the goblins, the PCs should be able to track their attackers back to their hideout.

Good Morning Adventurers

If the PCs do not accompany the wagon then a local farmer will find the bodies of the dead guard and teamsters. He will bring them to hamlet and the PCs will be able to figure out what happened. They may visit the ambush site and from there proceed to the goblin hideout.

Goblinhome

In this encounter the PCs will investigate the home of the goblins. If they did not defeat the goblin sorcerer during the ambush then they will encounter him here. They will also find several slaves including Ahnbelka, if she was abducted.

Finale

The PCs should have defeated the goblins and found the signed schedule stolen from Grulag. They may or may not have discovered Kerik's involvement in the scheme. They will be rewarded by house Einstoffen appropriately.

Player Introduction

They never said there'd be days like this. The constant downpour during the last fortnight has made even the most stalwart of adventurer glum and bitter. It doesn't help that you are stuck in a small wayside inn just mile from the small hamlet of Krukunik for most of the storm. What kind of name is Krukunik anyway? Stupid name for a hamlet you think, as you work your way towards the local Inn called "The Fifth Chance."

Trudging your way through the muddy streets you see that you are not alone in this weather. A group of four travelers approach the hamlet from the western road. They are soaked to the bone and don't look happy. Two of them have swords hanging from their sides, and their soaked tunics cling to what must be mail armor underneath. The other two are unarmed, wearing the tunics of a Merchant House. Which one you cannot tell.

Curiosity as to why two armed men would be escorting two merchants through the countryside slows your feet. You see the group split up. The armed people are walking in your direction while the other two continue east heading away from you. Your curiosity is peaked, but just across the street you can see the warm glow of The Fifth Chance calling to you. You wonder if it's worth the trouble...

The group of teamsters (who appeared to be merchants at a distance) and warriors have just finished a long trek back into town after losing their wagon to Gurlag's latest, and last raid. They are not very happy and want nothing more than to warm up to a warm fire and a fiery drink in *The Fifth Chance* before report what happened to their superiors. The two teamsters are heading to House Einstoffen's villa to report the theft. The PCs may attempt to speak with either group.

Speaking to the Merchant Guards

Only one of the Merchant Guards will be willing to speak with the party if approached in *The Fifth Chance* (see Encounter 2 for a description of the tavern). Her name is Ahnbelka Erkuss and she has no qualms about telling the party about the raid. Her normally cheerful demeanor is a bit subdued by the miserable two-day hike home, but she is honest, polite, and helpful. Her companion, Habker, will stay sullen and silent during the entire conversation, nursing his ale. The only response the PCs will get from him is the occasional grunt or snort. Ahnbelka, on the other hand, can provide the PCs with the following information:

- Someone, or some things have recently been stealing wagons traveling to the hamlet from the mining camps in the Cairn Hills.
- The wagon she was guarding was stolen while she was on guard duty. She fell asleep and when she awoke the wagon was gone. She feels terrible about falling asleep on duty, and hopes she will be able to make it up to House Einstoffen. (Habker, snorts at this)

- She is not currently a regular employee of House Einstoffen. House agent Isgoth hired her because the House is desperate to find anyone who would not fall asleep on guard duty. She was to escort a caravan from Seltaren to here. When she got here, she was rehired as an extra guard for the trip into the mountains. She has never fallen asleep on guard duty before.
- She does not wish to speak about her past at all, although she will mention that she is looking forward to a chance to see the mountains. She has never seen the mountains, and hopes to get a chance soon.
- She is not lying about anything although PCs may determine (Sense Motive DC10) that she has her own secrets that she does not wish to reveal.
- If the PCs express an interest to investigate the strange raids, or serve as caravan guards, she will direct them to House Einstoffen.

Ahnbelka does *not* know that Grulag was the one who stole the wagon she was guarding. She only knows that the wagon she was hired to guard was stolen in the night. She feels extremely guilty about the theft.

Speaking to the Teamsters

The teamsters are also not happy with their current situation. They are heading back to the Merchant House to report this recent loss. They will talk with the PCs and can tell them the following:

- Somebody has been stealing supply caravans lately. The caravans do have guards, however the guards all seem to be falling asleep.
- House Einstoffen suspects one of the other Merchant Houses as the culprit, but it has no idea which one.
- There are more than a dozen or so merchant houses that ply the trade routes. House Einstoffen has not had any significant, overt political problems with any of them lately.

Kjarkr, male human Com (Teamster) 2: CR1; Medium Humanoid (6 ft. 1 in. tall) HD 2d4; hp 7; Init +1 (Dex); Spd 30 ft.; AC 13 (+2 leather armor, +1 Dex); Atks +3 Melee (1d6+1, cudgel), +2 Ranged (1d4+1 [crit 19-20], dagger); AL NG; SV Fort +0, Ref +0, Will +0.

Str 13, Dex 12, Con 11, Int 10, Wis 13, Cha 10.

Skills: Common, Orcish, Animal Handling +5, Heal +3; **Spot** +3, **Ride** +3. **Feats:** Alertness, Weapon Focus (Cudgel).

Equipment: Cudgel, whip, leather armor, dagger, 4 gp, blanket, wedge tent, rations (2d), and poncho.

Hahndrik, male human Com (Teamster) 2: CR1; Medium Humanoid (6 ft. 1 in. tall) HD 2d4; hp 7; Init +1 (Dex); Spd 30 ft.; AC 13 (+2 leather armor, +1 Dex); Atks +3

Melee (d6+1 cudgel), +2 Ranged (1d4+1 [crit 19-20], dagger); AL NG; SV Fort +0, Ref +0, Will +0.

Str 13, Dex 12, Con 11, Int 10, Wis 13, Cha 10.

Skills: Common, Orcish, Animal Handling +5, Heal +3; **Spot** +3, **Ride** +3. **Feats:** Alertness, Weapon Focus (Cudgel).

Equipment: Cudgel, whip, leather armor, dagger, 4 gp, blanket, wedge tent, rations (2d), and poncho.

From this point the adventure should go one of two directions: the party can visit House Einstoffen (Encounter 1), or continue in *The Fifth Chance* (Encounter 2).

Troubleshooting

It is awfully hard to mess this encounter up. The PCs are free to do whatever they wish. At this point they should really only have two obvious options. Both will move them into the plot. The only concern is if the PCs decide to wander the hamlet, go shopping or do something else. Should this happen, go to Out on the Town (Encounter 3) and have a couple of shopkeepers ask the PCs if they have seen a muscular and grim gnome named Grulag. They will tell the PCs that the gnome is the bouncer at *The Fifth Chance* and that he has not been seen for a few days. No one seems to know where he is.

This should get the blood of the adventurers boiling and in no time they will be (hopefully) on the road to grand success. However, if this does not work, feel free to do everything in your power to make the players bored until they decide to adventure. Then go from there.

Encounter 1: House Einstoffen

Is it your imagination or are the rains picking up again? After two weeks of constant downpour you thought the ebb in the rain would last, but it clouds are getting thicker again and the rain threatens to turn to sleet. You quicken your pace towards The Merchant House Einstoffen. Rounding the corner you see a large building looming before you. Home, office, and storage location for the goods brought through this hamlet; House Einstoffen is well built and well guarded. Even through the thick rain, you can see two men shield their eyes to watch as you approach the complex. They wear tunics emblazoned with a white eagle on a green field—the device of House Einstoffen. Their hands rest easy by their weapons.

If PCs approach, the guards will stop them and ask their business. The guards are extremely suspicious of anybody who is heavily armed and will not allow anybody into the House while wearing armor or carrying weapons. If the PCs attempt to bluff their way in, the guards will point out they may point out that merchants do not need weapons or armor, and if they are not merchants, they have no business at House Einstoffen.

If the PCs ask to speak with Isgoth, they will be informed that he is out of town on business and will not

return for another week or so. If they insist on speaking with somebody in charge, the guards will allow them to speak with Gernthir Einstoffen, who will be fetched will meet with them at the guardpost. If the PCs behave themselves and show they are here to discuss the business of the house, Gernthir will invite them in and have them escorted to a waiting chamber in the villa. They will be able to glean the following information from Gernthir:

- Gernthir Einstoffen is the eldest son of Isgoth Einstoffen and is in charge of the House while his father is away.
- Four wagons have vanished in the last month. The four include the wagon he has just found out about.
- The house hired a couple of trackers who managed to find the wagons. They had been abandoned, but the horses and most of the supplies were missing. Some of the mining equipment (picks, shovels, etc...) was still in the wagons, but the food, ropes, grapples, etc... were missing.
- He figures the bandits took the most useful stuff and left behind the things they found they could not use or easily dispose of.
- If the PCs offer to help, he will inform them that his father is offering a reward of 50 gold for anyone who can find out who is robbing his caravans.
- If the PCs offer to help escort the next wagon, he will let them do so, but he will not pay them for it. He already has two guards hired and does not want to hire anymore.
- Since the House has been losing about week, he does not expect to lose any wagons for at least another week.

Gernthir Einstoffen male human Nob 1: CR1/2; Medium Humanoid (5 ft. 10 in. tall) HD 1d8+1; hp 7; Init +1 (Dex); Spd 30 ft.; AC 11; Atks -1 Melee (1d4-1 [crit 19-20], dagger), +0 Ranged (1d4-1 [crit 19-20], dagger); AL LN; SV Fort +0, Ref +0, Will +2.

Str 8, Dex 13, Con 12, Int 14, Wis 11, Cha 14.

Skills: Common, Gnome, Dwarven, Appraise +8, Bluff +6, Diplomacy +8, Gather Information +6, Sense Motive +4, Profession (merchant) +2; **Innuendo** +4. **Feats:** Skill Focus (Appraise), Skill Focus (Diplomacy)

Equipment: noble outfit (fancy green robes), dagger, 30gp, vellum, quill, ink.

Guards (12), male and female human War 2: CR1; Medium Humanoid (5 ft. 11 in. tall) HD 2d8+2; hp 12; Init +2 (Dex); Spd 30 ft.; AC 19; Atks +3 Melee, +2 Ranged; AL NG; SV Fort +3, Ref +0, Will +0.

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

Skills: Common, Riding +3, Climb +2, Jump +4, Use Rope +3, Wilderness Lore +2. **Feats:** Weapon Focus (longsword, +1 to attack), Point Blank Shot, Rapid Shot

Equipment: Longsword, longbow, quiver with arrows, chainmail, large shield, cudgel, 10 gp, blanket,

wedge tent, rations (2days), poncho, riding horse and tack.

There are a total of twelve guards in the house at various locations. If a fight breaks out, have two guards show up the round after the trouble starts and then have two more guards show up each round until all twelve are on the scene.

As the PCs finish conversing with Gernthir, a young page will enter the waiting chamber. Read the following:

"Oh, there you are Jurram. I have a task for you," Genthir says to the boy.

Kerik seems to have given Caravan Master Molkir, an incomplete schedule. If you could take it to him there, and ask that he get a complete schedule to Molkir as soon as possible. I am sure he is at The Fifth Chance, probably gambling, it is Moonday, isn't it," he says with a sly smile.

The page gives a curt nod, takes the parchment, and heads toward the door. Genthir then returns his attention to you.

"I think I have told you all I can. Jurram will show you out."

If the PCs try to engage in conversation with the page, the boy will ignore them except for to show them the way out of the complex. If the PCs do anything to force the boy to respond, he will stop, look up at them with his unblinking light blue eyes and simply say, "Master Genthir says that a good page is ever silent. Please allow me to be a good page." He will then continue on to The Fifth Chance to find Kerik.

Troubleshooting

The point of this encounter is to lead PCs in Kerik's direction. If the PCs follow the page to the tavern they will see Kerik's response to note, and will realize something is up. If the party decides to go out on the town refer to the troubleshooting section in Encounter 1, to move them into the plot.

If all else fails, and the PCs seem to be stuck, later in the adventure, Kerik, who will at that point be frantic and desperate, will elicit the PCs help. At first he will lie (Bluff 0), telling the party he will offer them 25 gp to track down the gnome Grulag and switch wagon schedules. If this does not work he will beg the PCs to help him. Break down and tell telling the following story:

"Grulag made me do it. I tried to trick him, but I made a mistake. He has been the one stealing wagons. He threatened to break my legs if I did not give him the schedules. I gave him some partial schedules—wagons filled only with supplies—but this time I accidentally gave him the complete schedule. He will kill me if he finds out I am telling you this. He is a very wicked person. Please help me, I beg you.

Kerik will withhold any information about his gambling dept unless he is severely pressed to do so. He will paint Grulag as a wicked and evil gnome (which he was) who manipulated Kerik into doing bad things, (which is only a half-truth).

As well, if the PCs attack anyone in the Merchant House for any reason, have the survivors of the battle with the House Guards thrown in jail.

Encounter 2: *The Fifth Chance*

The following box text applies the afternoon that encounter one occurs, should the PC's enter the tavern much later the occupants may have changed accordingly.

The large sign on the front of the building whips up, banging against the roof of the porch, as the fierce stormy wind whips through the hamlet. The rain continues to pour behind you as you make your way into the warm and cozy Inn. You notice a few details of the tavern as you stomp your feet to shake off the frozen water and mud, and perhaps slowly restore some feeling to your numbed toes. A coat rack hangs by the front door over a wooden grate in the floor. A row of boots and socks are setting by the warm fire burning in the hearth.

Glancing around at the room's occupants you see a young woman cleaning the counter and chatting with a young man at the bar who occasionally nurses his wine. At a table to your right you, sitting close to the fire, four men play cards. You see multi-colored chips on the table, and wonder who will walk away the poor man today. The two guards you spied earlier sit barefoot at another table close to the fire, eating and talking quietly.

The young lady behind the counter smiles at you, "Please come on in and make yourselves at home. You can hang your coats on the rack if you like and the fire should get your boots and socks warm in no time."

The woman behind the counter is Ahndjia Klopak. She tends bar, but is not the owner of the tavern. She provides menus to the PCs upon request. The man sitting with her is a traveler who is staying in the inn. He is an apothecary named Vinard Adessina. He may be able to help the PCs later in the adventure by providing non-magical healing aid, by helping examine the bodies of the soon-to-be dead merchants and guards, or by tending to the arm of Faustein, the blacksmith. If he aids the PCs in these ways he will automatically make all of his healing checks.

Kerik is here and playing cards with two of House Einstoffen's teamsters (Klatscha and Terin) and the blacksmith's apprentice (Derni).

Klatscha and Terin are both very good card players and usually work together to wheedle money from the other players [Profession (gambler) +5]. They do not cheat, but they are just so used to playing together they can anticipate each other's moves. Regardless of their individual winnings at the end of the night the two of them split all they have won.

Derni is only here because Faustein (the blacksmith) injured his arm and has not been able to work for a couple of weeks now. Derni has not yet mastered many aspects of smithing and is having an impossible time filling in for his master. He is hoping to get a bit of

money here gambling to help take care of Faustein and his wife.

If the PCs do not interfere in some way, both Derni and Kerik will lose badly to Klatscha and Terin. Derni will have lost all his money and will have to return home broke. Faustein does not know that Derni is here trying to make money.

If PCs do participate in the games, then have them roll opposed profession gambler checks against the others Kerik (d20-1), Derni (d20-1), Klatscha (d20+5) and Terin (d20+5). If the PC's do not have Profession (gambler) skill, allow them a Wisdom check instead. If either Klatscha or Terin succeeds vs. DC 10, give the other a +2 cooperation bonus to their roll. If any PC passes their check by more than both Klatscha and Terin, then that PC will win. Any PC without Profession (gambler) skill attempting to play so that Derni wins will have to succeed vs. DC 15 to give Derni a +2 cooperation bonus to his roll. Klatscha and Terin will be willing to bet up to 1 gold per game and will quit if any PC (or Derni) wins 5 gold or more.

If any PC decides to cheat, then he must make a Pick Pockets check (DC 15). Roll an opposed spot check for each NPC (vs. the pick pockets result) to see if the PC is caught cheating. [Other PCs can also detect the cheating PC by the same method.] PC's attempting to cheat without the pick pocket skill will automatically be caught. Successful cheating will grant a +5 bonus to the Profession (gambler) check. Any PC caught cheating will be arrested and thrown in jail for one day. That PC will lose all money won and will be fined an amount equal to triple the amount that was bet on at the table.

If Derni wins 5 gold he will be ecstatic and rush out of the tavern with his winnings. He will head back to Faustein's house and give the money to the blacksmith.

Whether the PCs follow the page to the tavern, the PCs decide not to go to House Einstoffen, or the PCs enter the tavern later in the day, the page will deliver the message from Gernthir to Kerik.

As the page hands the document to Kerik the man's eyes narrow as he reads it. You note a moment of confusion on his face, which is quickly replaced by one of alarm...or fear. He looks at the page, concern wrinkling his brow, "Where did you get this?"

"From Master Gernthir," the page says.

Kerik gets up quickly, grabs his coat from the rack and almost jumps into his boots. With all haste he leaves The Fifth Chance, his chips still at the table.

If the PCs try to stop Kerik, he will explain that it is very important that he get the correct schedule to Molkir (The Caravan Supervisor) as soon as possible. If the PCs make a Sense Motive check (DC 10) it will be glaringly obvious that Kerik is lying. However, since PCs have no evidence of any wrong doing on Kerik's part, they will not have any valid reason to detain him, even with this knowledge.

Kerik will head home and pick up a complete schedule and take it to House Einstoffen. He will then proceed to Grulag's house and try to retrieve the wrong schedule. If Kerik notices the PCs following

him, (opposed Spot/Hide check) then he will not proceed to Grulag's house until later. Either way after he finishes his business, he will return to *The Fifth Chance* and wait for Grulag. As more time passes, he will figure out that Grulag may be out in the countryside. When he is really desperate he will approach the party and ask for help (see troubleshooting, Encounter 1). Should the PCs desire to speak with him later, he can be found in the tavern.

There are rooms to rent at The Last Chance. The price for a room that holds three occupants is 3 sp a night. To sleep above the stables costs only 1 sp a night. Prices for food and drink are per the D&D *Player's Handbook*.

Kerik Pfolst, male human Com (Inventory Supervisor) 1: CR1/2; Medium Humanoid (5 ft. 10 in. tall) HD 1d4; hp 4; Init +1 (Dex); Spd 30 ft.; AC 10; Atks +0 Melee, +0 Ranged; AL NG; SV Fort +0, Ref +0, Will +0.

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

Skills: Profession (Merchant) +3, Appraise +5, Spot +6, Listen +5. *Feats:* Alertness, Skill Focus (appraise)

Equipment: breeches, tunic, dagger.

Derni, male human Com (apprentice blacksmith) 1: CR1/2; Medium Humanoid (6 ft. 3 in. tall) HD 1d4; hp 3; Init +1 (Dex); Spd 30 ft.; AC 11; Atks +3 Melee (1d6+2, club), +1 Ranged (1d6+2, club); AL NG; SV Fort +0, Ref +0, Will +0.

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

Skills: Common, Appraise +1, Craft Blacksmith +1, Craft Weaponsmithing +1, Spot +1, Ride +2, swim +5. *Feats:* Power Attack, Weapon Focus (club).

Equipment: Club, another club, 1 gp, and poncho.

Klatscha, female human Com (Teamster) 2: CR1; Medium Humanoid (6 ft. 3 in. tall) HD 2d4+2; hp 6; Init +1 (Dex); Spd 30 ft.; AC 13 (+2 leather armor, +1 Dex); Atks +2 Melee (1d6+1, club), +1 Ranged (1d6+1, club); AL CG; SV Fort +0, Ref +0, Will +0.

Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 10.

Skills: Common, Gambling Profession +4, Teamster Profession +2, Animal Handle +3, Ride +2. *Feats:* Dodge, Mobility.

Equipment: Cudgel, whip, leather armor, dagger, 12 gp, blanket, wedge tent, rations (2d), and poncho.

Terin, male human Com (Teamster) 2: CR1; Medium Humanoid (6 ft. 1 in. tall) HD 2d4+2; hp 6; Init +1 (Dex); Spd 30 ft.; AC 13; Atks +2 Melee (1d6+1, cudgel), +1 Ranged (1d4+1, dagger); AL CG; SV Fort +0, Ref +0, Will +0.

Str 13, Dex 12, Con 13, Int 12, Wis 10, Cha 10.

Skills: Common, Teamster Profession +3, Animal Handle +2, Jump +2, Gambling Profession +5, Listen +3, Spot +1, Ride +2. *Feats:* Dodge, Mobility.

Equipment: Cudgel, whip, leather armor, dagger, 22 gp, blanket, wedge tent, rations (2d), writing kit, and poncho.

Ahndjia Klopak, female human Exp (Tavernkeeper) 3: CR3/2; Medium Humanoid (5 ft. 7 in. tall) HD 3d6; hp

15; Init +1 (Dex); Spd 30 ft.; AC 14; Atks +3 Melee (1d6-1 [crit 19-20], shortsword), +3 Ranged (1d4-1 [crit 19-20], dagger); AL LN; SV Fort +1, Ref +1, Will +3.

Str 8, Dex 13, Con 10, Int 12, Wis 10, Cha 15.

Skills: Common, Perform +6, Appraise +6, Bluff +6, Decipher Script +6, Diplomacy +8, Gather Information +6, Use Magical Device +6, Tumble +6, and Read lips +6, Sense Motive +6. *Feats:* Dodge, Weapon Finesse (shortsword)

Equipment: shortsword, leather armor, dagger, 3gp, and poncho.

Vinard Adessina, male human Clr (Jascar) 3: CR3; Medium Humanoid (5 ft. 4 in. tall) HD 3d8+3; hp 17; Init +0 (Dex); Spd 30 ft.; AC 10; Atks +2 Melee (1d6, cudgel), +3 Ranged (1d4, sling); AL LG; SV Fort +3, Ref +1, Will +5.

Str 10, Dex 11, Con 12, Int 13, Wis 14, Cha 10.

Skills: Common, Profession Apothecary +9, Alchemy +8, Heal +5, Knowledge Religion +4, and Knowledge (Cairn Hills Geography) +2. *Feats:* Alertness, Iron Will

Equipment: cudgel, herbs, poultices, holy symbol, sling, 20 sling bullets, 20gp, mess kit, blanket, wedge tent, rations (2d), and poncho.

Spells (4/4/2): 0 lvl—*detect magic, purify food and drink, read magic, resistance* (+1 saves); 1st lvl—*bless water, command, detect evil, magical stone*; 2nd lvl—*make whole, soften earth or stone*.

Sheriff Garnik Kollbein, male human Ftr 4: CR4; Medium Humanoid (5 ft. 9 in. tall) HD 4d10+4; hp 28; Init +0 (Dex); Spd 30 ft.; AC 16 (+5 chain mail, +1 small shield); Atks +7 Melee (1d10+4 [crit 19-20], bastard sword), +5 Ranged (1d4+2 [crit 19-20], dagger); AL LG; SV Fort +4, Ref +1, Will +1.

Str 14, Dex 11, Con 13, Int 8, Wis 10, Cha 12.

Skills: Common, Law Enforcement Profession +1, Animal Handle +2, Jump +2, Listen +1, Spot +2, and Ride +3. *Feats:* Exotic Weapon (bastard sword), Weapon Focus (bastard sword), Power Attack, Cleave, and Great Cleave, Weapon specialization (bastard sword).

Equipment: Cudgel, Bastard sword, chain mail and small shield, great cloak, dagger, 22 gp, blanket, wedge tent, rations (2d), writing kit, and poncho.

Troubleshooting

The PCs do not have to help out Derni in this encounter. They have an opportunity to help him and/or Faustein later.

Encounter 3: Out on the Town

The sections of this encounter can take place anytime the PCs feel like visiting most of the location in the hamlet. The shops listed are fairly standard. If the PCs ask about getting weapons made, they will be directed to the

Faustein the Blacksmith. (Encounter 4). The tavern is, of course, detailed in Encounter 2.

At each location the PCs will be able to find out information about House Einstoffen, the recent disappearances, or some information about any of the major NPCs in the hamlet by asking the right questions. Or the PCs may just shop for goods and services.

Unless otherwise stated, all NPCs are human and they are able to provide any or all of the following information at the Judge's discretion:

- This village only exists to support House Einstoffen's operations. House Einstoffen deals in raw gemstones recovered from the mines in the nearby mountains.
- The gems are taken by caravan either to larger cities in the Duchy, or to the river to be barged to Seltaren.
- There used to be many humanoids (goblin, hobgoblin, etc...) caravan raids in past years, but since most humanoids do not have much use for raw gemstones, the attacks have slowed.
- Bandits looking to sell the gems sometimes rob caravans. Because of this, the House hires and trains private guards.
- Outsiders are rarely hired, due to their unpredictability and their unreliability.
- Kerik has been working for House Einstoffen for a couple of years now. He likes to gamble and can usually be found at *The Fifth Chance*. He owes quite a bit of money to Grulag from a high stakes game that he lost a month ago.
- Grulag is a gambler and bouncer for *The Fifth Chance*. He is a very serious gnome who does not suffer short jokes well.
- Grulag has only been working for *The Fifth Chance* for about four months.
- Grulag has been missing now for several days. Nobody knows where he went. It is strange that he would leave, since Kerik still owes him money. Even if Grulag wanted to leave the hamlet, he would have first collected from Kerik.

Phthemia's General Store

Phthemia died several years ago and her granddaughter, Naria, now owns and operates the small store. Naria can provide household provisions normally available in the *Player's Handbook* at listed prices. She can also provide riding horses and tack and harness, but not barding, warhorses, weapons, or armor.

Naria is a very pretty and very nice girl, but she is not very bright. PCs could easily take advantage of her when trying to bargain for better prices in the shop, but good aligned PCs should feel guilty about doing so.

She can provide the following information:

- Kerik is a very nice man who used to buy her pretty things. Kerik has promised that he would take her to a big city and take good care of her when he gets enough money. (Kerik does not plan to do this, but

will continue to lie to Naria as long as she continues to see him.)

- Kerik does have a problem with gambling, and she is trying to get him to quit. Naria. He occasionally gets himself in debt to different people here in the hamlet, though most people let payment slide.
- Grulag is not very nice. He does not let Kerik's debts to him slide. Grulag knew that Kerik could not play cards very well, and he should not have bet him all that money. Now, Kerik will probably never get enough money to take her away.

Naria, female human Com (Storekeeper) 1: CR1; Medium Humanoid (5 ft.10 in. tall) HD 1d4; hp 3; Init +1 (Dex); Spd 30 ft.; AC 11; Atks -1 Melee (1d4-1 [crit 19-20], dagger); +0 Ranged (1d4-1 [crit 19-20], dagger); AL LN; SV Fort +0, Ref +0, Will +0.

Str 8, Dex 12, Con 10, Int 7, Wis 8, Cha 13.

Skills: Common, Gnome, Profession (Shopkeeper)

+1

Equipment: dagger, 30gp, vellum, quill, ink, pencil, and poncho.

Ruedrik's Clothing Shop

Ruedrik runs his own clothing shop. He is a rather plump and arrogant man. He will be snide to anyone he does not think will help fill his purse. He charges outrageous prices for his clothing, especially any clothing for cold or rainy weather. Costs start at triple the *Player's Handbook* listing, although he can be bartered down if the PCs succeed an opposed Diplomacy check. Allow a +2 synergy bonus if the PC has 5 ranks in Profession (merchant). Reduce the price by 10% of the *Player's Handbook* price for as much as the PCs' check beat Ruedrik's, to a maximum of 100%, for a final price of twice the *Player's Handbook* price! [example: PC gets 25, Ruedrik gets a 20, Ruedrik will sell to that PC for 2.5 times the *Player's Handbook* price.]

Ruedrik knows the following information, but will only part with it as long as the PCs are being fitted to purchase something:

- Kerik comes in occasionally to purchase nice clothes or jewelry for Naria.
- He has not purchased anything in the last month because he lost a lot of money in a card game with Grulag.
- Grulag never comes in to purchase anything, although he did come in and sell quite a number of things when he first moved here.
- Grulag sold a fine cloak, two golden rings, and a jade pendant. He claimed that they were inheritance items. He said he was going to use the money from the inheritance to get a place to stay. (The items were actually stolen from a noble in Karthau, a nearby city.)
- The rings have both been sold, but Ruedrik still has the cloak and the pendant in the back. He really does

not think he can get anything for the jade pendant, but he thinks the cloak will be worth a pretty copper in the city, so he is waiting for an opportunity to make a trip and sell it.

- He will sell the Jade Pendant for 25 gold, but will only part with the cloak for 200 gold.
- The Jade Pendant is shaped into the symbol of Pelor, God of Sun, Light, Strength, & Healing. Any religious characters or anybody with religion proficiency will be able to identify the symbol.
- The long cloak is a silk violet color with gold trim. The inside is thickly lined with warm cloth and the outside is treated against rainfall. The cloak has the head of a blue dragon expertly embroidered into the back of it. A Successful Knowledge Nobility Skill check at DC 18 reveals it is a Noble's cloak from the Noble House Grik.
- Neither item radiates magic.

Berebul's Mining Supplies

This shop sells mining equipment. Picks, shovels, wheelbarrows, rope, pitons, etc. Berebul is a half-orc who has made quite a living selling supplies in Kruknik. While he is only tolerated by most of the other townspeople (being a half-orc), he does not cause any trouble and he is a fair businessman. Berebul's prices are those listed in the *Player's Handbook*, but Berebul can be bartered down to 75% of those costs with a successful opposed Diplomacy check.

Berebul is a quiet man who does not wish to start any trouble in the hamlet. If threatened, he will ask the PCs to leave his shop, but he will not use force to make them leave. He knows the townsfolk do not really like him. Any violence may be used as an excuse to have him thrown in jail or worse.

If on the other hand, the PCs are friendly and attempt to get some information from him, he will be wary and distrustful, but will answer all their questions honestly:

- He does not know Kerik at all, because Kerik stays away from him.
- Most townspeople stay away from him.
- Naria is a nice girl and she always stops to talk to him. He wishes more people were nice like Naria.
- He does not think that Naria is stupid, after all she runs her own shop. (Naria's business stays afloat only because the townsfolk feel sorry for Naria and do not take advantage of her.)
- Naria also brings foodstuffs to the store, so that Berebul does not have to go out in public very often.
- Grulag is not good. He came in once and asked Berebul to kill a woman who was staying at *The Fifth Chance*. Grulag offered Berebul 1000 gold if he would do it, but Berebul refused.
- Berebul told the sheriff, but Grulag denied it and nobody believed Berebul. Berebul was told not to go around telling lies, unless he wanted to be thrown in

jail. The next day, the sheriff came and arrested Berebul for killing the lady. Berebul did not do anything, but the sheriff did not want to hear it. If it had not been for Naria's intervention, Berebul would have been hung. (The woman was actually killed by Grulag, but nobody knows this except Berebul, who can't prove it.)

Berebul, male half-orc Com (Storekeeper) 2: CR1; Medium Humanoid (6ft.4in. tall) HD2d4+7; hp15; Init +0; Spd 30 ft.; AC 10; Atks +4 Melee (1d4+3 [crit 19-20], dagger), +1 Ranged (1d4+3 [crit 19-20], dagger); AL NG; SV Fort +0, Ref +0, Will +0.

Str 17, Dex 10, Con 14, Int 10, Wis 11, Cha 10.

Skills: Common, Orcish, Profession (Shop Keeper) +2, Listen +4, Spot +4, Profession (Miner)+2, and Craft (Metalworking)+2.

Feats: Alertness, Toughness

Equipment: Great cloak, dagger, 22 gp, writing kit, and poncho.

Kruknik Jail

The sheriff's name is Garnik Kollbein and he is more than willing to speak with the PCs. The hamlet is a pretty boring place, most of the time. Every once in a while things get exciting, but not often. Garnik is able to tell the PCs the following information if they ask. If the PCs don't ask any questions Garnik will continue to complain about how boring Kruknik is, and how his talents would be better utilized elsewhere.

- Grulag is a bit of an oddity in the hamlet. He is the only gnome in the hamlet, so most other townsfolk do not know whether Grulag is typical of his race or not. A couple of the merchants claim to have seen a gnome in the mining towns in the mountains, but no one else in the hamlet has ever even seen a gnome before.
- Naria is not a very smart girl. She only manages to keep her store because everybody in the hamlet liked her grandmother so much they do not take advantage of her.
- Berebul is a half-orc. What else is there to say? Several townsfolk claim that Berebul has been eyeing Naria, so the sheriff is keeping his eye on him. The sheriff does not want any problems like with the merchant lady a couple of months ago.
- A couple of months ago, a merchant lady was killed. The sheriff found her dead in her room with her neck broken and twisted backwards. Berebul is strong enough to accomplish such a feat. (Grulag killed the lady, but the sheriff does not know this and thinks it was Berebul.)
- Naria stopped the sheriff from arresting Berebul, pointing out that there was no way to prove that Berebul was responsible. Obviously Berebul found some way to charm the girl. Until the sheriff finds a way to break the magic charm, he does not want to

try and arrest Berebul for the merchant lady's murder.

Sheriff Garnik Kollbein, male human Ftr 4: CR4; Medium Humanoid (5 ft. 9 in. tall) HD 4d10+4; hp 28; Init +0 (Dex); Spd 30 ft.; AC 16 +5 chain, +1 small shield); Atks +7 Melee (1d10+4 [crit 19-20], bastard sword); +5 Ranged (1d4+2 [crit 19-20], dagger); AL LG; SV Fort +4, Ref +1, Will +1.

Str 14, Dex 11, Con 13, Int 8, Wis 10, Cha 12.

Skills: Common, Law Enforcement Profession +1, Animal Handle +2, Jump +2, Listen +1, Spot +2, Ride +3. **Feats:** Exotic Weapon (bastard sword), Weapon Focus (Bastard Sword), Power Attack, Cleave, Great Cleave, Weapon specialization bastard sword).

Equipment: Cudgel, bastard sword, chain mail and small shield, great cloak, dagger, 22 gp, blanket, wedge tent, rations (2d), writing kit, and poncho.

Igna's Pastreys

Igna does not run her own pastry shop. The shop is actually run by her husband, Grikr. But, since it is Igna who does all the baking, the shop is named after her. The PCs can purchase just about anything baked that they can imagine here, although it might take Igna some time to make it for them.

Grikr does not know any rumors other than that information known by all the other townsfolk. He will, though, do everything within his power to get the PCs to purchase something.

Hammer & Forge

This is the only shop in the hamlet that is not named after a person. This shop is currently closed. PCs will find a note on the door with **Closed Indefinitely**, written on it in Common. If the PCs knock, Faustein's wife Greka will answer the door. Greka looks extremely tired and will ask the PCs if they can come back later. She will explain that Faustein is extremely ill, and that he needs some rest. It will be obvious to the PCs that she has not had much sleep either.

Unless the PCs offer to come in and try to cure Faustein of his ailment, she will shoo them away and return inside.

If the PCs helped Dorni win at *The Fifth Chance*, he will approach the PCs as they leave.

"Excuse me! Do you remember me? I was the guy who won at the gambling tables at The Fifth Chance. I was wondering if any of you know anything about medicine? Faustein, my mentor, has taken ill and I am worried about him. I won the money at The Fifth Chance to pay somebody to heal him, but I'm afraid that he won't survive before I can return with a healer."

If the PCs agree, or if they offer their services to Greka, they will be escorted to Faustein's bedroom. Faustein is unconscious in bed and covered with sweat. His face is very red and his right arm is extremely swollen. Greka

and Dorni have no idea what is wrong with him. They do know that he hurt his arm working one day and it has never healed. But, they do not know why he is so sick.

The wound in his arm got badly infected and the infection has traveled to other parts of his body. If he is not taken care of, he will die that evening. PCs with profession herbalist or healing skill can attempt to concoct something that will help him fight the infection, but without magical healing of some sort, they will only be delaying his death by three days.

If a cure spell is used in conjunction with a proper herbal mix, then Faustein's arm swelling will go down and Faustein will recover in several weeks time. A cure disease will instantly cure Faustein of the infection and allow his arm to heal naturally.

Curing Faustein will earn the gratitude of the family and they will offer the PCs 20 silver in payment. If the PCs do not have the ability to heal Faustein themselves, they can find Vinard Adessina, the apothecary staying at *The Fifth Chance*. He will be able to administer adequate herbal mixtures to save Faustein's life. As a professional apothecary, Vinard has access to a wide range of herbal medicines that the PCs will not have.

Troubleshooting

This entire encounter is one big troubleshooting section. If the PCs for some reason need additional information, use the info in this section as a guide and allow the PCs to get the information through talking to different people in the hamlet. For example, if the PCs refuse to go to Berebul's Mining Supplies because they all hate orcs, they may find out Berebul's information through talking to other townspeople. Be flexible here. Do not give the information away without the PCs attempting to do a little legwork, but feel free to allow creative role playing solutions to result in a tidbit of information being provided.

Encounter 4: Ambush

Utilize this encounter **ONLY IF** the PCs traveled with Ahnbelka and the wagon carrying supplies west towards the mining camps in the mountains.

It doesn't take much time for you to begin to wonder if you made the right choice. Getting up this morning, the last thing on your mind was escorting a wagon west out of Kruknik. All you could think about when you woke up was staying warm, and that is all you can think about now. As dusk comes, stomping your feet helps keep them warm. The horses seem to be doing fine, despite the harsh rain and thick mud on the trail.

The sun has gone down over the mountains, but eager to make up as much time as possible you continued to trudge along through the rain and the darkness. Eventually, the horses begin to slow and some of the teamsters begin searching for shelter from the rain.

Either the PCs (if they wish to look) or the teamsters will find shelter within another half-hour of travelling. When shelter is found and they begin to set-up camp proceed with the following:

Finding a relatively comfortable spot to camp, the teamsters see to the horses. It is almost impossible to get a fire started in this weather, so nobody even seems to bother trying. Digging through the rations for some dry meat and berries, you begin to settle down.

Ahnbelka moves in your direction and asks, "So, who wants to stand first watch?"

Ahnbelka is willing to stand whichever watch the PCs don't want to take. The goblins are already in search of the caravan. They will find the camp sometime during the night, but will attack when the guard seems weakest. If the PCs on watch are heavily armored, then they will wait for less armored PCs to come on watch. Do not use your DM knowledge of rules to decide whom the goblins pick out, use the appearance of the PCs to make the call.

You wonder to yourselves how anybody could accidentally fall asleep in this weather as you shift uncomfortably in the cold rain. A large bolt of lightning flashes, lighting up the area. Across the camp briefly see what looked like a silhouetted figure. Before you have a chance to react an arrow embeds itself in a tree by your head.

After the PC or PCs who are on watch are aware of the goblins and their location (see map 2), they may alarm the rest of the camp. After the alarm is raised everyone must make a Con check (DC10) in order to wake up. For every round the alarm sounds (e.g., shouting, banging on a shield, etc.), those who failed the check may make another. Alternatively, PCs who are up and about may spend a partial action waking other. If this action is taken no check is need, the person wakes up.

Ikhghgh male goblin Sor 2: CR2; Medium Humanoid (4 ft. 10 in. tall) HD 1d8+2d4; hp 11; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks +1 Melee, +3 Ranged; AL NE; SV Fort +0, Ref +3, Will +3.

Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 12.

Skills: Hide +6, Listen +3, Move Silently +5, and Spot +3, Concentration +4. Feats: Alertness, Skill Focus (concentration)

Equipment: wand of sleep (he uses one charge only), 2 gp, rusty dagger, tunic and breeches.

Spells (6/5): 0 - dancing lights, detect magic; ghost sound, ray of frost (1d3), resistance (+1 saves), 1st - burning hands (2d4), magic missile (1d4+1), shield.

Isshhh male goblin Drdr1: CR1; Medium Humanoid (4ft.10in. tall) HD2d8; hp 8; Init +1 (Dex); Spd 30 ft.; AC 13 (+2 leather armor, +1 Dex); Atks +0 Melee, +2 Ranged; AL NE; SV Fort +2, Ref +3, Will +2.

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

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3, (Profession Herbalist) +4. Feats: Alertness.

Equipment: leather armor, staff, 4 goodberries, 3 sp.

Spells (3,1): 0 - cure minor wound (*3); 1st - obscuring mist.

Goblins (8): CR1/4; Medium Humanoid (4 ft. 10 in. tall) HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft.; AC 15; Atks +0 Melee (1d6-1 [crit 19-20], shortsword); +2 Ranged (1d6-1, javelin); AL NE; SV Fort +0, Ref +3, Will +0.

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

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

Feats: Alertness.

Equipment: Rusty short sword, shortbows (with 10 arrows each), studded leather armor, 2 sp (ea.).

The goblin warriors will co use their shortbows until they run out of arrows (10 each) or until the party closes into melee combat. The goblin sorcerer will have the wand of sleep with him, and has no problem using it if he is in trouble.

During the first round of combat the goblin archers will fire at the party, the goblin druid will cast resistance, and the goblin sorcerer will cast shield.

The teamsters and Ahnbelka will aid the players.

Ahnbelka, female human Ftr 2: CR 2; Medium Humanoid (5 ft. 8 in. tall) HD 2d10+2; hp 16; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 leather, +2 Dex); Atks +5 Melee (1d8+2 [crit 19-20], longsword), +4 Ranged (1d8 [crit x3], longbow); AL NG; SV Fort +3, Ref +0, Will +0.

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

Skills: Common, Orcish, Handle Animal +2, Listen +4, Spot +4, Swim +3, Climb +3, Jump +3, Ride +3. Feats: Alertness, Weapon Focus (longsword), Quickdraw, Improved Initiative

Equipment: Longsword, longbow, leather armor, dagger, arrows, 2 gp, blanket, wedge tent, rations (2d), poncho, riding horse and tack.

Kjarkr, male human Com (Teamster) 2: CR1; Medium Humanoid (6 ft. 1 in. tall) HD 2d4; hp 7; Init +1 (Dex); Spd 30 ft.; AC 13; Atks +3 Melee (1d6+1 cudgel), +2 Ranged (1d4+1 [crit 19-20], dagger); AL NG; SV Fort +0, Ref +0, Will +0.

Str 13, Dex 12, Con 11, Int 10, Wis 13, Cha 10.

Skills: Common, Orcish, Animal Handling +5, Heal +3; Spot +3, Ride +3. Feats: Alertness, Weapon Focus (Cudgel).

Equipment: Cudgel, whip, leather armor, dagger, 4 gp, blanket, wedge tent, rations (2d), and poncho.

Hahndrik, male human Com (Teamster) 2: CR1; Medium Humanoid (6 ft. 1 in. tall) HD 2d4; hp 7; Init +1 (Dex); Spd 30 ft.; AC 13; Atks +3 Melee (1d6+1 cudgel), +2 Ranged (1d4+1 [crit 19-20], dagger); AL NG; SV Fort +0, Ref +0, Will +0.

Str 13, Dex 12, Con 11, Int 10, Wis 13, Cha 10.

Skills: Common, Orcish, Animal Handling +5, Heal +3; Spot +3, and Ride +3. Feats: Alertness, Weapon Focus (Cudgel).

Equipment: Cudgel, whip, leather armor, dagger, 4 gp, blanket, wedge tent, rations (2d), and poncho.

After the battle, if the PCs search the body of the Goblin Sorcerer they will find a gnarled twisted stick (the *wand of sleep*) and a parchment with the schedule for all of House Einstoffen's wagons written on it. This schedule includes wagons scheduled to arrive in Kruknik from the mining towns. The schedule is signed by Kerik Pfolst. If any of the PCs have the tracking skill, they will automatically be able to find the tracks of the goblins and follow them back to the goblins' lair. If none of the PCs have the tracking skill, then allow them to make a normal tracking check at DC 12 to find the tracks. The muddy terrain makes for following the tracks very easy, and the PCs will not lose the tracks after finding them.

Troubleshooting

If the PCs for some reason do not search the bodies, then have Ahnbelka or the teamsters do so. If the PCs decide to continue on with the caravan, then feel free to time warp the journey (uneventful) and have the PCs return to Kruknik a week later. In this case Kerik will have fled the hamlet while the PCs were gone, so the PCs will not be able to catch him. The tracks will also be gone by the time the PCs return, so there will be no chance for the PCs to follow the tracks to the goblin's lair.

Encounter 5: Good Morning Adventurers

Run this encounter *only* if the PCs *did not* travel with Ahnbelka and the wagon carrying supplies west towards the mining camps in the mountains.

You make your way to The Fifth Chance's common room to get something warm to eat. The rain has stopped for the first time in weeks, though the dark clouds threaten rain later. In the meantime, however, it appears that the people of the hamlet are going to take advantage of the weather. You see clothes hanging on lines from the windows drying, and people walking the streets getting their shopping done in the short time they have before it starts raining. It appears that even those who live outside the hamlet are taking advantage of the pleasant weather to come to hamlet for much needed supplies. You can see a man driving a wagon drawn by two horses. He must really be concerned about the weather because he is driving awfully fast...

Quickly, he approaches The Fifth Chance and you detect a note of panic in his voice and he begins shouting, "HELP! SOMEBODY HELP ME!"

If the PCs move to help the old man, proceed as follows:

"I don't know what happened, but you have to help these people! Please!"

As you rush forward you look into the back of the wagon and see the bloody bodies of three men. They are all dressed in

the tunics of the House of Einstoffen and they look badly wounded. You don't know if it is possible to help them or not.

The man's name is Fruethik. As he was coming to town this morning to purchase some supplies he came across the remains of a wagon that was attacked by goblins. He put the bodies of the wounded in his wagon and raced to town. By now all three men are dead. Fruethik is able, upon questioning, tell the PCs the following:

- He found these three men on the ground. There were no weapons at all near their bodies. (The goblins took all the weapons, but he does not know this.)
- There was more blood around the area, but he did not see any more bodies.
- If specifically asked about Ahnbelka, he will state that he did not see anybody else there. He brought all the bodies. (The goblins took her captive.)
- He can give directions to the location that the bodies were found.

If the PCs ask around, they find out that Ahnbelka was a guard on this wagon that was driven by these teamsters. She was feeling guilty about falling asleep on watch during her last trip, and wanted to make it up to House Einstoffen. She offered to go as a guard for no pay, and Gerenthir Einstoffenson accepted.

From here the PCs should go to investigate the ambush site. [If not, the adventure is over]. When they arrive at the location where the ambush occurred proceed with the following:

One nice thing about the last weeks rain... the muddy ground makes following the tracks of the horses and a wagon a simple task. You spend the entire day travelling, before you eventually come across a place where the ambush must have occurred. You can see trampled bushes, and an arrow sticking out of a nearby tree. You see a couple of bedrolls under a group of trees and a pile of wet wood where, perhaps, someone attempted to make a fire.

Following the tracks is a simple task. The wagon leaves deep ruts in the mud and it appears to have moved deeper into the forest. The goblins took all the weapons (except the arrow in the tree) and they took the bodies of the two goblins that were killed in the ambush. They also took Ahnbelka captive. The goblin sorcerer thought she was pretty and plans to keep her as his personal slave.

Encounter 6: Goblinhome

Following the tracks through the forest, you eventually come upon a small hill in the forest. Up on the top of the hill you can see a wagon partially covered with shrubbery. It looks like maybe somebody made a token attempt to hide it, but didn't do a very good job.

The goblins put this wagon here as a trap for anybody looking for them. The goblin's home is under this hill and searching around the PCs will find a hole in some bushes that leads into the earth. However, if the PCs investigate the wagon, they will be in for a nasty surprise. The goblins dug a hole in the top of the hill that went down into a pen and then covered the hole with branches and mud.

Any PCs who specifically state that they are checking the ground as they go notice the trap with a successful Search check (DC 20, allow a +5 synergy bonus for Wilderness Lore). If the trap is not discovered, any PC who checks the wagon must make a Reflex Save (DC 20) or fall in. The branches are soft and the ground is muddy so PCs falling into the pen will only take 1d6 points of subdual damage. However, falling is not the primary danger of the pen. The pen is where the goblins keep their pet bear.

Black Bear (1): CR1; Medium Animal (5-6' long); HD 3d8+6; hp 17; Init +1; Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atks +6 melee (1d4+4 [x2], claws), +1 melee (1d6+2, bite); SQ scent; AL N; Saves Fort +5, Ref +4, Will +2.

Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Climb +8, Listen +4, Spot +7, Swim +8.

The goblinhome is a small burrow consisting of five rooms. Common sleeping room, goblin sorcerer's room, slave pen, bear pen, and a central room. There is no boxed text for this area, since there are so many variables. See map #2: Goblinhome. If the PCs fought and killed the goblins at the ambush, then the home will currently have four goblins that remained to keep an eye on the slaves. They will be waiting in the common room for the other goblins to return.

If the PCs have not encountered the goblins yet then there will be two goblins for each PC level here in the burrow. The sorcerer will be in his room with Ahnbelka. Half of the remaining goblins will be sleeping in the common sleeping room, and the other half will be awake in the central room.

Central Room

This room has two wood stumps that are used as tables and several straw piles that the goblins sit upon. This room also contains all the things that the goblins have taken so far:

- Bones from creatures that the goblins have killed and eaten.
- One dead horse that has been partially cut up, cooked, and eaten.
- Some shovels, picks, rope, lanterns, and a couple of barrels of oil. (These were from the wagon that Grulag stole.)
- One suit of gnome sized studded leather.

If the goblins ambushed the wagon and captured Ahnbelka, then the following will be here as well:

- One long sword. (Ahnbelka's)
- One saber.
- One suit of elf-sized chain mail. (Ahnbelka's)
- Another dead horse.
- Several chests appear to have fallen apart and were full of leather, feathers, rocks, etc...

If the PCs get into a fight here, then the goblins will begin shouting. The sorcerer will arrive in two rounds, the other goblins, including the Druid, will arrive in three, as they will stop to put on armor. If the PCs silence the area and kill the goblins silently, then they will be able to surprise the other goblins in the complex.

Goblins: CR1/4; Medium Humanoid (4 ft. 10 in. tall) HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft.; AC 15; Atks +0 Melee (1d6-1 [crit 19-20], shortsword); +2 Ranged (1d6-1, javelin); AL NE; SV Fort +0, Ref +3, Will +0.

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

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

Feats: Alertness.

Equipment: Rusty short sword, shortbows (with 10 arrows each), studded leather armor, 2 sp (ea.),

Pens

The two pens are right across from each other. There are currently two living and two dead slaves in the slave pen. The two living slaves are folks who were caught while travelling from another hamlet Krukunik. Feel free to embellish their stories when the PCs rescue them. They are both ordinary citizens who cannot afford to repay the PCs for their rescue. They are also both far too weak from lack of food (they have not eaten for almost a week) to help fight the goblins.

The two dead slaves have been dead for a couple of days, but the goblins have not paid any attention to the slaves and have only come down here to feed the bear. Neither pens are locked, but the four slaves are all shackled to a common post and cannot reach the door.

The bear pen holds the bear, a pet of the Druid. Any PCs falling into the trap from above the hill will land in here. I

Black Bear (1): CR1; Medium Animal (5-6 ft. long); HD 3d8+6; hp 17; Init +1; Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atks +6 melee (1d4+4 [x2], claws), +1 melee (1d6+2, bite); SQ scent; AL N; Saves Fort +5, Ref +4, Will +2.

Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Climb +8, Listen +4, Spot +7, Swim +8.

Common Sleeping Room

This room is completely covered in Straw and smells extremely bad. (Goblins do not have good hygiene) There is nothing of interest in this room, as the goblins keep everything they own on them.

Isshhhh male goblin Drd 1: CR1; Medium Humanoid (4 ft. 10 in. tall) HD 2d8; hp 8; Init +1 (Dex); Spd 30 ft.; AC 14; Atks +0 Melee (1d6-1, staff), +2 Ranged; AL NE; SV Fort +2, Ref +3, Will +2.

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

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3, (Profession Herbalist) +4. **Feats:** Alertness.

Equipment: leather armor, staff, 4 goodberries, 3 sp.

Spells (3,1): 0 - *cure minor wound* (*3); 1st - *obscuring mist*.

Goblins: CR1/4; Medium Humanoid (4 ft. 10 in. tall) HD 1d8; hp 4; Init +1 (Dex); Spd 30; AC 15; Atks +0 Melee (1d6-1 [crit 19-20], shortsword); +2 Ranged (1d6-1, javelin); AL NE; SV Fort +0, Ref +3, Will +0.

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

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

Feats: Alertness.

Equipment: Rusty short sword, shortbows (with 10 arrows each), studded leather armor, 2 sp (ea.).

Goblin Sorcerer's Room

This room has a large straw bed and a cut wooden stump that the sorcerer uses as a table. There is an iron chain that is attached to the stump. If she has been captured Ahnbelka will be in shackles at the end of the chain is a bruised and battered. If they PCs somehow manage to sneak into this room without alerting the goblin sorcerer, they may rescue Ahnbelka. Otherwise, the sorcerer will attempt to get to Ahnbelka and will threaten to kill her if the PCs do not let him go.

He has a large knife and as Ahnbelka is effectively helpless, he can kill her easily if he can get to her. If the PCs are reckless with regard to Ahnbelka's situation, feel free to kill her.

Ikhghgh, male goblin Sor 2: CR2; Medium Humanoid (4 ft. 10 in. tall) HD 1d8+2d4; hp 11; Init +1 (Dex); Spd 30 ft.; AC 15; Atks +1 Melee (1d6-1, dagger), +3 Ranged; AL NE; SV Fort +0, Ref +3, Will +3.

Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 12.

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3, Concentration +4. **Feats:** Alertness, Skill Focus (concentration)

Equipment: *wand of sleep* (he uses one charge only), 2 gp, rusty dagger, tunic and breeches.

Spells (6/5): 0 - *dancing lights*, *detect magic*; *ghost sound*, *ray of frost* (1d3), *resistance* (+1 saves), 1st - *burning hands* (2d4), *magic missile* (1d4+1), *shield*.

Ahnbelka, female human Ftr 2: CR 2; Medium Humanoid (5 ft. 8 in. tall) HD 2d10+2; hp 16; Init +2 (Dex); Spd 30 ft.; AC 14; Atks +5 Melee (1d8+2 [crit 19-20], longsword); +4 Ranged (1d8 [crit x3], longbow); AL NG; SV Fort +3, Ref +0, Will +0.

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

Skills: Common, Orcish, Handle Animal +2, Listen +4, Spot +4, Swim +3, Climb +3, Jump +3, and Ride +3. **Feats:** Alertness, Weapon Focus (longsword), Quickdraw, Improved Initiative

Equipment: (none, captive)

Ahnbelka's property is in a cargo box in the far side of the room. In it there is a longsword, longbow, leather armor, dagger, arrows, 2 gp, blanket, wedge tent, rations (2d), poncho, riding horse and tack. Also in boxes around the room are various foodstuffs and other items from the wagons.

If they defeat the goblin sorcerer, they will recover a parchment with the schedule for all of House Einstoffen's wagons on it. This schedule includes wagons scheduled to arrive in Kruknik from the mining towns and has been signed by Kerik Pfolst. They will also be able to recover the *wand of sleep*.

Wrapping Things Up

Once the PCs have resolved the situation with the goblins and return to Kruknik, they will probably wish to reveal what they have learned to House Einstoffen and may even wish to speak with the sheriff to have Kerik arrested.

The PCs will be rewarded 50 gold total (not each) for taking care of the goblin threat. They will also be paid 10 gold each if they figure out Kerik's involvement, and arrange to have him arrested. If Kerik is not arrested, then the PCs will not receive that part of the reward.

If the PCs rescued Ahnbelka, then she will be extremely thankful, and will reward the PCs with 50 gold total.

The End

EXPERIENCE POINTS

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Figuring out Kerik supplied the schedules to Grulag	25 xp
Accompanying the supply wagon with Ahnbelka and defeating the Goblin ambush	75 xp
Defeating the Goblins at their home and freeing all slaves alive	100 xp
Ahnbelka is alive and free at the end of the adventure	100 xp
Causing the arrest of Kerik before he gets away	25 xp

Total experience for objectives	325 xp
Discretionary roleplaying award	0-50 xp
Total possible experience	375 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items worth more than 800 that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Encounter Two:

- PCs gambling winnings up to 5 gp

Encounter Three:

If the PCs purchase the stolen goods from Ruedrik they get a cert for the items. They may not find out they are stolen until repercussions occur.

- Jade Pendant (Value 15 gp, Weight #): The pendant is shaped into the symbol of Pelor, God of Sun, Light, Strength, & Healing.

- Blue Dragon Cloak (Value 150 gp, Weight 6 lbs.): The cloak is a silk violet color with gold trim. The inside is thickly lined with warm cloth and the outside is treated against rainfall. The cloak has the head of a blue dragon expertly embroidered into the back of it.

Encounter Four:

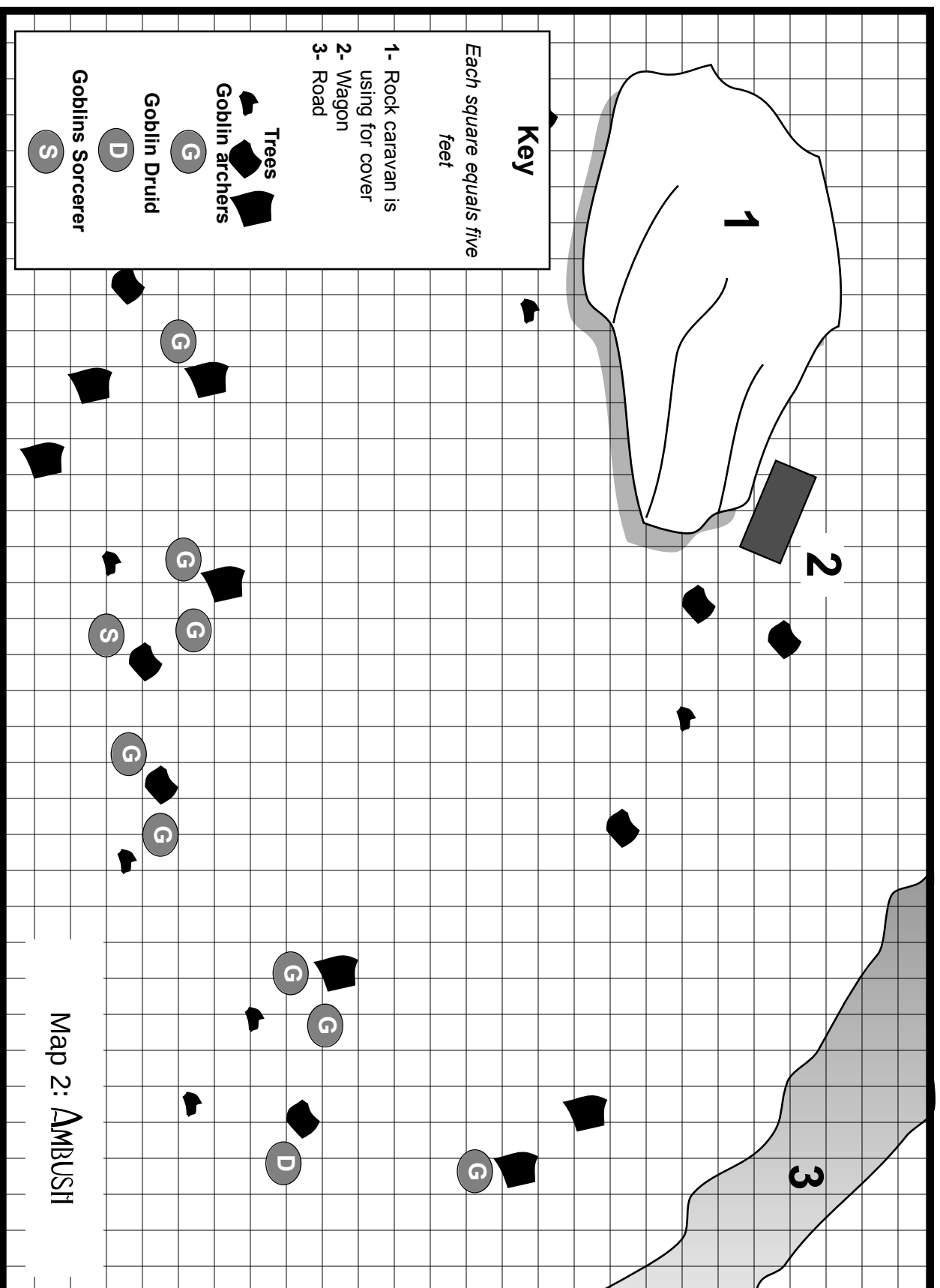
- Up to 2 gp, 15 sp, 6 rusty short swords, 6 short bows, 60 arrows, dagger
- *Wand of sleep* (3 charges when discovered by the PCs, Value 25 gp per charge, Weight #, Uncommon): Taken from the body of a goblin sorcerer, this 8-in. stick of gnarled, twisted elm casts the *sleep* spell as cast by a 1st level sorcerer (Save DC 11).

Encounter Six:

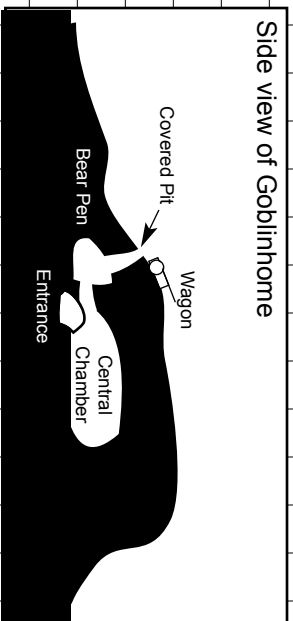
- Same as Encounter Four if not acquired there
- 4 rusty short swords, 4 short bows, and 120 arrows, and 20 gp in booty.

Wrapping Things Up:

- 50 gp, for eliminating the goblin threat
- 10 gp if Kurik is arrested.
- 50 gp for saving Ahnbelka.
- If the PCs solve the mystery and make a favorable impression on Gernthir, they receive an Influence Point from House Einstoffen.



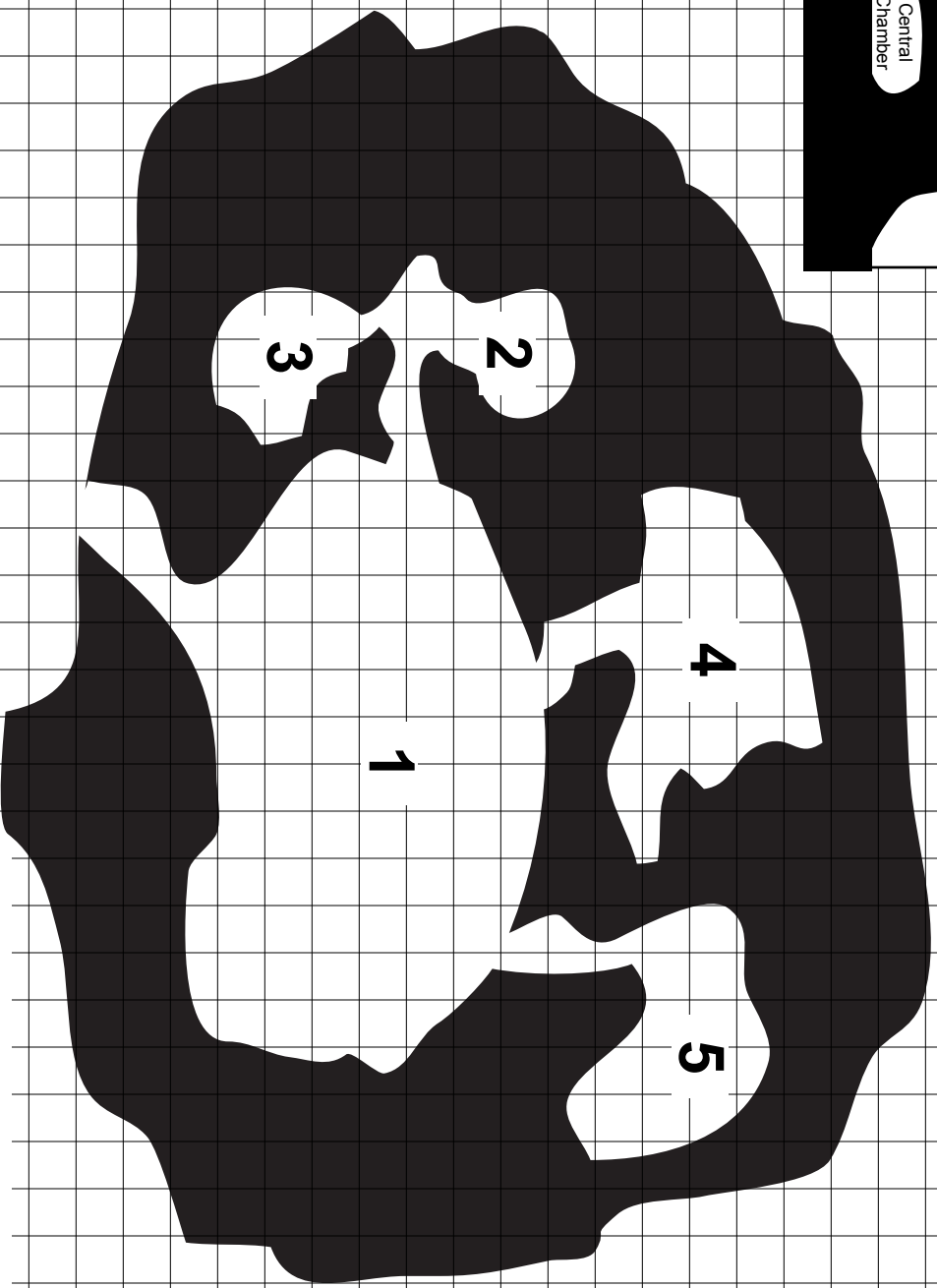
Side view of Goblinhome



Key

*Each square equals
five feet.*

- 1- Central Chamber
- 2- Slave Pen
- 3- Bear Pen
- 4- Common Sleeping Room
- 5- Goblin Sorcerer's Room



Map 3: GOBLINHOME

