

YEO2-08



THE HOLE TRUTH

A One-Round D&D[®] LIVING GREYHAWK[®]

Yeomanry Regional Adventure

Version 1

by G. Havard Albright, Jr.

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

A quiet night in Tarris heats up quickly. Can the characters discover the perpetrators of a dastardly crime and catch them before it's too late? An adventure for characters levels 1 – 8.

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.

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 system License, please visit www.wizards.com/d20.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA[®] are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Yeomanry. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the County of Cryllor. Its border continues south to where the great river enters the Hool marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen Farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority who has carried a spear for the nation, either now or in the past, is eligible to elect spokesmen on his behalf from his community that serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers.

Is this a “military adventure?”

As Yeoman officials consider the events of this adventure important to the defense of the Yeomanry, members of any branch of the Yeoman military may count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is this adventure “promotion worthy?”

Heroic deeds in the name of the Yeoman military are possible in this adventure, and as such, the possibility for promotion exists. In order for a character to be considered for promotion at the end of this adventure, the character must do the following:

1. The GM and all characters that are members of any branch of the Yeomanry military present at the table must *unanimously* agree that the character has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military characters playing the adventure besides the character up for advancement. Only one character can be nominated for advancement per adventure.
2. The player whose character is so nominated must then gather the names and email addresses of all Yeomanry militia players and the DM at the table.
3. The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion, and

email this information to yeomanry-triad@yahoogroups.com.

4. The Triad then discusses your promotion and determines whether a promotion is granted. The player is notified via email, and a promotion certificate sent to them via standard U.S. mail.

In order to be considered for promotion, the Yeomanry military character must have spent a minimum of one year of real time as the rank below that being applied for. So in order to be considered for Sergeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked soldier.

Is this a “Dustdigger Adventure?”

As this adventure does not significantly involve archeological matters, students in the Academy of Lore may not count this adventure toward any TUs they must spend per year in study. See individual certificates for more details.

“THE QUAKE”

Year Two of Yeomanry Living Greyhawk adventures (CY 592) centers around a large earthquake that takes place at the beginning of the year. While the epicenter was almost directly under the town of Hardwick, its effects could be felt as far east as Longspear. Soothsayers and self-proclaimed prophets espouse that the earthquake, called the “Landstraad” by locals, was an ill omen of things to come in the Yeomanry. While the damage was great and hundreds of lives were lost due to the tremor and its aftershocks, other activities in and around the Yeomanry have been far more alarming. In the weeks following the quake, heavy humanoid, ogre, and giant activity has been detected throughout the mountains. Reports of strange sounds, disappearing townsfolk, and screams in the night have been heard in Dark Gate, causing people to fear that something has emerged from Slerotin’s Tunnel. There is a feeling of dread that is slowly spreading throughout the land. People are afraid that the soothsayers might speak the truth....

Tarris

Tarris (small town): Conventional; AL LG; 800 gp limit; Assets 46,000 gp; Population 1150; Mixed (human 51, dwarf 37, halfling 7, other 5)

Tarris (population 1,150) is, by Yeoman standards, a large town that sits at the intersection of the Hardwick Road and the Westburn Road. It is surrounded by fields of cotton and beans, and pastures full of livestock. Despite its relatively small size, Tarris is completely surrounded by a strong stone constructed wall and is guarded by a heavy keep. In fact, the town is so heavily fortified that it

could almost be considered a large stronghold instead of a town. This is attributed primarily to the disproportionate dwarven population in town (almost 400 strong at last count), led by Grummett, a famous engineer. He single-handedly sponsored the construction of the wall and Stronghold, using gold accumulated during his adventuring days. Not surprisingly, he is quite popular in town, and his services are in demand throughout the Yeomanry.

Tarris does have a few simple pleasures to offer to travelers, however. The Braided Beard is an elegant yet inexpensive inn/tavern in the center of town that caters to all. The Inn of Paper Dreams is equally as nice, yet a little more costly. There are large temples dedicated to the Church of the Seven Faiths, Zilchus, Mayaheine, and Moradin in town. Tarris is the home of Hurst, one of the only known dwarven wizards in the Yeomanry.

The Quake has had minimal direct effects on Tarris. There is some damage to a few of the less-sturdy buildings in the town and some cracks appeared in the town walls, but overall the people consider themselves lucky.

ADVENTURE SUMMARY AND BACKGROUND

In 576 CY, a long tunnel was discovered under the Hellfurnaces; a cavern that stretches for hundreds of miles, intersecting huge caverns and tunnels hundreds of feet below the surface. Early explorers of the tunnel believed that it was the legendary *Passage of Slerotin* that was said to link Yeoman territory to the Sea of Dust, and the old Suel Empire, all the way on the other side of the Hellfurnaces.

In 590 CY, a group of Yeoman adventurers known as the *Defenders of the Spear* emerged from the tunnel with strange weapons, armor, and other treasure that disintegrated upon contact with sunlight. They also returned with tales of great riches and wondrous magic located inside the tunnel.

Not surprisingly, the Scarlet Brotherhood wanted access to *Slerotin's Tunnel*, not only to garner the supposed wealth that lies therein and beyond in the Sea of Dust, but also to unlock any secrets the tunnel might hold that could give them an advantage over its enemies. However, the Yeoman military presence in Dark Gate and the never-ending stream of adventurers that congregate at the mouth to the tunnel make assembling any force sizable enough to mount a crossing expedition nearly impossible.

A Brotherhood agent operating deep undercover in Haranshire during the Wars learned a series of passages into the Underdark, many running northward toward *Slerotin's Tunnel*. Recently, in early 591 CY, a small group of agents confirmed the reports and found an entrance to these tunnels in a burrow some distance from Haranshire.

Under cover of night, the expeditionary group moved deep into the burrow to map its most accessible branches and tunnels, seeking a cross-tunnel leading to the main passage of *Slerotin's Tunnel*. Since the exploration

began, a number of deep chasms and tunnels have been discovered which lead to other tunnel systems, and the team found themselves heading further west toward their ultimate destination; an exit in or near the Sea of Dust.

As part of their operations, the Scarlet Brotherhood agents in the tunnel sent a small team, led by the cleric Volgeses, to the surface to make contact with a spy in Melkot and pick up supplies otherwise unavailable or suspicious to procure in the Yeomanry. Every three months, a team is sent on this dangerous task that could potentially expose the entire plan to the Yeoman government. This was last done two months ago. However, during the team's return journey to the tunnel entrance, the Landstraad struck.

The burrow that was used to access the *Passage of Slerotin* has collapsed, leaving the exploration team trapped inside and Volgeses and his entourage vulnerable in Yeoman territory. They have been searching frantically for a way back into the tunnel, even stooping to capturing Yeoman citizens in the hopes of finding information. In recent weeks their supplies have run low, and they grow even more desperate.

After two weeks of highway banditry and skulking about in the wooded lands between the Yeomanry and the mountains, Volgeses received a clue from a captured Yeoman. He discovered that a local cartographer, Hayden, lives near Tarris, and that he might know of sinkholes and other places in the vicinity that might offer old or new access into the tunnels that could link to the *Passage of Slerotin*. In desperation, a hasty decision was made by Volgeses; enter Tarris, grab Hayden, head to any tunnels Hayden may know about, and escape back to the passage.

The characters have made their way to the Inn of Paper Dreams, a roadside establishment in Tarris, which is a large town sitting at the intersection of the Westburn Road and what was once the Hardwick Road. After the characters are presented with a lead to some possible profit, an old man enters the inn late at night and seeks a room by himself. Later, the characters are awakened to discover they are inside a burning building and find the inn under attack by goblins.

After the attack, the old man comes forward. His name is Roscoe, and he claims he knows why the goblins have attacked the inn. The old man fears that the goblins attacked because of him, as he carries an important message from his master to the Grosspokesman. He asks that the characters escort him to Grosspokesman Grummett so his message can be delivered safely.

The messenger's letter reveals that a strange group of goblins and humans were seen attacking the house of a local cartographer, and that the writer fears he was seen and is concerned for the safety of his family. The assistant to the Grosspokesman asks the adventurers, as they have proven themselves to be heroes by their defense of the inn, to do the right thing and look into this matter tonight, before the trail grows cold. He is sending a squad of militiamen as quickly as they can be rounded up, but asks the characters to respond now.

The characters, using Roscoe as a guide, go first to the house of his master and then to the cartographer's

house, which has been trapped by the Brotherhood agents, and then about the village. The characters are led toward Old Man Pappy's farm outside town, where a number of new sinkholes have opened up from the Landstraad.

After a possible ambush on the way to the farm, the characters arrive just as the remaining Scarlet Brotherhood forces, which have drawn the attention of the farmer and his family, are attacking the house.

After dispatching the enemy or after their escape, the militia arrives in force to secure the area and take any live prisoners back to Loftwick for questioning. The characters may head back to Tarris to see the Grosspokesman's assistant and receive their accolades, rewards, and/or honors.

SPECIAL NOTE: This adventure takes place in one night. First Grummett and then Roscoe insist the characters continue on this evening and push on until the end. If characters are seriously injured after the first battle or the trap in the cartographer's house, there is an opportunity for them to receive healing from a temple that Roscoe points out to them, should they ask about their need for healing. If the party insists on sleeping through the night at some point, they do not participate in the final battle, which occurs just before sunrise. Characters arriving later find only the torched shell of Old Pappy's house sputtering in the rain. All trails have been covered well or washed out by the last four hours of hard rain.

INTRODUCTION

The Inn of Paper Dreams is a cozy three-story establishment that serves as a common stop for all manner of customers. It carries a well-earned reputation for fair prices, well-stocked larder, and good song. Tonight does not appear to be a busy night, however, as through traffic along the Hardwick Road has slowed to a crawl since the Landstraad and most of the town's able-bodied militiamen have been called away to assist those less fortunate towns to the north.

During your brief stay in Tarris, you have learned that the other inn in town, the Braided Beard, has been converted into a makeshift hospice for refugees from Hardwick. You also see runners, carrying news, come to the Inn from time to time, but so far there has been little good word from the north.

Tarris is an interesting place, with almost half its population being dwarven. A sturdy stone wall some twelve feet high that encircles the town seems to have endured the worst of the Landstraad, with only minor cracking visible anywhere you've seen. Many of the buildings, built low to the ground with only 6-foot ceilings, seem to have benefited from their squat and sturdy construction, suffering much less damage than many other structures in the region.

This is a good point to allow characters that are not familiar with one another to describe themselves for the benefit of others at the table. When the characters have identified themselves to each other, continue with the following.

Along with those others who look to be the adventuring sort, there are some other patrons, mostly somber, but cordial.

Three women, similar in attire and look, are discussing their journey to Loftwick for a wedding, now delayed. They seem less concerned with the time lost than with the change in route necessitating they bypass Wickler and forego their purchase of that town's delectable cheese.

A dwarven merchant, his wagon parked outside beside the barn, sits drinking at the bar with an old, one-armed Yeoman. Both listen to a tale told by Kuryl, the half-orc bartender.

The presence of these NPCs is to feed the characters false adventure hooks to give the impression that the adventure has already "begun." However, once the chaos begins this night, whichever of these people the characters interacted with the most is the first to fall to the attacking goblins.

The three women are Abigalle Wrenbonnom, and her daughters Alicia and Anya. They are on their way to Loftwick and have been detoured by the Landstraad to take the Westburn road all the way to Westburn. These women are social butterflies, claiming to know everyone from Marius Lindon himself to the wife of the Mayor of Longspear. If anyone in the party has a noble or knightly air about them, these women fawn over them.

Hook – With rumors of banditry on the rise, the ladies express a need for an escort to ensure their safe journey to Loftwick. They promise 50 gp to the party once they reach Loftwick, plus the promise to introduce the characters to the "high society" of that city.

The merchant is Gimbrin Felsbarr, a dwarf from Urrakbek. He carries a shipment of dwarven goods, mostly silver plates, pitchers, utensils, and such, to Dark Gate. Gimbrin had expected to be able to pick up an escort from the garrison here to help him drive his wagons to Dark Gate. Though not afraid to travel alone, he would rather have a few good swords and good eyes around to help him out.

Hook – He offers to pay 25 gp to the group upon arrival in Dark Gate with his supplies, a fair rate for about a week's work. If he is slain by the goblins in the attack, then they also put his wagon to the torch, ruining all the goods inside.

The one-armed man is an old soldier who fought the giants back in '89 and '90; Mattis of Bogspur has come seeking something he previously thought was impossible. He has heard that the monks in Abbeyvale can call back his arm, lost in battle in the Jotens, and re-attach it for him should he agree to their quest. Mattis speaks very slowly, and he is hesitant to reveal this, afraid to be thought a fool. He says he has heard this from a reliable source, though he does not say whom and indicates that the Abbey has great magic they are working for the locals of their area. Note: This is not necessarily true; it is just what he has heard from someone.

Hook – If the party is mostly clerics or spellcasters, use Mattis to stir up suspicion about the kind of magic at work here. He should imply that the monks do not charge for the service, and that they heal anyone as long as they agree to a quest. You can fuel character suspicions with Mattis's fervent denials that it could be anything but genuine.

Kuryl the innkeeper can supply a possible hook in that that he has heard from others that Hurst, the local hero and notorious dwarven wizard of the Yeomanry, is coming back into town sometime tomorrow morning on his way to help in Hardwick. He might be looking for able bodies to give him a hand. Characters driven to help in Hardwick can be directed by Kuryl that the best advice is to wait for Hurst.

After the 'hook(s)' are given, inform the characters that it is getting late, and that they have much work to do in the morning. All of the NPCs retire to their rooms, feeling safe within the walls of Tarris and intent on being ready and fresh in the morning for the road. They recommend that any characters they have been speaking with do the same. Any character that insists on staying up sees the entrance of the "cloaked man." If not all of the characters are staying awake down in the common room, those who do should be pulled aside briefly.

Late that night, some time around midnight, an elderly gentleman enters. Besides you, only Kuryl is still down in the main room. The old man, a human, looks around the room once and sighs. He then hobbles with an obvious limp towards Kuryl and requests a room for the night. Without showing any interest in conversation, the old man heads up to bed.

The old man is actually a messenger. He is not interested in speaking with anyone and seeks a cheap pallet in the common room upstairs. He doesn't look suspicious, and nosy characters should be discouraged from "investigating" him.

If the characters chose to stand guard inside the inn at night, whichever characters are on watch around midnight have no difficulties being the first to smell the smoke and likely become aware of it a moment before Kuryl does, as he comes barreling out his room on the first floor to climb the stairs and begin banging on doors.

Characters who chose to stand guard outdoors or otherwise sleep outside the inn find themselves spotted by the city guard (a pack of 4 dwarves with a fellhound) who are on patrol. They call out anyone the dog smells and question them, telling them it's best to stay inside at night, and escort the character(s) back to the inn. The guards explain that the dogs have been uneasy tonight, though they don't know that it's due to the goblin scents lingering in the area, and tell the characters to stay put inside. The guards pass that way again in about 30 minutes. If they catch anyone outside repeatedly, they take them away for questioning. The character can return with the guards when they respond to the fire at the end of the next encounter.

Scruffy types used to sleeping outside find Kuryl to be very accommodating, allowing them to sleep either on the floor of the common room or in the barn behind the inn and across the chicken yard. Characters in either place wake shortly after the fire starts as well.

If a character is able to stay outside and see the goblins coming, the raiders respond with startling efficiency, first using all of their ranged attacks on the individual in question and then either retreating, if the alarm is raised prematurely, or coming in fast and hard, if they think they have a chance of successfully taking out the inn and its occupants before the town populace can respond.

ENCOUNTER 1: BRIGHT NIGHT

During the night, the inn is attacked. If the party insists on posting a watch, let them. They smell smoke and are hopefully the ones alerting the guests.

Adventurers are a suspicious lot. Given that the guards should have forced any outside sentries back inside, they may still insist on keeping guard inside, watching through windows and the like. If so, see the tactics section for when they have opportunities to discover something is amiss.

The goblins themselves are well organized and efficient. Their lead scouts watched Roscoe enter the city and were able to get in and see him enter the inn. They did not see him visit the Grosspokesman's house, as they were busy sneaking in through Tarris' walls. On reporting back, the hobgoblin commander decided that smoking out and slaying the messenger would be best, hopefully allowing them to escape in the confusion the fire causes. Branches were gathered far from the town walls and carried in through the breach the scouts discovered.

Sleeping peacefully, you have dreams of banquets spread with roast meats and steamed vegetables. People laugh and celebrate, but something is wrong with the dream. A red hue falls across the images and the laughter turns to screams.

Awakening to the smell of burning and surrounded by smoke, it is not hard to realize that the inn is on fire! Through the inky blackness and the thick smoke, you hear screams, cries of agony, echoing through the halls of the inn. A hurried knock comes at your door. "Get out NOW!" calls Kuryl's scratchy, half-orc voice. "The Inn's a'burnin and everyone needs to get up and out NOW!" You hear him move on, coughing and banging a similar message on the door down the hall.

The fire should create a sense of urgency. Donning armor takes time, requiring 5 rounds for even light armor, and the smoke thickens as the characters hesitate. Characters who wish to help in the evacuation are assured by Kuryl that they can help best by fighting the fire from outside and helping the others out. The urgency is heightened by screams coming from the front of the Inn. Allow the

characters to grab whatever they wish of their gear as they flee the burning inn.

Outside in the halls, you see some of the other patrons of the inn, clothed in their eveningwear, running for the stairs ahead of you. There are no flames visible as of yet, but the smoke is thick and black and fills the hallways.

The inn is being attacked by a band of goblins that are killing the patrons indiscriminately as they leave the burning building. The goblins entered Tarris through a crack in the walls created by the Landstraad and they've tracked their quarry, the old man who arrived very late at night, to the inn. As the characters exit the building, they see the following.

Beyond the flames that lick at either side of the door as you exit, you see why the screams continue outside the Inn. A band of goblins are attacking the survivors of the fire as they flee! The audacity of such creatures, to strike within the walled town of Tarris, is shocking. No more than a dozen of the creatures indiscriminately cut down anyone who leaves, giggling gleefully. As you watch, [insert name of fake hook(s) here] is cut down before you, blood spilling across the ground beneath the corpse. Other guests of the inn stagger, trip, and cry out for help as the goblins close in...

The fire in the inn is mostly smoke, created by boughs of green leaves placed around the perimeter of the building by the goblins and ignited, though some fire can now be seen creeping up the sides of the walls. Any character that examines the fire, and makes a successful Spot check (DC 10), quickly notices this. A character can spend a full round action kicking or otherwise moving the burning branches away from the building. Any character or characters that spend a total of 8 rounds kicking away the brush extinguish the fire. Other methods (such as water, though there is no well and the stream is a few hundred yards away) are equally successful after the same amount of time. If none of the characters take action to extinguish the flames, Kuryl and his workers step in, fighting the fire as the characters deal with the attacking goblins.

APL 2 (EL 4)

🔪 **Goblins (8):** hp 4, 4, 4, 4, 4, 4, 4, 4; see *Monster Manual*.

🔪 **Hobgoblins (2):** hp 5, 5; see *Monster Manual*.

APL 4 (EL 6)

🔪 **Goblins (4):** hp 4, 4, 4, 4; see *Monster Manual*.

🔪 **Hobgoblins (2):** hp 5, 5; see *Monster Manual*.

🔪 **Goblin Skirmishers (2):** Male goblin Rog1; hp 7, 7; see Appendix 1: NPCs.

🔪 **Hobgoblin Enforcer:** Male hobgoblin Ftr1; hp 12; see Appendix 1: NPCs.

APL 6 (EL 8)

🔪 **Goblin Skirmishers (6):** Male goblin Rog2; hp 12, 12, 12, 12, 12, 12; see Appendix 1: NPCs.

🔪 **Hobgoblin Enforcer (3):** Male hobgoblin Ftr2; hp 20, 20, 20; see Appendix 1: NPCs.

APL 8 (EL 10)

🔪 **Goblin Skirmishers (6):** Male goblin Rog4; hp 22, 22, 22, 22, 22, 22; see Appendix 1: NPCs.

🔪 **Hobgoblin Enforcer (3):** Male hobgoblin Ftr4; hp 36, 36, 36; see Appendix 1: NPCs.

Tactics: The goblins search for the messenger. In a straight fight, this encounter may easily destroy a low-level party. As such, play up the attacks on the NPCs, using the bonds formed in the Introduction. Spread the goblins thin at first, as they are not expecting any resistance, but they quickly move in to deal with any threats.

Interior guards have opportunities to see or hear the goblins as they go about setting the branches on fire. It takes the goblins five rounds to scatter and then ignite the branches and another two rounds before Kuryl smells the smoke and moves to evacuate the building. During the first five rounds, any character on guard inside can make one Listen check (DC 23) to hear the goblins going about spreading the branches. These are Scarlet Brotherhood thrall goblins, used to working quietly and quickly, especially while their hobgoblin taskmasters look on. Success indicates hearing the goblins on the d4+1 round of distributing and igniting brush. Characters who positioned themselves near a window, and specifically stated this as their guard vantage point, may observe the goblins on a successful Spot check (DC 18). If so, the character on guard sees the goblins on the d6th round of their preparations, with a roll of 6 indicating that the character spots them as they approach, giving the character effective surprise and a partial action before they even begin.

Once the fire is ignited, any character on guard can smell the smoke in the first two rounds on a successful Spot check (DC 18) first round, (DC 15) on the second round, before Kuryl erupts from his room to warn the guests. Also, sleepers might, with a successful Spot check (DC 27) wake up to the smell of smoke before Kuryl (or another character) awakens them. These characters wake on the 2nd round of burning.

If the characters move preemptively to attack the goblins, adjust the combat accordingly. Just make sure the NPC who bears the false adventure hook the characters are intending to pursue gets killed. Have them decide to slip out the back way from the inn after seeing the ruckus out front and get cut down by goblins there if necessary.

At APL 4 or higher, have some of the goblins stay back with ranged weapons to wait for casters. At APL 6 or higher, make full use of the goblin's tumble/flank/sneak attack abilities to attack stronger opponents. One or two goblins often work to flank with the hobgoblins opposite them.

Each NPC from the introduction is AC 10 and can take 2 hits before going down, with the exception of

Kuryl, who pummels and drops any goblin that strikes him.

After 10 rounds of combat, if the battle is not resolved, the Yeomanry Militia arrive, at which point the goblins fight one last round and then flee as outlined below. There are no statistics provided for the Militia, as their presence alone (6 more armed and armored enemies) is enough to deter the goblins.

When 3/4 or more (7+) of the goblins fall, the rest flee, looking to run all the way back to the rendezvous point by a variety of different routes. Following these goblins is possible, and leads the characters back to the house of the messenger (*Encounter 4*), where the goblins rendezvous with others before heading out to Pappy's farm.

Any character that speaks Goblin and makes a successful Intelligence check (DC 10) realizes that these goblins showed a greater organization than commonly encountered. They called "flank" instead of "get him," and fled on "retreat" rather than "run away." Though these comments would be overlooked in the heat of the battle, it may give some who understand the language a moment to pause and consider the organization of these goblins.

Treasure: All of the goblins carry 10 sp each and the hobgoblins have 5 gp each. Characters have time to take this cash, but should not have time to strip the bodies of weapons and armor, as the Yeomanry Militia arrive and the entreaties of the messenger to go to the house of the Grossspokesman are urgent (*See Encounter 2*).

Development: It is possible that the characters take prisoners alive. If so, interrogation yields them little. These goblinoids were bred and raised by the Scarlet Brotherhood. Attempts to intimidate them are resisted with a -4 circumstance penalty to the characters' checks, as these goblins have been regularly intimidated by the Brotherhood and by their own superiors. If the check is successful, the goblins reveal only that they were on a hunt for a man (true) and that they decided to attack the inn (true). If confronted with the messenger, they admit to following him to town (true), but deny that he is their target (lie). They attempt to be as deceptive as possible about these things, for they fear the Scarlet Brotherhood more than the characters.

Using a *detect thoughts* spell or similar magic reveals that the goblins were indeed after the messenger and that they sought simply to kill him on orders by some human. The goblins greatly resist any such attempts to probe further, thinking repeatedly about killing the characters and escaping; the surface thoughts on the goblins' minds.

Use of greater magic, such as *charm monster*, reveals that the goblins are much more than they seem. They admit to being members of the Kresshli'Kaa, or Bloody Kiss Army, hailing from the Hold of the Sea Princes. They do not admit to Scarlet Brotherhood membership, as they are not citizens under Scarlet Brotherhood law; they were only following the orders of their superiors and coming north to explore the caves that had been found. Characters could learn here that the Landstraad cut the goblins off from the caves. Only questions about who the humans that command their army are, reveal the

involvement of the Scarlet Brotherhood at this point, though little about the one in charge as none of these goblins have seen him in action.

ENCOUNTER 2: WHAT EVERYONE WANTS TO KNOW

If the Militia showed up to bail out the characters, adjust the following accordingly.

As the last goblin falls or flees through a rat-size crack in the wall of the town, you have a chance to survey the damage. The fire set to the inn caused only superficial damage, having consisted primarily of pine branches laid around the perimeter to smoke out the inhabitants. Already, Kuryl has the fire in hand and is helping the surviving distraught patrons back inside, all except one.

An old man, thin and frail and walking with a noticeable limp to the left, walks purposefully toward your group. As he gets closer, you can see that his eyes are driven, as if he is looking for something.

This is the man who arrived after everyone went to bed. If a character stayed up to see him arrive in the Introduction, tell him or her as much.

Clearing his throat, he speaks, first addressing any militiamen in the party and then the others, "Good sirs (and ma'ams), I believe I know what the goblins were seeking."

Pausing to make sure he has everyone's attention, the old man continues. "I am Roscoe. I guess you'd say I'm the handyman at the Kershaw House on Old Hardwick Road, just south of here. My boss sent me this way earlier this evening, with a message for Grossspokesman Grummett. He warned me not to stop until I reached Tarris. He also warned me to beware of goblins and foul magic. I believe these creatures were hunting me and the message I carry."

Kershaw is the Spokesman of Souter, the small hamlet to the south of town.

The messenger is what he says. As the characters question him, he is as forthcoming and sincere as possible. Answers to common questions are provided below.

Q: What message does he carry?

A: *"My employer bid me to carry word of what he and Farmer Wynhold saw. I know only that they were returning from the Tavern of Four Beards, the small tavern we have in Souter. They saw goblins and more passing the Hayden house. Upon returning home, he wrote this note and sealed it, sending me directly here to meet with Grossspokesman Grummett and deliver the message."*

Q: Why didn't you deliver the message?

A: *"I did. But when I went to deliver it, it was late. Grossspokesman Grummett's assistant, his nephew Grimbol, said that the Grossspokesman had ridden north earlier yesterday morning to see how the recovery effort was going near where*

Hardwick had been. He told me the Grosspokesman would not be back until sometime after sun-up. I came to this inn, then, to rest the night and wait for the Grosspokesman's return."

Q: What does the message say?

A: "I do not know. My boss wrote it and sealed it. I have it here, but was told to entrust it to the Grosspokesman."

If asked to do so, he gives the characters the letter. If they choose to break the seal, give them *Player's Handout 1*. Characters that break the sealed letter addressed to the Grosspokesman do not receive the influence point with the Grosspokesman awarded in the *Conclusion*.

A: What did your employer say he saw?

A: "He did not say. Only that there were goblins and others wielding foul black magic. I know no more than that of what he saw."

Q: How far is his/your farm?

A: "It's about 12 miles past the South Gate. It took me nearly 3 bells to get here."

Roscoe has no mount. Without one, the party is held to his movement rate (20 ft., hustling), and the journey to the farm takes 3 hours. With mounts, the time can be cut to 1 hour, but the characters have to provide Roscoe with a mount or be limited to his walking speed.

Development: When the Militia arrives, or when the characters suggest it, Kuryl directs the characters to return to Grosspokesman Grummett's estate with news of this attack and the letter.

❖ **Roscoe of the Kershaw Estate:** Male human Com2; hp 5; see Appendix 1: NPCs.

ENCOUNTER 3: IN ABSENTIA

The Grosspokesman is indeed out of town until the next day at least. A runner has already notified his nephew and assistant Grimbol of the fire at the inn, and he is expecting a report.

Grosspokesman Grummett's house is a modest affair, solid stone of the dwarven build, but even so it shows the effects of the Landstraad. A crack runs along one corner, and has been shorn up hastily; you note this as a troubling sign of these times; dwarves doing patch-work jobs.

A steel knocker rests against a stout oaken door and lights shine from the fractured glass in an upstairs window.

Your knock draws an almost immediate answer as an older dwarven woman answers the door. Looking up at the lot of you, she gasps for a moment.

"Well good evening to you. I assume you're from the inn? Come in come in. Grimbol is waiting for you."

The woman leads you through the house to a nicely furnished side room. "I'll get my son," she says as she heads out the door. A moment later the door opens again and a younger male dwarf enters. Heavy set, even for a dwarf, Grimbol smiles

at the party. His high-cut sideburns, attached to his beard in the latest dwarven fashion, ride up on his jowls as he speaks.

"Well, well, what have we here? So y'all are the ones who stopped that fire? What happened?" Grimbol's violet eyes twinkle and he strokes his beard as the story is told.

After the characters have told him about the attacks and the message has been presented, Grimbol reads the letter and hands it back to the characters for them to read and judge. He moves behind the desk and sits, his brow furrowed in concentration. If the seal is already broken, he grunts at the characters and tells them they should respect the seal of superiors.

"Any of you Militia?" Grimbol asks. "If so, I call on you to do your civic duty. If not, I can't make you go, but if you're so inclined, I'd appreciate the help. I've no idea what Kershaw saw out there, but whatever them danged goblins are up to, it can't be no good. Go with Roscoe back to his boss's farm. See what you can find out and what these things are up to. Them attacking some of the farming houses on the edges of the shire? That happens a couple of times a year. Them coming into Tarris? Never, not in my hundred years." Grimbol shakes his head. "As assistant to the Grosspokesman, I ask you to ride on ahead. Tomorrow morning, when the Militia patrols have returned, I will send them on to aid you, if they can. For now, speed seems of the essence."

If the characters wonder why speed is so important, Grimbol restates that to have goblins cross the walls of Tarris is unheard of, and that the letter's message would seem to indicate that more lives could be lost this night without any intervention.

If characters ask for payment, Grimbol frowns.

"I'd expect good Yeomen to be ready to aid their country. I cannot authorize payment, but my uncle, the Grosspokesman, can upon his return tomorrow. If it is payment you demand, then let the work be done first." Looking to the rest of the party, he adds, "Dwarves don't pay for things we haven't seen yet. Work first."

If characters refuse to seek out Arnet Kershaw, the writer of the letter, then the adventure ends here. Otherwise, go to *Encounter 4*.

If characters insist on payment after this statement, either at this point or at the *Conclusion*, those characters do not receive the Influence Point with Grosspokesman Grummett, as he notes their crassness and greed before anything else.

ENCOUNTER 4: THE MASTER'S HOUSE

The characters arrive at the Kershaw's house as a fire starts burning out of control. Kershaw and his family are missing and blood is scattered about the floor as the characters race to find the family, examine the area, and put out the fire.

It is a dark, cloud-covered night, the kind that promises rain tomorrow, if not sooner. After a few hours of travel along the road south of Tarris, Roscoe points to a house barely discernable across the intervening farmland. "That's my master's house," he says.

Making your way to farmhouse is uneventful. The house itself is very quiet and the only light visible is a faint flickering, as if from candlelight, coming from one of the first-floor windows.

Allow characters to make Spot checks (DC 15) at this point to realize that there is a great deal of smoke billowing from the back side of the house. Allow Roscoe to also make the check (Spot +8). When characters enter the house or peer into the smoke-filled room, add the following.

Within, the house is filling with smoke, and flames are roaring in the living room, which is on the opposite side of the house from the direction in which you arrived. So far, the fire has not spread out of that room or across the ceiling, but the room itself is blazing.

Roscoe cries out, "The mistress and the children!" and, ignoring the flames, the elderly man hobbles forward to check the room.

Anyone who attempts and succeeds at a Spot check (DC 20) in the living room (where the fire is) notices a large puddle staining the carpet and some of the furniture. It seems to be blood, and its smears and trails make eerie patterns in the flickering light from the flames.

Characters examining these traces are almost certain they are magical. Anyone stopping to use Spellcraft can discern a pattern used in necromantic magic. A successful Spellcraft check (DC 18) reveals that it is likely a ritual circle used to intensify spells, but the spell itself has been smeared already as the party has entered the room.

Anyone examining the markings may also note irregular traces of blood off to one side of the carpet. A successful Spot check (DC 15) turns up this interesting clue. Likewise, anyone making a successful Spellcraft check (DC 20) immediately notices the irregularities.

The pattern is a large 'X' with dots and trailing lines drawn off of it. A successful Spellcraft, Knowledge (religion), or Knowledge (arcane) check (DC 10) reveals that these markings are not some form of writing or mystic sigil.

The characters may realize that this is a map. The 'X' represents the intersection of Old Hardwick Road and Old Road. If the characters make this realization, Roscoe follows that other dots represent the house they now stand in, the bridge across the creek on the way to his own house, the mercantile tavern, and some of the trails surrounding it.

Also, the map appears to indicate that the road is longer in one direction, and that one of the trailing lines breaks off it near the end, where a larger concentration of blood lies. Roscoe is too distraught about the missing family to examine the traces, but once the family is found and rescued, Roscoe can readily identify the map from

the characters' descriptions of it. He guesses that the longer road is the creek road and the bigger globs of blood are about where the farm of "Old Pappy," Papinal Furrowbrow, a dwarven farmer in these parts for decades, might be. Old Pappy's farm is described in *Encounter 7*.

As the characters begin to move about the house and this room in particular, the DM should make Listen checks (DC 15) for the party. Anyone stating that they listen before the DM makes these checks should make the roll with a +2 circumstance bonus. A successful roll indicates that the character hears a low sobbing coming from behind the china cabinet. Roscoe is too distraught and busy looking for his master's family to hear it. He limps upstairs and searches those rooms, but has no luck in finding them.

Amidst the snapping and roaring of the flames, a low sobbing can be heard coming from behind a china cabinet.

Behind the cabinet, in a small hole in the wall, the mistress of the house and her two children hide where they have been for the past several hours. The lady isn't strong enough to move the cabinet by herself and the children are too young to help. When the dogs began barking in the front yard, her husband hid them here, moving the cabinet in front of the hole with a great deal of effort. He had finished just as the dogs had yelped and gone silent.

China Cabinet: 2 in. thick; hardness 5; hp 15; AC 5; Break (DC 23).

It takes a Strength check (DC 18) to move the cabinet. Alternatively, the cabinet can be cut apart, destroying the family's china. Only one character is allowed to assist should the characters attempt to move it. Characters cannot take 20, as time is against them with the fire raging in the room around them.

While characters are in the house, they are also subject to the effects of smoke requiring Fortitude saves (DC 15, +1 per previous check) to avoid coughing and possible subdual damage. (See the *DUNGEON MASTER'S Guide* for more information regarding the dangers of smoke inhalation). The DM should be very meticulous in counting the rounds while in the building. Going into "combat rounds" as soon as the characters enter is probably the best way to handle this.

Other characters can attempt to extinguish the flames using whatever means are at their disposal. With work, three characters can extinguish the flames in 5 rounds. Two characters can keep the fire contained, but cannot extinguish it altogether. Roscoe can be called upon to help once the family is found, even if the cabinet hasn't been moved yet. DMs should reward industrious characters for clever thinking.

If the fire goes unattended for 5 rounds or more, it becomes out of control and cannot be put out without serious help or great amounts of magic. At that point, it has eaten through the ceiling and climbed into the room above, spreading along the walls. During the sixth round,

flaming debris peppers the lower level of the house, requiring characters inside to make a Reflex save (DC 20) or suffer 1d6 points of fire damage and possibly catching the character on fire, should they fail a Reflex saving throw (DC 15). Characters on fire suffer additional 1d6 points of damage per round until the fire is extinguished. See the DUNGEON MASTER'S Guide section, "Catching on Fire" for details.

In the eighth round, pieces of the burning ceiling collapse again. Anyone inside the building at this point must make a Reflex save (DC 23) or suffer 1d6 points of fire damage and 1d6 points of impact damage, with the possibility of catching on fire as detailed above. To make matters worse, those who failed the first Reflex save must make a second one, this time at DC 18. Failure indicates that the character has been pinned by falling debris, and can escape only with a successful Strength check or Escape Artist check (DC 15). Other characters may assist, but this is a full-round action and the effects of smoke are still in effect for each character in the house. Pinned characters must save against catching fire every round, and are not allowed their Dexterity bonus to the save.

In the tenth round, the entire building collapses, dealing 5d6 points of impact damage and 3d6 points of fire damage to all those still inside. At this point the people behind the china cabinet are slain.

Assuming the party finds and saves the family, the woman carries a baby boy, while a girl age six, clings to her mother's torn skirt as she follows.

Outside, after the fire has burned out, the woman, Farron, sits sobbing, holding her crying child, while her daughter watches you with big eyes. Roscoe stumbles forward and leans down, talking to her and the baby with consoling words, and the woman looks up, wiping the tears across her dirt-streaked face.

"Thank you," she says, before beginning to sob. Between bouts of tears, she cries out, "What they did to him!" After another moment, she regains some of her composure. "Roscoe tells me you are here to answer my husband's letter. Well, it's too late! They've killed him, and are off. I don't know where they went, but find them! They killed my husband and they should pay!"

Farron doesn't know where they went. When the dogs started barking, her husband ordered her into the hole and heaved the china cabinet back in place just as the dogs stopped barking. The hole in the wall behind the china cabinet kept them safe, but it prevented her from hearing anything other than the dull murmur of voices and the screams of her husband as they tortured him. His body was nowhere to be seen in the house. What she did manage to hear after the screaming stopped was raised voices speaking in a language she had never heard before. She can be sure that the language wasn't Goblin or Draconic, both of which she has heard but cannot speak. The daughter, Genaya, isn't willing to talk to the adventurers, and the baby, Ashraf, is too young to relate anything he might have heard.

If asked if her husband might still be alive, Farron seems to brighten a bit, but then sours. She considers the amount of screaming she heard, and the horrible sounds

that went with it. She can only hope that her husband has been released from such suffering, one way or another.

Development: From here, the characters must decide where to go. If they miss the blood trail here, not surprising in the confusion, *Encounters 5* and *6* provide a number of directions for them to explore to determine where the villains have gone. Allow them some time to decide where they want to go. Point out the background, the still smoking farmhouse, as they discuss these matters. If consulted, Roscoe scratches his head as to what the characters should do, but if they cannot conclude a course of action, he recommends they head to the church and ask the priest what to do. Wherever they go, Roscoe leads them to speed their journey.

ENCOUNTER 5: THE CARTOGRAPHER'S HOUSE

The house of Hayden the Cartographer is a one-story wooden structure near the intersection of Old Road and Old Hardwick Road. One light burns within. A light sprinkling of rain begins to fall as you approach. The door itself stands ajar for some reason, but you can make out nothing else.

Cautious parties may choose to peer in the windows before entering. If so, they see that the place is a mess and that the only light comes from a hooded lantern resting on a table. Papers litter the floor in the main room. A second room is dark and has its drapes drawn closed.

Aware that he was seen and sure that this is the first place any pursuit could lead, Volgeses has trapped the door. It is a suspended bottle of alchemist's fire at APL 2, and a *Glyph of Warding* on the doorframe at higher APLs.

APL 2 (EL 2)

✦ **Alchemist's Fire Trap:** CR 2; mechanical; touch trigger; manual reset; Reflex save (DC 15) avoids; fire damage (1d6; Reflex save [DC 15] or catch on fire); Search (DC 20); Disable Device (DC 15)

Note: A successful Disable Device check allows the characters to retrieve the alchemist's fire as loot.

APL 4 (EL 4)

✦ **Glyph of Warding (Blast):** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, Reflex save [DC 14] half damage, 2d8 acid); multiple targets (all targets within 5 ft.); Search (DC 28); Disable Device (DC 28).

APL 6 (EL 6)

✦ **Glyph of Warding (Blast):** CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 16th-level cleric, Reflex save [DC 14] half damage, 8d8 sonic); multiple targets (all targets within 5 ft.); Search (DC 28); Disable Device (DC 28).

APL 8 (EL 8)

✦ **Glyph of Warding (Blast):** CR 6; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 16th-level cleric, Reflex save [DC 14] half damage, 8d8 sonic); multiple targets (all targets within 5 ft.); Search (DC 28); Disable Device (DC 28).

Opening the door sets off the trap listed above, the following trap is set off by crossing the threshold.

✦ **Glyph of Warding (Spell):** CR 6; spell; spell trigger; no reset; spell effect (glyph of warding [bestow curse], 16th-level cleric, Will save [DC 17] negates, Each turn, the target has a 50% chance to act normally; otherwise he takes no action); single target (First character to cross the threshold); Search (DC 28); Disable Device (DC 28).

Once the characters make their way inside, they discover the following.

The inside of the Cartographer's house is a mess, strewn with papers and traces of blood. Furniture is broken and smashed. Maps have been torn from the walls. Books lie scattered about all over the floor.

Searching the room turns up nothing of value. Volgeses has taken the maps in hopes of finding another entrance to the Passage of Slerotin.

The other room of the house has likewise been searched, though much less forcefully. This room is obviously the cartographer's bedroom, as clothes litter the floor and the stuffing from the bedding is pulled out across the floor, trailing back toward the door to the main room. Small splotches of what could be blood stain some of the clothing, which is concentrated mostly beside the bed frame.

Searching this room turns up little initial information either. The pieces here, however, may be assembled to point the characters to Old Pappy's farm. A successful Search check (DC 10) turns up little but a bloodstained log with the last few pages torn out. The log seems to be a journal of sorts, something Hayden used to take notes of the geography as he traveled after the Landstraad. Intelligent characters may peruse the book more carefully. Any character that examines the text that has an Intelligence of 16 or greater, 5 or more ranks of Decipher Script, or 5 or more ranks in Craft (drawing/sketching), (or any character smart enough to suggest it) concludes that the last pages might have been a map of some sort and that a careful shading of the page with a charcoal pencil might reveal many of the landmarks.

If the characters discover this, they may shade the page using an appropriate Craft skill (DC 10; characters may opt to 'Take 10'), revealing the creek as it runs past Souter, the creek road, and some other lines, possibly noting elevation. A number of heavily marked areas lay further down the road. Roscoe can make out the bridge,

where it crosses the creek, and the creek road, and, if shown the map, can point out that the dark areas seem to be where the farm of "Old Pappy," Papinal Furrowbrow, a dwarven farmer in these parts for decades, is located. Old Pappy's farm is described in *Encounter 7*. If the party does not have sufficient information to head there yet, they may visit some of the other places in the village as described in *Encounter 6*.

ENCOUNTER 6A: THE CHURCH OF THE SEVEN FAITHS

If the party sustained significant damage either in the first battle or from the trapped door, Roscoe recommends they stop by the church, as the cleric there is likely to help them out.

Just off the Old Hardwick Road a few hundred yards, this Church of the Seven Faiths is little more than a chapel. Its front doors are closed and locked, but Roscoe leads you around to the back. After fervent knocking, a young man in robes opens the door and he runs his hand through his tangled dusty-blond hair.

"Roscoe, what brings you at this hour?" Looking over the lot of you, armed and armored, he opens the door fully. "Perhaps you'd best come in."

This is Osebertus Pelonius, Cleric of Allitur and Priest of the Church of Seven Faiths. He knows nothing of the events occurring this night, but can provide healing to those in need of it. He cannot himself cast *remove curse*, but expends the rest of his spells to heal the party as necessary. He can provide little information, but listens to the party's story intently, asking questions to prod the party along.

✦ **Osebertus Pelonius, Cleric of the Church of the Seven Faiths:** Male human Clr4 (Allitur); hp 27; see Appendix 1: NPCs.

ENCOUNTER 6B: THE BODY OF THE FRIEND

This encounter occurs along the road out of town to Old Pappy's. It ties together the loose end of the friend who was with Farmer Kershaw when they saw the cartographer attacked.

Amidst the underbrush along the path that runs beside the creek, a body, or something resembling one, rests close to the shore.

Characters who examine the body can tell that the man was killed by arrow fire, having been struck at least three times. A successful Search check (DC 18) or Track check (DC 15) indicates that he had crawled from the creek to

this point, where he succumbed to his wounds. Roscoe identifies this man as Nilsson Wynhold, his master's best friend with whom he had been drinking at the tavern earlier.

Development: Should the characters possess a means to speak with the dead, they discover little that they don't already know. Wynhold was ambushed by goblins after having seen the men tearing up the cartographer's house. He did not know the two men.

ENCOUNTER 6C: THE TAVERN

Should the characters wish to inquire at the tavern that Kershaw, Wynhold, and Hayden had been at earlier in the evening, Roscoe leads them there.

The Tavern of Four Beards is located at the crossroads of Old Road and Old Hardwick Road. Little more than a small warehouse and dry goods store, this place functions as a tavern most evenings, shutting down not long after sunset on most nights. Roscoe tells you that the place is more of a meeting place than a true tavern and that Griffith Barnster is not likely to answer at this late hour.

Allow the characters to bang on the door of the tavern all they want. After about fifteen minutes, a voice calls from inside.

"We're closed!" A gravelly voice calls from within. "Come get your drinks tomorrow before it gets so late!"

Allow the characters to try to win over Griffith, either through roleplay or through a Diplomacy check (DC 20). Within is a grumpy, middle-age dwarf with a short-cropped black beard. This is Griffith Barnster, the storeowner and barkeep. He knows nothing of what has gone on tonight, but can confirm some information and provide a little bit more. All of this occurs at the door, as Griffith refuses to open it more than a crack and grumbles repeatedly about being woken up.

Griffith can confirm that Arnet Kershaw, Nilsson Wynhold, and Hayden had all been in his establishment earlier this evening. He can also reveal that Hayden was talking with two other men; one he figures was an armored priest of some kind, as he saw a symbol of Wee Jas on him. The other seemed like a day laborer; no weapons or armor to speak of, just peasant's clothing. They spoke heatedly for some short time before the three left together. Hayden seemed unwilling to go at first, but then the priest jangled a pouch of gold and he couldn't refuse. If the characters think to ask, Griffith recalls that Hayden had been in a few nights earlier with Old Pappy, and the two had been scribbling in the journal that Hayden carried.

After conveying this information, Griffith, in true dwarf fashion, mumbles something about getting his beauty sleep, and slams the door, locking it behind him.

ENCOUNTER 7: THE OLD ROAD

This encounter assumes that the characters follow the clues left in the cartographer's house and head toward the farm of "Old Pappy."

The slow drizzle has turned into a steady downpour as you make your way down the Old Road. The dark clouds above foretell that this is not a short rain, and the road becomes progressively muddier as you make your way toward Old Pappy's farm. Roscoe struggles to keep up, his bad leg slowing him down in the mud. On both sides of the road, cotton stands full and bushy, almost ready for harvest that hopefully this rain won't spoil. After about two miles, you come to the turnoff for Old Pappy's place.

Hidden amongst the cotton fields are a group of goblins led by Farjad, Volgeses' second-in-command. Assuming that "rescuers" won't be far behind, Volgeses has stationed this group here to discourage anyone from following the path up to the house.

Ahead of you on the path, you see what you take for an animal hunkered down under a tree growing in a rain run-off ditch. As you draw closer, you recognize it as human as it stands up. A blonde-haired man, wearing naught but breeches and trousers, his hair matted to the sides of his head, rises and steps into the road to greet you. "Hail there, travelers. Where you headin'?"

The DM should make Spot checks for the characters at this point against the Hide checks (DC 17 at APL 2, DC 18 at APLs 4-8) of those waiting for them. The goblins were told where to hide by Farjad, and are thus using his Hide ability and 'taking 10.' They do not move to attack until Farjad himself attacks, calls for them to attack, or is attacked.

Farjad does not attack outright unless the party attacks him. He attempts to delay them and persuade them that no one has come up this road in quite some time. He claims to be an out-of-work immigrant who was simply sheltering under the tree. As to Old Pappy's Farm, he claims that Pappy and his kids left yesterday for Tarris. He claims to know this because he says Pappy gave him 5 silvers to watch the road to his place and make sure no one took anything or raided his fields. Farjad claims he was supposed to run to town and sound an alarm if any such thing happened.

If the party is foolish enough to believe him and leave, they receive a final chance to realize something is amiss as combat breaks out at Old Pappy's farm. As Farjad and his team retreat back and join Volgeses at the farm, each character can make a Listen check (DC 20) to hear the sounds of battle in the distance through the sound of the pouring rain.

If the party insists on proceeding past him to the farm, he points out into the cotton and yells, "Oh no! Goblins!" The goblins take this as their sign to attack.

APL 2 (EL 4)

➤ **Farjad:** Male human Mnk2; hp 15; see Appendix 1: NPCs.

➤ **Goblins (4):** hp 4, 4, 4, 4; see *Monster Manual*.

➤ **Hobgoblins (2):** hp 5, 5; see *Monster Manual*.

APL 4 (EL 6)

➤ **Farjad:** Male human Mnk3; hp 21; see Appendix 1: NPCs.

➤ **Goblins (4):** hp 4, 4, 4, 4; see *Monster Manual*.

➤ **Hobgoblins (2):** hp 5, 5; see *Monster Manual*.

➤ **Goblin Skirmishers (2):** Male goblin Rog1; hp 7, 7; see Appendix 1: NPCs.

➤ **Hobgoblin Enforcer:** Male hobgoblin Ftr1; hp 12; see Appendix 1: NPCs.

APL 6 (EL 8)

➤ **Farjad:** Male human Mnk5; hp 33; see Appendix 1: NPCs.

➤ **Goblin Skirmishers (4):** Male goblin Rog2; hp 12, 12, 12, 12; see Appendix 1: NPCs.

➤ **Hobgoblin Enforcer (2):** Male hobgoblin Ftr2; hp 20, 20; see Appendix 1: NPCs.

APL 8 (EL 10)

➤ **Farjad:** Male human Mnk7; hp 45; see Appendix 1: NPCs.

➤ **Goblin Skirmishers (4):** Male goblin Rog4; hp 22, 22, 22, 22; see Appendix 1: NPCs.

➤ **Hobgoblin Enforcer (2):** Male hobgoblin Ftr4; hp 36, 36; see Appendix 1: NPCs.

Tactics: Farjad and his entourage do not intend to fight a pitched battle, but instead to prevent visitors from interfering. As such, if at any point half of the goblins go down or if Farjad himself is defeated, the others quickly retreat to the farmhouse, joining Volgeses there. Adjust *Encounter 8* accordingly if this happens.

They use the concealment of the tall cotton, which is full and almost ready for harvest. The bushy stalks provide those hidden amongst them with three-quarters concealment (30% miss chance) against those attacking from the road. The goblins attack from the cover, using ranged weapons to harass their opponents, often retreating deeper in the cotton to draw melee opponents into positions where the goblin skirmishers can engage and flank them.

Farjad should be played intelligently. He does not stand in the middle of the road as a target for the entire party. At first opportunity, he pretends to flee the goblins and moves into the cotton, and the three-quarters

concealment it offers, pulling out his *potion of bull's strength* as he moves. The following round, he imbibes the potion and readies an action to attack any who come into the cotton after him. If he is wounded beyond half his hit points, he retreats through the cotton toward the farmhouse.

Development: If characters ask him, Roscoe has never seen this man before, and he is unsure that Old Pappy has left town. As to leaving an immigrant to watch the farm, Roscoe doesn't think this sounds like Old Pappy, but as times have been strange lately, he doesn't put it past the old dwarf.

Any goblins captured claim only membership in the Kresshli'Kaa, or Bloody Kiss Army, hailing from the Hold of the Sea Princes. Attempts to intimidate them are made at -4 due to their breeding and training as Scarlet Brotherhood soldiers. If the check is successful, the goblins reveal only that they were planning an ambush (true) and that they decided to attack the party (true). If Farjad escapes and the goblins are asked about the "peasant," they admit to knowing he was there (true), but claim that he had nothing they wanted and so left him be in hopes that he would lure others into their ambush (lie). They attempt to be as deceptive as possible about these things, for they fear the Scarlet Brotherhood more than the characters.

Use of *detect thoughts* and similar magic reveals that the goblins were indeed planning an ambush at Farjad's command, but does not reveal the Scarlet Brotherhood connection. The goblins greatly resist any such attempts to probe further, thinking repeatedly about killing the characters and escaping; the surface thoughts on the goblins' minds. They have been taught as much by their masters.

Should Farjad be caught, he resists as best he can. At APL 4 and above, he has *Still Mind*, allowing a +2 bonus on saves against Enchantment spells or effects. He claims to be a drifter hired by the mad cleric down the road, a bold lie that he tries to convey anyways. Though he feels that Volgeses is a fool, he does not willingly reveal any such information. Divinations used to probe Farjad reveal that he serves Volgeses and that he feels Volgeses has gone too far. Nothing short of direct questioning brings the Scarlet Brotherhood to his mind and, like the goblin soldiers those who try to intimidate him receive a -4 circumstance bonus due to his training.

ENCOUNTER 8: THE FARMER AND HIS FAMILY

This encounter assumes that the characters have gotten through Farjad's "roadblock" and are approaching Old Pappy's farm. If so, they catch up with the villain, Volgeses, as he pushes for a way to escape the Yeomanry. Having followed Hayden's notes after hunting down the two witnesses who had seen him (Nilsson and Kershaw), Volgeses has come to find the new sinkholes, the deep ones with side passages that Hayden had told him Old Pappy had found on his land after the Landstraad.

Concerned that his operation may have been too exposed in acquiring this information, Volgeses is determined to find those holes tonight before the sun rises.

Ahead, cries of combat can be heard through what has become a driving rain. As your party trudges forward, Roscoe is consumed with concern and hobbles forward as fast as his legs can carry him. Around a copse of fig trees, a farmhouse comes into view.

Through the gale, you can see a sturdy two-story building, with the bottom half of the first floor reinforced with brick. The longer facing, obviously the front, bears a porch with an awning, the porch itself standing a foot or so above the ground.

What concerns you more, however, is the chaotic scene around the house. Goblins and hobgoblins appear to be laying siege to the house. Some prod spears at shuttered windows, while others climb awnings in hopes of entering the house through a second-story window. At the door, two men in tattered, bloody clothes bang rhythmically.

Seeing these men, Roscoe lets out a cry, "Master Arnet!" and rushes toward the men slamming their fists against the door.

As you watch, you see a long spear lash out from the corner of a broken shutter and strike a passing goblin, which drops to the ground beyond the porch. The spear quickly retracts back into the house.

At this point, have everyone roll initiative. Characters who wish to spend a partial action examining the scene are allowed a chance to Spot an armored priest, and any other goblinoids who fled from *Encounter 1* and *Encounter 7*, standing a short distance away within the copse of fig trees. This requires a successful Spot check (DC 20). Otherwise, Volgeses remains hidden until the characters enter melee with the units attacking the house.

The rain has several detrimental effects to everyone involved in combat. While not severe enough to require Concentration checks to cast spells, it reduces visibility to half normal, it has a 50% chance of extinguishing any open flames, and it imposes a -4 penalty to all Spot, Listen, and Search checks, and all ranged attacks outdoors (as per the *DUNGEON MASTER'S Guide*).

Roscoe's charge toward the human figures results in a shocking encounter with his master and the cartographer, who have been transformed into zombies. Roscoe approaches zombie Arnet's threat range before realizing this, and suffers a terrible strike, forcing him to fall to the ground in shock and horror. The zombie strikes him again next round, as he is still within his reach, but, should Roscoe survive a second blow, he scurries back away from the creature, and it returns to attacking the door. Goblins and hobgoblins that are close enough to Roscoe may still attack him.

The zombies attack the doors until they are breached or the zombies become engaged. They have been pounding on the door for several rounds now and already it has begun to give.

🔪 **Wooden Doors:** 1 in. thick; hardness 5; hp 15 (currently 7); AC 5; Break (DC 18).

The goblins are involved mostly in harrying tactics, in an attempt to keep the occupants of the house from delaying the zombies' attacks on the door. When the characters arrive, the goblins turn their attention to them, fighting aggressively and intelligently.

Volgeses, and any surviving members of the ambush from *Encounter 7* wait in the trees and hold until the party is occupied with the forces attacking the farmhouse. He then orders his reserves to strike, paying particular attention to spellcasters. Volgeses himself will go after whomever he considers to be the greatest threat.

APL 2 (EL 5)

Volgeses: Male human Clr3 (Wee Jas); hp 24; see Appendix 1: NPCs.

Goblins (4): hp 4, 4, 4, 4; see *Monster Manual*.

Hobgoblins (2): hp 5, 5; see *Monster Manual*.

Medium-size Zombie (2): hp 16, 16; see *Monster Manual*.

APL 4 (EL 7)

🔪 **Volgeses:** Male human Clr5 (Wee Jas); hp 38; see Appendix 1: NPCs.

🔪 **Goblins (4):** hp 4, 4, 4, 4; see *Monster Manual*.

🔪 **Hobgoblins (2):** hp 5, 5; see *Monster Manual*.

🔪 **Medium-size Zombie (2):** hp 16, 16; see *Monster Manual*.

🔪 **Goblin Skirmishers (2):** Male goblin Rog1; hp 7, 7; see Appendix 1: NPCs.

APL 6 (EL 9)

🔪 **Volgeses:** Male human Clr7 (Wee Jas); hp 52; see Appendix 1: NPCs.

🔪 **Hobgoblins (2):** hp 5, 5; see *Monster Manual*.

🔪 **Medium-size Zombie (2):** hp 16, 16; see *Monster Manual*.

🔪 **Goblin Skirmishers (4):** Male goblin Rog1; hp 7, 7, 7, 7; see Appendix 1: NPCs.

🔪 **Hobgoblin Enforcer:** Male hobgoblin Ftr2; hp 20; see Appendix 1: NPCs.

APL 8 (EL 11)

🔪 **Volgeses:** Male human Clr9 (Wee Jas); hp 66; see Appendix 1: NPCs.

🔪 **Medium-size Zombie (2):** hp 16, 16; see *Monster Manual*.

🔪 **Goblin Skirmishers (4):** Male goblin Rog4; hp 22, 22, 22, 22; see Appendix 1: NPCs.

🔪 **Hobgoblin Enforcer (2):** Male hobgoblin Ftr4; hp 36, 36; see Appendix 1: NPCs.

Tactics: Volgeses stays hidden and uses as many of his enhancement spells as he can. He has already used *animate dead* to animate the remains of Arnet Kershaw

and Hayden, the cartographer. He has also precast *shield of faith* on himself. At higher APLs, as he has not engaged the farmhouse, he spends the first few rounds continuing to cast, adding *magic vestment*, *bull's strength*, and *spell resistance*. As the party, or Farjad, if he is fleeing before them, arrives, Volgeses quaffs the *potion of Wisdom* he carries, driving his Wisdom (and spell save DCs) up for the anticipated combat.

He then uses whatever other spell potential he has to eliminate opponents. Volgeses is a follower of Wee Jas and, as such, believes in using magic to resolve all problems. As the characters present a problem, he unloads on them with everything he has.

Development: The house itself is 20 feet wide by 35 feet long with a 5-foot awning and porch along the longer side. Within the house resides the family of Papinal Furrowbrow, the dwarf himself as well as his son, his wife, and two daughters. Pappy and his son fights from inside until the battle is won or lost, holding the door with ferocity if it is breached. Characters who breach the house are afforded one chance to explain themselves at the point of a spear before they're assumed to be part of the group attacking.

❖ **Papinal "Old Pappy" Furrowbrow:** Male dwarf Com2/War 1; hp 15; see Appendix 1: NPCs.

❖ **Perzuval Furrowbrow:** Male dwarf Com1/War1; hp 11; see Appendix 1: NPCs.

Volgeses and Farjad are more than willing to flee if the battle seems to be turning against them. They willingly sacrifice all of the goblins without remorse, using Volgeses's *obscuring mist* spell to help them gain cover for their escape.

If by some means, Volgeses is captured, he insists on being taken to the authorities, refusing to answer any questions and demanding his rightful hearing. Attempts to use mentally invasive magic, such as *detect thoughts* spells, results in Volgeses crying out that the characters are breaking the laws of the Yeomanry, and that such acts are unlawful. He threatens to report the character's actions to the authorities back in town.

Any character that persists in trying to invade Volgeses's thoughts discovers that he is a member of the Scarlet Brotherhood, but his control is too great to reveal any more. Though Volgeses indeed tries to make legal trouble for a character using this kind of magic on him if he is returned alive to Tarris, the Grosspokesman does not charge the character, but issues a moderately stern warning about how "meddling with people's minds isn't looked on too kindly around here."

CONCLUSION

If the characters don't make it to the farm that night, the zombies eventually beat through the door and Volgeses gets the information he wants by force and leaves the Papinal farm a burnt, lifeless husk, and the atrocity is discovered after dawn by nearby farmers.

Assuming the characters did make it to the farm, their involvement has wrecked Volgeses' plans and as the battle ends the sun begins to rise.

The fading darkness and the end of the battle let the horror of the scene before you materialize. Bodies lie strewn about where they have fallen. Broken shingles dangle from the porch awning. Arrows stand imbedded in the house's walls. From inside, an older dwarf and his son emerge. Both wear breastplate armor and wield long spears.

"I thank you, friends, but I hope your reason fer bein' here is more amiable!" The dwarves hold their spears at ready, uncertain about these new folks after the last encounter with people coming onto their property.

Allow the characters a Diplomacy check (DC 15) to convince the dwarves of their intentions. In the event of character failure, Roscoe, covered in mud, as he is, smoothes things over with the dwarves. Old Pappy conveys to the party that the human knocked on his door and wanted him to show them the way to the new sinkholes that opened with the Landstraad. The man claimed to have spoken with those in the village, having indicated the standing forms of Hayden and Arnet off by the fig trees.

Old Pappy refused, saying he'd take him in the morning if he wanted, and that he could sleep outside until then. That is when the man started calling out in some foreign tongue and the goblins charged from the fields. Old Pappy and his son at first thought the goblins were after Hayden and Arnet, but when the first goblins ran right past those men, Old Pappy knew to slam the door and bolt it.

Shortly after the end of the battle, the mustered Tarris militia arrives at the scene to take any captured prisoners to town and ask the characters and Old Pappy what has transpired. Assuming that he was captured or killed, Volgeses has a number of the cartographer's maps in his possession, with hastily scribbled notes indicating that he believes an entrance to the Underdark that might lead to the *Passage of Slerotin* was on Old Pappy's land. The Militia offers their thanks, and the characters are urged by them to return to Tarris, where the Grosspokesman awaits.

If the characters want to further investigate or to pursue any escaped Brotherhood agents, a Militia Yeoman tells them that this matter is now an official military matter and that they should go on their way with his thanks. He strongly hints that further help from the characters on this issue is not desired.

After a half-day's exhausted journey back to Tarris in the pouring rain, the familiar walls of the town look inviting and warm.

At the Grosspokesman's house, Grummett himself has returned, and hears the story of the night's events. For their help in preventing whatever has been prevented and for helping the good folks of Tarris, Grosspokesman Grummett gives them all his hearty thanks.

At the Inn of Paper Dreams, Kuryl already has repaired most of the superficial damage caused by the fire. He has the character's rooms ready and, seeing as how they didn't use them much the night before, he says they can use them for one more night at no charge. With a wink, the half-orc rubs his nose with the back of his hand as well, offering free baths to any who would like.

Characters who asked for payment before are paid as agreed upon by the Grosspokesman. Any character that is not in the Yeoman military who thinks to ask for payment receives it as well. The Grosspokesman pays 25 gp per character Others, members of the Yeoman military and those who did not ask for money, receive an Influence Point with Grosspokesman Grummett.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1: Bright Night

Defeat the goblins (and hobgoblins).

APL 2	60 XP
APL 4	150 XP
APL 6	240 XP
APL 8	300 XP

Encounter 5: The Cartographer's House

Defeat the trap.

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	240 XP

Encounter 7: The Old Road

Defeat Farjad and the goblins (and hobgoblins).

APL 2	90 XP
APL 4	150 XP
APL 6	240 XP
APL 8	300 XP

Encounter 8: The Farmer and His Family

Defeat Volgeses, the goblins (and hobgoblins) and zombies.

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP
APL 8	1170 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 1: Bright Night

Defeat the goblins (and hobgoblins) and strip their gear.

APL 2: L: 37 gp; C: 4 gp; M: 0
APL 4: L: 37 gp; C: 4 gp; M: 0
APL 6: L: 43 gp; C: 4 gp; M: 0
APL 8: L: 43 gp; C: 4 gp; M: 0

Encounter 7: The Old Road

Defeat Farjad and the goblins (and hobgoblins) and strip their gear.

APL 2: L: 23 gp; C: 0 gp; M: *potion of bull's strength* (Value 45 gp per character).

APL 4: L: 45 gp; C: 0 gp; M: *potion of bull's strength* (Value 45 gp per character).

APL 6: L: 29 gp; C: 0 gp; M: *potion of bull's strength* (Value 45 gp per character); *bracers of armor +1* (Value 150 gp per character).

APL 8: L: 29 gp; C: 0 gp; M: *potion of bull's strength* (Value 45 gp per character); *bracers of armor +1* (Value 150 gp per character); *ring of protection +1* (Value 300 gp per character).

Encounter 8: The Farmer and His Family

Defeat Volgeses, the goblins (and hobgoblins) and zombies and strip their gear.

APL 2: L: 110 gp; C: 0 gp; M: *potion of Wisdom* (Value 45 gp per character).

APL 4: L: 117 gp; C: 0 gp; M: *potion of Wisdom* (Value 45 gp per character).

APL 6: L: 118 gp; C: 0 gp; M: *potion of Wisdom* (Value 45 gp per character); *pearl of power (1st)* (Value 150 gp per character).

APL 8: L: 99 gp; C: 0 gp; M: *potion of Wisdom* (Value 45 gp per character); *pearl of power (1st)* (Value 150 gp per character); *+1 large steel shield* (Value 176 gp per character).

Total Possible Treasure

APL 2: 264 gp

APL 4: 293 gp

APL 6: 584 gp

APL 8: 1041 gp

Influence – Grosspokesman Grummett

You have performed a great service for the town of Tarris and have the thanks of Grosspokesman Grummett of that shire. The Grosspokesman does not forget your name and his influence may be called upon once at the character's request. (ogp; Frequency-Adventure- influence)

APPENDIX I: NPCS

ENCOUNTER 1: BRIGHT NIGHT

APL4 (EL 5)

🗡️ **Goblin Skirmishers (2):** Male goblin Rog1; CR 1; Small humanoid (goblinoid); HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +0 melee (1d6-1/19-20, short sword) or +3 ranged (1d4-1, sling); SA Sneak attack (+1d6); SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +4, Will +0; Str 8, Dex 14, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Balance +5, Escape Artist +5, Hide +9, Jump +2, Listen +4, Move Silently +5, Spot +4, Tumble +5; Dodge.

Possessions: short sword, sling, 10 bullets, studded leather armor.

🗡️ **Hobgoblin Enforcer:** Male hobgoblin Ftr1; CR 1; Medium-size humanoid (goblinoid); HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +3 melee (1d8+1/19-20, longsword) or +2 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will +2; Str 13, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +1, Listen +1, Spot +1, Move Silently +1; Iron Will, Weapon Focus (longsword).

Possessions: longsword, small wooden shield, studded leather armor, shortbow, 20 arrows.

APL 6 (EL 8)

🗡️ **Goblin Skirmishers (6):** Male goblin Rog2; CR 2; Small humanoid (goblinoid); HD 2d6+2; hp 12; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +1 melee (1d6-1/19-20, short sword) or +4 ranged (1d4-1, sling); SA Sneak attack (+1d6); SQ Darkvision 60 ft., evasion; AL NE; SV Fort +1, Ref +5, Will +0; Str 8, Dex 14, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Balance +6, Escape Artist +6, Hide +10, Jump +3, Listen +5, Move Silently +6, Spot +5, Tumble +6; Dodge.

Possessions: short sword, sling, 10 bullets, studded leather armor.

🗡️ **Hobgoblin Enforcer (3):** Male hobgoblin Ftr2; CR 2; Medium-size humanoid (goblinoid); HD 2d10+4; hp 20; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +4 melee (1d8+1/19-20, longsword) or +3 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +1, Will +2; Str 13, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +1, Listen +1, Spot +1, Move Silently +1; Iron Will, Power Attack, Weapon Focus (longsword).

Possessions: longsword, small wooden shield, studded leather armor, shortbow, 20 arrows.

APL 8 (EL 10)

🗡️ **Goblin Skirmishers (6):** Male goblin Rog4; CR 4; Small humanoid (goblinoid); HD 4d6+4; hp 22; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +6 melee (1d6-1/19-20, short sword) or +6 ranged (1d4-1, sling); SA Sneak attack (+2d6); SQ Darkvision 60 ft., evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +6, Will +2; Str 8, Dex 14, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +8, Escape Artist +8, Hide +12, Jump +5, Listen +8, Move Silently +8, Spot +8, Tumble +8; Dodge, Weapon Finesse (short sword).

Possessions: short sword, sling, 10 bullets, studded leather armor.

🗡️ **Hobgoblin Enforcer (3):** Male hobgoblin Ftr4; CR 4; Medium-size humanoid (goblinoid); HD 4d10+8; hp 36; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d8+3/19-20, longsword) or +6 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +3; Str 13, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +1, Spot +1, Move Silently +2; Cleave, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: longsword, small wooden shield, studded leather armor, shortbow, 20 arrows.

ENCOUNTER 2: WHAT EVERYONE WANTS TO KNOW

🗡️ **Roscoe of the Kershaw Estate:** Male human Com2; CR 1; Medium-size humanoid (human); HD 2d4-2; hp 5; Init -1; Spd 20 ft. (lame); AC 9 (touch 9, flat-footed 9); Atk +2 melee (1d6+1, club); AL LG; SV Fort -1, Ref -1, Will +1; Str 13, Dex 9, Con 9, Int 13, Wis 12, Cha 11.

Skills and Feats: Handle Animal +5, Profession (farmer) +6, Spot +8, Ride +2, Use Rope +1; Alertness.

Possessions: walking cane (club).

ENCOUNTER 6A: THE CHURCH OF THE SEVEN FAITHS

🗡️ **Sebertus Pelonius, Cleric of the Church of the Seven Faiths:** Male human Clr4 (Allitur); CR 4; Medium-size humanoid (human); HD 4d8+4; hp 27; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +5 melee (1d8+1/x3, shortspear) or +4 ranged (1d8+1/x3, shortspear); SA Spells, turn undead; AL LN; SV Fort +5, Ref +1, Will +7; Str 12, Dex 10, Con 13, Int 12, Wis 16, Cha 12.

Skills and Feats: Concentration +8, Heal +10, Knowledge (religion) +10, Spellcraft +8; Combat Casting, Skill Focus (Knowledge - religion), Weapon Focus (shortspear).

Possessions: shortspear, silver holy symbol (Allitur), robes.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0 – cure minor wounds (2), light, mending, purify food and drink; 1st – cure light wounds (2), divine favor, protection from chaos*, shield of faith; 2nd – calm emotions*, cure moderate wounds, hold person (2).

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills. You cast divinations at +1 caster level); Law (You cast law spells at +1 caster level).

Encounter 7: The Old Road

APL 2 (EL 4)

➤**Farjad:** Male human Mnk2; CR 2; Medium-size humanoid (human); HD 2d8+2; hp 15; Init +2; Spd 30 ft.; AC 14 (touch 14, flat-footed 12); Atk +3 melee (1d6+2, unarmed strike); SA Unarmed strike, stunning attack; SQ Evasion; AL LE; SV Fort +4, Ref +5, Will +5; Str 14, Dex 14, Con 12, Int 10, Wis 15, Cha 10.

Skills and Feats: Bluff +2, Diplomacy +2, Hide +7, Jump +7, Listen +6, Tumble +9; Deflect Arrows, Dodge, Mobility.

Possessions: potion of bull's strength

APL 4 (EL 6)

➤**Farjad:** Male human Mnk3; CR 3; Medium-size humanoid (human); HD 3d8+3; hp 21; Init +2; Spd 40 ft.; AC 14 (touch 14, flat-footed 12); Atk +4 melee (1d6+2, unarmed strike); SA Unarmed strike, stunning attack; SQ Evasion, still mind; AL LE; SV Fort +4, Ref +5, Will +5; Str 14, Dex 14, Con 12, Int 10, Wis 15, Cha 10.

Skills and Feats: Bluff +3, Diplomacy +2, Hide +8, Jump +7, Listen +7, Tumble +10; Deflect Arrows, Dodge, Mobility, Power Attack.

Possessions: potion of bull's strength

➤**Goblin Skirmishers (2):** Male goblin Rog1; CR 1; Small humanoid (goblinoid); HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +0 melee (1d6-1/19-20, short sword) or +3 ranged (1d4-1, sling); SA Sneak attack (+1d6); SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +4, Will +0; Str 8, Dex 14, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Balance +5, Escape Artist +5, Hide +9, Jump +2, Listen +4, Move Silently +5, Spot +4, Tumble +5; Dodge.

Possessions: short sword, sling, 10 bullets, studded leather armor.

➤**Hobgoblin Enforcer:** Male hobgoblin Ftr1; CR 1; Medium-size humanoid (goblinoid); HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +3 melee (1d8+1/19-20, longsword) or +2 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will +2; Str 13, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +1, Listen +1, Spot +1, Move Silently +1; Iron Will, Weapon Focus (longsword).

Possessions: longsword, small wooden shield, studded leather armor, shortbow, 20 arrows.

APL 6 (EL 8)

➤**Farjad:** Male human Mnk5; CR 5; Medium-size humanoid (human); HD 5d8+5; hp 33; Init +2; Spd 40 ft.; AC 17 (touch 16, flat-footed 15); Atk +5 melee (1d8+2, unarmed strike); SA Unarmed strike, stunning attack; SQ Evasion, still mind, slow fall (20 ft.), purity of body; AL LE; SV Fort +5, Ref +6, Will +7; Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Bluff +4, Diplomacy +4, Hide +8, Jump +7, Listen +8, Move Silently +6, Tumble +12; Deflect Arrows, Dodge, Mobility, Power Attack.

Possessions: potion of bull's strength, bracers of armor +1.

➤**Goblin Skirmishers (4):** Male goblin Rog2; CR 2; Small humanoid (goblinoid); HD 2d6+2; hp 12; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +1 melee (1d6-1/19-20, short sword) or +4 ranged (1d4-1, sling); SA Sneak attack (+1d6); SQ Darkvision 60 ft., evasion; AL NE; SV Fort +1, Ref +5, Will +0; Str 8, Dex 14, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Balance +6, Escape Artist +6, Hide +10, Jump +3, Listen +5, Move Silently +6, Spot +5, Tumble +6; Dodge.

Possessions: short sword, sling, 10 bullets, studded leather armor.

➤**Hobgoblin Enforcer (2):** Male hobgoblin Ftr2; CR 2; Medium-size humanoid (goblinoid); HD 2d10+4; hp 20; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +4 melee (1d8+1/19-20, longsword) or +3 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +1, Will +2; Str 13, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +1, Listen +1, Spot +1, Move Silently +1; Iron Will, Power Attack, Weapon Focus (longsword).

Possessions: longsword, small wooden shield, studded leather armor, shortbow, 20 arrows.

APL 8 (EL 10)

➤**Farjad:** Male human Mnk7; CR 7; Medium-size humanoid (human); HD 7d8+7; hp 45; Init +2; Spd 50 ft.; AC 18 (touch 17, flat-footed 16); Atk +7/+4 melee (1d8+2, unarmed strike); SA Unarmed strike, stunning attack; SQ Evasion, still mind, slow fall (30 ft.), purity of body, wholeness of body, leap of the clouds; AL LE; SV Fort +6, Ref +7, Will +8; Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Bluff +5, Diplomacy +5, Escape Artist +5, Hide +8, Jump +7, Listen +9, Move Silently +7, Tumble +14; Deflect Arrows, Dodge, Improved Trip, Mobility, Power Attack, Spring Attack.

Possessions: potion of bull's strength, bracers of armor +1, ring of protection +1.

➤ **Goblin Skirmishers (4):** Male goblin Rog4; CR 4; Small humanoid (goblinoid); HD 4d6+4; hp 22; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +6 melee (1d6-1/19-20, short sword) or +6 ranged (1d4-1, sling); SA Sneak attack (+2d6); SQ Darkvision 60 ft., evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +6, Will +2; Str 8, Dex 14, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +8, Escape Artist +8, Hide +12, Jump +5, Listen +8, Move Silently +8, Spot +8, Tumble +8; Dodge, Weapon Finesse (short sword).

Possessions: short sword, sling, 10 bullets, studded leather armor.

➤ **Hobgoblin Enforcer (2):** Male hobgoblin Ftr4; CR 4; Medium-size humanoid (goblinoid); HD 4d10+8; hp 36; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d8+3/19-20, longsword) or +6 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +3; Str 13, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +1, Spot +1, Move Silently +2; Cleave, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: longsword, small wooden shield, studded leather armor, shortbow, 20 arrows.

ENCOUNTER 8: THE FARMER AND HIS FAMILY

All APLs

➤ **Papinal "Old Pappy" Furrowbrow:** Male dwarf Com2/War 1; CR 2; Medium-size humanoid (dwarf); HD 2d4+1d8+3; hp 15; Init -1; Spd 20 ft.; AC 14 (touch 9, flat-footed 14); Atk +5 melee (1d8+3/x3, longspear); SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL LN; SV Fort +3, Ref -1, Will +1; Str 15, Dex 9, Con 13, Int 11, Wis 12, Cha 9.

Skills and Feats: Handle Animal +2, Profession (farmer) +8, Spot +3, Ride +1; Skill Focus (Profession - farmer), Weapon Focus (longspear).

Possessions: longspear, breastplate armor.

➤ **Perzuval Furrowbrow:** Male dwarf Com1/War1; CR 1; Medium-size humanoid (dwarf); HD 1d4+1d8+2; hp 11; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atk +2 melee (1d8+1/x3, longspear); SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL LG; SV Fort +3, Ref +1, Will +1; Str 13, Dex 12, Con 12, Int 9, Wis 13, Cha 14.

Skills and Feats: Handle Animal +3, Listen +3, Profession (farmer) +4, Ride +2, Spot +3; Alertness.

Possessions: longspear, breastplate armor.

APL 2 (EL 5)

➤ **Volgeses:** Male human Clr3 (Wee Jas); CR 3; Medium-size humanoid (human); HD 3d8+6; hp 24; Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +4 melee (1d4+1/19-20, dagger); SA Spells, rebuke undead; AL LE; SV Fort +5, Ref +1, Will +6; Str 13, Dex 11, Con 14, Int 10, Wis 17, Cha 13.

Skills and Feats: Concentration +5, Diplomacy +5, Knowledge (arcana) +4, Knowledge (religion) +4, Profession (merchant) +5, Spellcraft +1; Brew Potion, Extra Turning, Power Attack

Possessions: masterwork banded mail, masterwork large steel shield, masterwork dagger, *potion of wisdom*

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0 - *cure minor wounds, detect magic, guidance, resistance*; 1st - *cause fear**, *command, obscuring mist, shield of faith*; 2nd - *death knell**, *hold person, silence*.

*Domain spell. *Domains:* Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

APL 4 (EL 7)

➤ **Volgeses:** Male human Clr5 (Wee Jas); CR 5; Medium-size humanoid (human); HD 5d8+10; hp 38; Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +5 melee (1d4+1/19-20, dagger); SA Spells, rebuke undead; AL LE; SV Fort +6, Ref +1, Will +8; Str 13, Dex 11, Con 14, Int 10, Wis 18, Cha 13.

Skills and Feats: Concentration +7, Diplomacy +5, Knowledge (arcana) +5, Knowledge (religion) +5, Profession (merchant) +7, Spellcraft +2; Brew Potion, Extra Turning, Power Attack

Possessions: masterwork banded mail, masterwork large steel shield, masterwork dagger, *potion of wisdom*

Spells Prepared (5/4+1/3+1/2+1; base DC = 14 + spell level): 0 - *cure minor wounds, detect magic, guidance, light, resistance*; 1st - *bane, cause fear**, *command, obscuring mist, shield of faith*; 2nd - *death knell**, *hold person, shatter, silence*; 3rd - *animate dead**, *bestow curse, glyph of warding*.

*Domain spell. *Domains:* Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

➤ **Goblin Skirmishers (2):** Male goblin Rog1; CR 1; Small humanoid (goblinoid); HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +0 melee (1d6-1/19-20, short sword) or +3 ranged (1d4-1, sling); SA Sneak attack (+1d6); SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +4, Will +0; Str 8, Dex 14, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Balance +5, Escape Artist +5, Hide +9, Jump +2, Listen +4, Move Silently +5, Spot +4, Tumble +5; Dodge.

Possessions: short sword, sling, 10 bullets, studded leather armor.

APL 6 (EL 9)

➤ **Volgeses:** Male human Clr7 (Wee Jas); CR 7; Medium-size humanoid (human); HD 7d8+14; hp 52; Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +7 melee (1d4+1/19-20, dagger); SA Spells, rebuke undead; AL LE; SV Fort +7, Ref +2, Will +9; Str 13, Dex 11, Con 14, Int 10, Wis 18, Cha 13.

Skills and Feats: Concentration +8, Diplomacy +6, Knowledge (arcana) +5, Knowledge (religion) +6, Profession (merchant) +7, Scry +2, Spellcraft +2; Brew Potion, Divine Vigor**, Extra Turning, Power Attack

Possessions: masterwork banded mail, masterwork large steel shield, masterwork dagger, *potion of wisdom*, *pearl of power* (1st)

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0 – *cure minor wounds* (2), *detect magic*, *guidance*, *light*, *resistance*; 1st – *bane*, *cause fear**, *command*, *doom*, *obscuring mist*, *shield of faith*; 2nd – *death knell**, *hold person* (2), *shatter*, *silence*; 3rd – *animate dead**, *bestow curse*, *glyph of warding*, *searing light*; 4th – *cure critical wounds*, *imbue with spell ability**, *poison*.

*Domain spell. *Domains:* Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

**See Appendix 2: New Rules for additional information.

➤ **Goblin Skirmishers (4):** Male goblin Rog1; CR 1; Small humanoid (goblinoid); HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +0 melee (1d6-1/19-20, short sword) or +3 ranged (1d4-1, sling); SA Sneak attack (+1d6); SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +4, Will +0; Str 8, Dex 14, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Balance +5, Escape Artist +5, Hide +9, Jump +2, Listen +4, Move Silently +5, Spot +4, Tumble +5; Dodge.

Possessions: short sword, sling, 10 bullets, studded leather armor.

➤ **Hobgoblin Enforcer:** Male hobgoblin Ftr2; CR 2; Medium-size humanoid (goblinoid); HD 2d10+4; hp 20; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +4 melee (1d8+1/19-20, longsword) or +3 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +1, Will +2; Str 13, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +1, Listen +1, Spot +1, Move Silently +1; Iron Will, Power Attack, Weapon Focus (longsword).

Possessions: longsword, small wooden shield, studded leather armor, shortbow, 20 arrows.

APL 8 (EL 11)

➤ **Volgeses:** Male human Clr9 (Wee Jas); CR 9; Medium-size humanoid (human); HD 9d8+18; hp 66; Init +1; Spd 20 ft.; AC 20 (touch 11, flat-footed 19); Atk +8/+3 melee (1d4+1/19-20, dagger); SA Spells, rebuke undead; AL LE; SV Fort +8, Ref +4, Will +10; Str 13, Dex 12, Con 14, Int 10, Wis 18, Cha 13.

Skills and Feats: Concentration +10, Diplomacy +7, Heal +7, Knowledge (arcana) +5, Knowledge (religion) +6, Profession (merchant) +7, Scry +2, Spellcraft +2; Brew Potion, Divine Vigor**, Extra Turning, Improved Shield Bash**, Power Attack

Possessions: masterwork banded mail, +1 large steel shield, masterwork dagger, *potion of wisdom*, *pearl of power* (1st)

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level): 0 – *cure minor wounds* (2), *detect magic*, *guidance*, *light*, *resistance*; 1st – *bane*, *cause fear**, *command*, *doom*, *obscuring mist*, *shield of faith*; 2nd – *bull's strength*, *death knell**, *hold person* (2), *shatter*, *silence*; 3rd – *animate dead**, *bestow curse*, *glyph of warding*, *magic vestment*, *searing light*; 4th – *cure critical wounds*, *freedom of movement*, *imbue with spell ability**, *poison*; 5th – *flame strike*, *spell resistance**.

*Domain spell. *Domains:* Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

**See Appendix 2: New Rules for additional information.

🗡️**Goblin Skirmishers (4):** Male goblin Rog4; CR 4; Small humanoid (goblinoid); HD 4d6+4; hp 22; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +6 melee (1d6-1/19-20, short sword) or +6 ranged (1d4-1, sling); SA Sneak attack (+2d6); SQ Darkvision 60 ft., evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +6, Will +2; Str 8, Dex 14, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +8, Escape Artist +8, Hide +12, Jump +5, Listen +8, Move Silently +8, Spot +8, Tumble +8; Dodge, Weapon Finesse (short sword).

Possessions: short sword, sling, 10 bullets, studded leather armor.

🗡️**Hobgoblin Enforcer (2):** Male hobgoblin Ftr4; CR 4; Medium-size humanoid (goblinoid); HD 4d10+8; hp 36; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d8+3/19-20, longsword) or +6 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +3; Str 13, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +1, Spot +1, Move Silently +2; Cleave, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: longsword, small wooden shield, studded leather armor, shortbow, 20 arrows.

APPENDIX 2: NEW RULES

DIVINE VIGOR [DIVINE] AS PRESENTED IN *DEFENDERS OF THE FAITH*

You can channel energy to increase your speed and Constitution.

Prerequisites: Ability to turn or rebuke undead, Cha 13+, Extra Turning.

Benefit: Spend one of your turn/rebuke undead attempts to increase your base speed by 10 feet and gain a +2 enhancement bonus to your Constitution. These effects last a number of minutes equal to your Charisma modifier.

IMPROVED SHIELD BASH [GENERAL] AS PRESENTED IN *DEFENDERS OF THE FAITH*

You can push opponents back by bashing them with your shield.

Prerequisites: Power Attack.

Benefit: Any shield bash you make with a small or large shield also affects your opponent as if you had performed a bull rush. You don't actually move into your opponent's square or incur attacks of opportunity for the bash. You also can't move your opponent back more than 5 feet, nor can you move along with the defender. You can't use this feat with a buckler.

PLAYER'S HANDOUT 1

Grosspokesman Grummett—

Foul magic is afoot in the hills to your South. This eve, as I walked home from the Tavern of Four Beards with Farmer Wynhold, we did see lights at the home of Hayden, the cartographer. Thinking him still up, and having spoken with him earlier this night at the tavern, we approached the house. A cry of pain and horror stopped us as we were about to knock at the door, and, thinking the better of it, we moved to a window to see what transpired. Within were two humans and a handful of goblin. Who the men were, I've no idea, as I'd not seen them in the area before. As we watched, the men argued between themselves in a tongue I did not recognize, nor did Wynhold. Hayden sat in a corner, bloodied and obviously beaten. He was tracing the lines of his floor with his finger, lost in pain and his own thoughts.

As we watched, one of the humans did slit the cartographer's throat. He saw us as the life-blood ran out of him and he looked past his killer to the window. His eyes pierced me, asking for help but warning against trying anything. And then his eyes went cold. He was surely dead. But the human who had slain him did stand above him and whisper dark words. Within moments, the body of Hayden began to twitch and did rise of its own accord. I could still see his eyes, locked past the window in death as they were. There was no life in his eyes and no recognition in his gaze as it lingered on us outside the window.

At that point, Farmer Wynhold and I retreated back to the road and considered which people we should rouse to address this incursion. As we spoke softly between ourselves, movement was visible coming around the back of the house. We quietly slipped around to observe and saw a larger group of goblins hiding in and around Hayden's shed. A quick guess puts their number at well over twenty goblin, perhaps more.

We retreated back to the road. I sent Farmer Wynhold to raise the alarm while I came on to quickly send notice to you of this massed goblin incursion. On the way, as I crossed the bridge at Silver Stream, I heard a strangled cry from back towards Wynhold's place. I can only assume the worst, and that there are other bands of goblins about.

I am sending my man, Roscoe, to you with this letter. Our village is barely a score of souls, most not trained in battle. Please lend us your aid to stop whatever foul deeds are underway. I will return to the Tavern of Four Beards and try to rouse the local militiamen, though I fear the creatures may already be following me home. I can only guess they had tracked Wynhold and that they can do the same to me.

With all haste—

Arnet Kershaw
Spokesman of Souter

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.