

PER5-09

Land Rights for Little People

A One-Round D&D LIVING GREYHAWK[®] Perrenland Regional Adventure

Version 1.0

by Bruce Legge

With thanks to the Perrenland Triad.

Tensions run high in eastern Perrenland, with borders being redrawn and various factions trying to consolidate or expand their holdings. Into this maelstrom a small voice cries “but we were here first”. Can a Rechter sort out this mess? An adventure designed for APLs 2-8.

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.

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at baparis@ozemail.com.au; for LIVING GREYHAWK campaign questions, email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought

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	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

levels you add to the sum of step one. Add each

character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round; all others pay two Time Units per round.

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

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

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

Adventure Background

The history of the Guurhok goblinoid tribe is longer than many Perrenders know. The main Guurhok settlements are in several cavern complexes and an ancient ruin on the south side of the Kershane Pass. They also have historical links with several goblin and hobgoblin tribes that occupy a sizable area in the Clatspur Mountains in the eastern part of Perrenland and also the area previously known as the Sepia Uplands (now the Canton of Vesbergen). Some of this area is also the traditional land of the Kershane elves, and the elves and the Guurhok have been rivals for hundreds of years.

In about 142 CY, after a long struggle against the encroaching Guurhok, the city of Kershane was invaded and almost conquered by the forces of Tilfias Rood, a powerful Aerdi noble from the Quaglands. In a desperate move to save what was left of his people, Dian Weirtherlihte, the last of the high guardians of Kershane, invoked the power of an ancient elven artefact known as the Kershinarim. This invocation formed the Shroud of Antipathy that was to seal Kershane away from the outside world for the next 450 years.

The Guurhok subsequently made truce with the Roodberg clan, after the disappearance of the Elven Principality of Kershane. Since then successive Roodberg Pfalzgraf's have cultivated this truce to the extent that the

Guurhok called the Roodberg Pfalzgraf the “Great Father”.

In 315 CY a young druid by the name of Tilbert Rood, a descendant of the younger brother of Tilfias Rood, decided to go off on retreat. He travelled into the Clatspurs and eventually ended up on the edge of the Motley Wood, where he decided to settle down and put the teachings of Obad-Hai (otherwise known as the Shalm) into practice. His order, a predecessor of the current-day Grove, encouraged and supported Tilbert in his work.

Tilbert managed to befriend some of the local goblins and even converted some of them to the worship of Obad-Hai. He built a small keep there and managed to train some assassin vines to act as guardians for his residence. The vines were also a source of grapes, which Tilbert cultivated to improve their flavour and to make wine. There he spent his life as a guardian of the land around and teacher of the will of Obad-Hai. After Tilbert died, the local goblins continued the practice of harvesting the grapes and selling the wine, using the label of RoodShalm (Red Shalm).

In 587 CY, after many years of unsuccessful attempts (often with horrific consequences for the elves involved) an elf from Kershane finally managed to find a way through the Shroud of Antipathy. Over the next few years the barrier began to weaken, till in 593 it finally dissolved entirely. During that period of weakening the Kershane elves had much to learn of what had been going on in the lands around - the formation of the country of Perrenland and the rise to power and subsequent threat from Iuz being some of the events of note. The Guurhok were also none too pleased to see their old foe return from oblivion.

In 594 CY Voormann Orgus Bildgear signed a treaty with the Great Chief of the Guurhok, that in exchange for recognition of the Guurhok nation and of the area occupied by the Guurhok as a Perrenland Canton, the Guurhok would aid Perrenland in its war against Iuz.

At the battle of the Kershane Pass in the summer of 594 CY the remnants of the 1st and 2nd Armies, along with a group of Perrenland heroes, managed to prevent the forces of Iuz from linking up with an undead army loyal to Iggwilv, driving the forces of Iuz back out of the Kershane valley. In this they were aided by an army of Guurhok hobgoblins, and by a force of Kershane elves who arrived to help in the later stages of the operation.

Just before the battle of Kershane Pass it was learnt that the then Roodberg Pfalzgraf, Guthrie Roodberg, had been corrupted by Iuz or the Witch Queen and had betrayed Perrenland. Guthrie was subsequently hunted

down and killed, leading to the position of Great Father of the Guurhok to be filled by Taanar VanOostl, Auchauszegan (General) of the Perrenland 1st Armie. Soon after the invading forces of Iuz were defeated in the Kershane pass VanOostl demanded that the Voormann honour the treaty and formally recognise the Guurhok lands as a Canton of Perrenland, with himself as the Guurhok Pfalzgraf.

Hardly surprisingly Prince Naughrim Genhene, leader of the recently re-emergent Kershane elves, was furious about the turn of events.

Many other Perrenders have misgivings about recognising the Guurhok as part of Perrenland. Most notable amongst them are the majority of the Vossier clan – whose land overlaps that of the Guurhok.

On the other hand, many of the orcs, goblins and hobgoblins that live in the Clatspurs see the rise of a Guurhok nation as a preferred alternative to that of bowing to the will of Iuz.

Into this environment comes an innocuous looking goblin, who turned up at the office of the HinterVoormann in the city of Clatsberg. He wants recognition of his tribe as traditional owners of a valley on the northern edge of the Clatspurs – a valley that seems to be claimed by Guurhok, gnomes and humans alike.

Adventure Summary

Introduction, At the Office of the HinterVoormann:

The adventure begins with the PCs at the office of the HinterVoormann in the city of Clatsberg. The PCs are introduced to Timuk the goblin of the Tribe of the Red Grape. Timuk's tribe claims ownership of some land where the Sepia Uplands meets the Clatspur Mountains. The office of the HinterVoormann needs somebody to investigate the claim and will send along a Rechter to investigate, if none of the PCs holds that title. The rest of the PCs are asked to go along to guard the Rechter and aid her in her investigations.

Encounter One, A Bump in the Road: The PCs travel through the valley of the Kershane elves, arriving at a barrier operated by hobgoblins. The hobgoblins claim the land beyond is part of the Nation of the Guurhok, and travellers must pay a road tax if they wish to pass. Each of the PCs is inspected for pointy ears, to see if they are elves in disguise. Elves and half-elves must pay double the tax, before they are allowed to pass. The PCs can either resolve the situation peacefully, or they can be more aggressive in their “negotiations”. It is also possible

to sneak past this barrier. Each PC that pays the tax is given a copper token stamped with a splayed hand.

Encounter Two, Tickets Please!: A mile past the first hobgoblin barrier is a second barrier. This guards a pass through the mountains. The PCs are asked for their copper tokens, which they are requested to return. This barrier is used to catch all those that decided to bypass the first barrier by such means as spells or stealth. Anyone caught at this barrier without a token must pay double the initial road tax (an elf would have to pay double the initial double price). This is likely to come to combat, as PCs generally don't take kindly to extortion and the hobgoblins have a decidedly unfriendly attitude.

Encounter Three, The Land of the Yellow Hand: The PCs travel through the lands of the hobgoblins of the Yellow Hand. This is an opportunity to gather some information.

Encounter Four, Yellow and White make Red: Heading away from the lands of the hobgoblins of the Yellow Hand the PCs come upon the site of a battle between hobgoblins and bugbears. If the PCs attacked the hobgoblins of the Yellow Hand in Encounter Two then the hobgoblins have been victorious. If the PCs did not attack the hobgoblins of the Yellow Hand in Encounter Two then they get to have a combat here against the remaining White Eye bugbears.

Encounter Five, the Land of the Red Grape: Finally the PCs arrive at the valley of the goblins of the Red Grape tribe. The main sight to see is the grape farm, acres and acres of vines laden with grapes ready to be picked. There is one small catch however – those are assassin vine grapes.

Encounter Six, The Feast: The party is treated to a feast in their honour. This presents an opportunity to learn something of the village and to get some clues that the grape harvesting was originally started by a human rather than goblins.

Encounter Seven, Grapes that Bite Back: The goblins have a problem. Their previous high cleric died last year in a skirmish with bugbears. The new cleric can rebuke the smaller plants into yielding up their grapes, but there is one vine that the new cleric is disinclined to command. Several months ago a patrol of Iuzians stumbled across the vineyard and was eaten by the vines. One of those vines has begun to mutate and the new high cleric would like the PCs to cut it down - without destroying the rest of the crop.

Encounter Eight, Clueless: Somewhere near the centre of the crop are the ruins of a Keep. If the party decide to investigate this place they find it abandoned. Below the

Keep is where the original inhabitant, Tilbert Rood, had his work room. The entrance to the work room was covered over long ago, but the covering is now old and unstable and the PCs are likely to fall through. Down below they encounter a creature that is now using the underground cave as its lair. In the workroom they can find a *bag of holding*, containing notes detailing many years of research into growing assassin vine grapes, as well as the conversion of the local goblins to the worship of Obad-Hai. This is the final clue needed to determine that the goblins have been in this area since before the creation of Perrenland.

Conclusion, So Whose Land Is It Anyway?: Back in the city of Clatsberg, the PCs are asked their opinion on who the land belongs to. This may influence future developments in the area...

Preparation for Play

Important DM's Note: At some stage the PCs may decide to cast some form of divination magic. The Nation Mocked series, started in 594CY, has introduced the following effects into Perrenland regional scenarios. The various divination spells will no longer function correctly in a Perrenland regional scenario. They can still be cast but their effects are altered. There is also a volcanic ash cloud that overhangs Perrenland due to the recent eruption of Mount Hellspaar. This gloom means the daylight hours in Perrenland have been shortened.

Full details of these effects are provided in *Appendix Seven – The Effects of Mount Hellspaar and A Nation Mocked*.

Before play the DM should determine if any of the PCs played in the battle interactive at Spring Revel in 2004. These PCs received a medal as Hero of the Kershane Pass. This has a bearing on how they will be treated by the hobgoblins of the Yellow Hand in Encounters One and Two.

Introduction: At the Office of the HinterVoormann

It had come to your attention that an expedition into the Clatspur Mountains was being organised. Requests had been made looking for people willing to travel to obscure places to face uncertain dangers for unspecified rewards. Sounds like your line of work, perhaps?

A meeting had been arranged at the office of the HinterVoormann in Clatsberg city to provide further

information. Present at the meeting are: Ari KleinBruin, convener of the meeting and representative of the office of the HinterVoormann; Marainna Grijsdal, a Rechter that may be assigned to the expedition; an assortment of rough and not so rough looking types; and is that a goblin hiding in the corner? The meeting will start shortly. Perhaps you should find out who else is in the room?

Now is a chance for the PCs to introduce themselves to each other. Also present in the room are the following:

Ari KleinBruin: Male human Exp5 (Diplomacy +8, Sense Motive +8); a career public servant who wants to get the job done and the adventurers out the door;

Marainna Grijsdal Roodbêrg: Female human (Oeridian) Ari2; see Appendix One;

Timuk: Male goblin Brd2; see Appendix One.

It is not possible for the PCs to ask the HinterVoormann, Èrik Honvoet, about the expedition. It has his complete support, but he leaves the organising of the expedition to his staff.

Ari KleinBruin soon calls the meeting to order. "Good people, thank you for your attendance. I am in need of some stout folk to investigate a matter of some importance."

"Since the signing of the treaty of mutual support with the Guurhok goblinoid nation a number of groups have approached the office of the HinterVoormann with offers of aid or requests for recognition. The latest of these is from a tribe of goblins who live in an area somewhere in the border country between the northern Clatspur Mountains and what is now the Perrenland Canton of Vesbergen. They claim to have inhabited that region for hundreds of years, but now others are encroaching upon their lands. They wish to be recognised as traditional owners and to receive aid from the government of Perrenland against those others wishing to claim the land as their own."

"This may sound somewhat far-fetched to you, but we have decided to send a Rechter to investigate their claim. We are also sending a researcher to Greyhawk city to see what records they can find there. This decision has been made largely because of a gift that was brought to us, one of their most prized possessions. The gift was a cask of wine from a batch reputedly ordered to celebrate the founding of the Guild of Wizardry in Greyhawk city. If this claim is true, that cask is older than the Concatenation of the Cantons of Perrenland!"

We are looking for volunteers to protect the Rechter during their journey to the land of the Red Grape and to assist them in their enquiries. Of course you will be paid for your efforts.

The representative from the goblins has asked if he can say a few words to you, before any decision is made.

The goblin then moves to address the meeting: "I am Timuk, voice of the Tribe of the Red Grape. We are a tribe of viticulturalists. We grow and harvest grapes, and sell our produce under the label of RoodShalm. Our wine is known throughout the Flanaess. We sell to connoisseurs from as far away as Greyhawk City."

"In the last couple of years many people have come telling us the land we occupy does not belong to us, but belongs to them instead. The Guurhok and their allies claim our land, gnomes from far away settlements claim our land, and humans and elves come and try and settle the lands we farm. This is not right. We were there first!"

"We just want to live in peace and share the blessings provided by Obad-Hai. If the great Voormann Orgus Bildgear recognises the lands of the Guurhok, surely our land also can be recognised?"

Ari KleinBruin then addresses the meeting again. "At this stage we are simply organising a fact finding mission. Perhaps you have some questions you would like to ask?"

The PCs will no doubt have many questions. Below are some of the answers that they can receive:

Answers from Ari KleinBruin:

Q. How much are you offering?

The answer is variable, depending upon the APL: 50 marks at APL2; 100 at APL4; 150 at APL6; 200 at APL8. Plus they get to keep any loot they find along the way – provided the loot is obtained legally.

Q. When was the Greyhawk Guild of Wizardry founded?

A. "It was founded in the year 393 of the common calendar, 7 years *before* the Concatenated Cantons of Perrenland was formed."

Q. How did the cask get here?

A. "Timuk brought it to us."

Q. Why did the goblins still have a cask that was made for the Guild of Wizardry?

A. *shrugs* “Who knows? Timuk doesn’t. Perhaps a cask was overlooked when the others were sent? Perhaps it was never collected?”

Q. How much is the cask worth?

A. “If the cask is genuine, and we believe that it might be, some would consider it worthless, whilst others may consider it priceless.”

Q. Where is the cask now?

A. “It is locked away in a safe place, whilst this matter is investigated.”

Q. Were there any distinctive markings on the cask?

A. “It had a pattern of oak leaves and acorns burnt into the wood, which I am told is the normal pattern for wine with the RoodShalm label.”

Q. What is a Rechter?

A. “Perrenland’s law system is called Den Recht. A Rechter is an authorised judge. Rechters are highly respected and are usually accorded great courtesy. Few Perrenland natives (even those of a chaotic nature) would dare to harm or impede a known judge.”

Q. Why do we need a Rechter along?

A. “You don’t *need* a Rechter, as this is a fact finding mission rather than delivering a judgement, but part of a Rechter’s training is to gather information and analyse it without bias. Do you have such training?”

Note that if one (or more) of the PCs is a Rechter and are prepared to undertake this assignment in an official capacity then there is no need for Marainna to undertake the journey. PC Rechters get the following benefits if they undertake the assignment:

- free Adventurer’s Standard lifestyle for this adventure
- a brand new cloak that identifies the PC as a Rechter (blue, trimmed with silver)
- loan of a pack mule and enough supplies for a one month journey
- If the PC succeeds in the task they will get regional access to some magical items, as per the Favour of the Rechters that is detailed in the Special section at the end of this scenario.

Q. Do you believe the claim?

A. “I really don’t know. We have examined Timuk with a Truth spell and he believes what he is telling us, but we need more information.”

Q. What information are you after?

A. Information on exactly where the place is, who inhabits the surrounding land, any indication of how long they have been there – almost anything really.

Q. How do we get there?

A. Motioning to the goblin who is keeping out of people’s way; “This is Timuk of the Tribe of the Red Grape. He will be your guide to the lands of his people. Make your way there as best you can. Don’t dawdle along the way. You don’t want to be caught in the mountains once the winter snows begin to fall, and it looks like winter will be early this year.”

Q. Do you have any maps of the area?

A. “Unfortunately not. A mapping project of the Sepia Uplands was undertaken during 592, but the project was never completed.”

Q. What is the Tribe of the Red Grape?

A. “They take their name from their main business, the growing, harvesting and bottling of grapes to make wine.”

Q. What should we do when we get there?

A. “Guard the Rechter, and help her with her enquires in any way that you can.”

Q. When should we leave?

A. “As soon as possible. Take as much time as you require, although if you are not back to report within a month we shall be assuming something bad has happened.”

Answers from Timuk:

Timuk has a tendency to over exaggerate *everything*. This is his first trip outside the lands of his people and its immediate environment. It is amazing that he managed to get here at all, considering his inexperience. His answers should reflect that to him this world *is* larger than life.

Q. What is the name of your village?

A. “Our village is called RoodShalm. We honour the will of the Shalm.”

Q. What is the Shalm?

A. “The Shalm is another name for the great god Obad-Hai, whose will we obey.”

Q. What do you know of wine growing?

A. “That is organised by our chief viticulturalist, Dulog Grunevinger. But it was my great great great great great great great great grandfather, Yarbole Grünevinger, who established the vineyard in the first place. He was a powerful goblin shaman, who could speak with the vines

and convince them to grow large and plentiful in exchange for being properly looked after, fed and watered.”

In actuality, although the vineyard was established by a druid, the main keeper has usually been a Cleric of Obad-Hai with the Plant domain, who can rebuke the vines into doing what he wants them to do, i.e. hand over the grapes.

Timuk will do his best to not give the information that the wine they produce is made from Assassin Vine grapes, until the group actually gets to the vineyard. That is a trade secret, and it may also influence the people into not coming to the aid of his tribe.

Q. By what authority do you request our aid?

A. “I was sent on this mission by High Chief Hharak Sharpeye, the wise and noble leader of my people.”

Q. How long did it take you to get here?

A. “The journey took me months. I am but a simple goblin travelling alone in a strange and dangerous land. I had to overcome many obstacles getting here.”

Q. What dangers did you face on your journey?

A. “Many dangers, too numerous to mention. Giant wolves that wanted to eat me; thousands of orcs and hobgoblins that wanted to capture me and make me a slave, or serve me up for dinner; hundreds of elves that would rather fill me full of arrows than talk peacefully; weather so cold that it would freeze your spit before it could reach the ground. Rockfalls and landslides. Many dangers...”

Q. What dangers are we likely to face if we undertake the journey back with you?

A. “It will be simple. You are Perrenders. You have the might of the great Voormann Orgus Bildgear on your side. None would dare stand in our way.”

Q. What do you hope to achieve?

A. “We have heard of the recognition of the people of the Guurhok by the great Voormann Orgus Bildgear. We wish to be recognised as owners of the lands that we have occupied for hundreds of years.”

Q. What threat is there to your lands?

A. “Many seek to take what belongs to the Tribe of the Red Grape. Gnomes have come claiming that the land is theirs, as part of the creation of the Canton of Vesbergen. Hobgoblins have come, saying that the land is theirs as part of the nation of the Guurhok. Humans have come saying that goblins have no rights and they claim the lands as their own for settlement. The armies of Iuz

threaten us with invasion... Our land seems much in demand.”

Q. Are your people druids?

A. “Many of my tribe follow the teachings of the Shalm, or Obad-Hai as I believe you call him. I leave matters of religion to our chief viticulturalist, Dulog Grunevinger.”

Q. Are your people members of the Grove?

“Grove? What is that?”

Answers from Marainna Grijsdal Roodbêrg:

Q. Who are you?

A. “I am a citizen of Perrenland and member of the Roodbêrg clan. I recently qualified for the position of Rechter and this will be my first assignment. I know I am inexperienced, but I have been trained in matters of diplomacy as well as geography, history and law. This is a fact finding mission and I believe that I am eminently qualified for the task.”

Q. What will you be looking for?

A. “We will be looking primarily for information on exactly where the village is. For example, is it within the boundaries of the original Concatenated Cantons of Perrenland, or in the Canton of Vesbergen. Also, any evidence that indicates how long they have inhabited the area and who inhabits the land around.”

Q. Why is the location so important?

A. “Because if the Tribe of the Red Grape is recognised we need to know if they fall under the original Treaty of Concatenation, or the newer Vesbergen Treaty, or perhaps even the Treaty of Amity signed with the Guurhok. Each of those has a different set of rights and responsibilities defined for the people governed under that treaty. It is all quite complicated.”

Bardic Knowledge, Knowledge (local – Iuz Meta-region) or Knowledge (religion):

A Bardic Knowledge, Knowledge (local) or Knowledge (religion) check provides the following information:

DC 12: the Shalm is another name for the god Obad-Hai. The holy symbol of Obad-Hai is a mask of oak leaves and acorns.

DC 14: a Shalm is a double-reeded woodwind instrument; Ohad-Hai is often depicted holding or playing such an instrument.

DC 17: RoodShalm is a brand of wine, not often available and somewhat pricy.

DC 20: You think you heard somewhere that RoodShalm is made by a reclusive sect of druids; their casks are marked with the insignia of oak leaves.

DC 25: RoodShalm specialise in high country full bodied red wines with an unusual bitter-sweet flavour; the 72 was a particularly good year.

DC 30: RoodShalm is a wine made from assassin vine grapes, or so they say.

PCs from the Sepia Uplands or clerics or druids that worship Obad-Hai get a +2 circumstance modifier to this check.

Treasure: The PCs are paid in advance if they accept the assignment, as they may need to purchase supplies for the trip. The amount is as follows.

APL 2: Coin – 50 gp;

APL 4: Coin – 100 gp;

APL 6: Coin – 150 gp;

APL 8: Coin – 200 gp.

Encounter One: A Bump in the Road

Your journey to the lands of the Tribe of the Red Grape starts off through well travelled parts of Perrenland; along the eastern edge of Lake Quag to Visthaven, then following the Kershane river valley to the monastery of St. Cuthbert.

From there it is north through the mountain lands of the elves of Kershane to the town of Illanoff. These are more pleasant travelling conditions, as you are above the ever-present smoke haze created by the eruption of Mount Hellspaar. There is snow on the peaks around you as you leave Illanoff to travel further north and east, through some of the most remote parts of Perrenland.

On the afternoon of the second day after leaving Illanoff you are travelling up a wide forested valley when you come across a tree laid across the path in front of you. Behind this makeshift barricade is a group of hobgoblins wearing armour and carrying weapons. Their shields display the device of a splayed yellow hand on a red background. The hobgoblins appear to have noticed your group.

A Knowledge (local – Iuz meta-region) or Bardic Knowledge check will reveal the following information:

DC 5 – these are hobgoblins; they don't like elves.

DC 10 – these would appear to be members of the tribe of the Yellow Hand.

DC 15 – there have been a number of skirmishes recently between the Yellow Hand and the Kershane elves and their Vossier allies.

DC 20 – the Yellow Hand are part of the Guurhok hobgoblin nation, having formed an alliance with the main Guurhok tribe.

Kershane elves and half-elves get a +5 circumstance bonus to this check. Members of clan Vossier get a +2 circumstance bonus to this check.

The vegetation here is light forest. The 'road' is a path through the forest allowing only a single line of traffic. Spotting distances are 150 ft. for those approaching along the path, or 75 ft. through the forest.

This barricade is the first of two that the PCs will encounter. The hobgoblins at this barricade are an advance position of the hobgoblin tribe of the Yellow Hand. The second barricade is at the more established boundary of the hobgoblin's territory and is detailed in Encounter Two: Tickets Please!

The hobgoblins of the Yellow Hand control several valleys north of this position, and are in the process of expanding their territory. Until recently they were much like any other hobgoblin tribe. They had their territory and would fight to retain and expand it against all comers, be they human, elf, orc, other hobgoblins, or whatever. That all changed with the signing of the treaty between Voormann Orgus Bildgear and the Great Chief of the Guurhok, that recognised the Guurhok tribe as a part of Perrenland. The Chief of the hobgoblins of the Yellow Hand saw this as an opportunity to extend his power and influence. He has pledged allegiance to the leader of the Guurhok, and is busy grabbing as much land as he thinks he can hold with the support of his new and powerful ally to the south. This includes extending his boundaries into valleys bordering the area occupied by the elves of the Kershane region, and giving as much grief to the elves in the process as he can, short of open hostilities.

All travellers along this path are required to pay a 'road tax'. i.e. a tax so they can build a road. Elves are required to pay double. People who can convince the hobgoblins that they are bona-fide allies of the Guurhok can get through for a nominal cost of 10% what others have to pay.

The tax is officially to support the Guurhok in their war against Iuz on behalf their Perrenland allies. What actually happens to it is left up to your imagination.

Each of the hobgoblins is carrying a signal horn. If battle breaks out one of them will try and sound the alarm to warn the guards at the next barrier to prepare for attack. Those guards will not come to aid their advance position.

Assuming the PCs approach the barricade with caution (rather than all out assault) one of the hobgoblins will demand the tax.

As you approach the barricade the hobgoblins cautiously ready their weapons, then one of them calls out in badly accented Common "You pay road tax, now!"

A DC 15 Spot check reveals that they all appear to be carrying signal horns. A DC 15 Spot check also reveals that the largest of the hobgoblins is wearing what appears to be a military medal. A DC 20 Knowledge (local – Iuz meta-region) check or DC 20 Bardic Knowledge check reveals this to be a decoration given to Heroes of the Kershane Pass. For any PC that is a member of the Pax or Auszug the DC is reduced to 15. Any PC that fought in the battle of Kershane Pass (Perrenland Interactive at Spring Revel 2004) automatically recognises the medal.

Any non-elf PC that is themselves wearing a medal identifying them as a Hero of the Kershane Pass shall be saluted and allowed to pass for free (after being given a token). An elf wearing such a medal shall be made to pay the tax appropriate for a human (rather than the double normal tax).

Creatures: The leader of the hobgoblins is Urzub, a 7 ft. tall barbarian. He is larger than the average hobgoblin and moves with an economy of motion, seemingly always ready for battle. He is the leader of this particular group of hobgoblins because he is the largest, fiercest and most capable fighter. He only speaks Goblin and just a very few words of (non-Stamtaal) Common (such as "pay tax, now!"), so any attempt by the PCs to talk their way past without paying the tax has an automatic minus 5 to any Diplomacy check (unless the person is speaking Goblin).

Similarly for Enchantment (Charm) spells that require the person to understand what is being said, such as *Charm Person* or *Suggestion*, Urzub gets to add 5 to his saving throw unless the person is speaking in Goblin, due to his lack of comprehension. Urzub can also not read or write. He gets one of the other hobgoblins to do any talking that is required.

Urzub is one of the Guurhok that fought at the battle of Kershane Pass, and he received a medal for his efforts. As such, he treats any other hero of that battle with respect, and the rest of the hobgoblins here follow his

lead. Any suggestion that he did not earn the medal that he wears will be treated with contempt.

APL 2 (EL 3)

Urzub Blacktongue: Male hobgoblin Bbn1; hp 15; see *Appendix Two*,

Burbash, Durim, Gar: Male hobgoblins War1 (3); hp 6; see *Monster Manual* page 153.

APL 4 (EL 4)

Urzub Blacktongue: Male hobgoblin Bbn2; hp 25; see *Appendix Three*,

Burbash, Durim, Gar, Nagob: Male hobgoblins War1 (4); hp 6; see *Monster Manual* page 153.

APL 6 (EL 6)

Urzub Blacktongue: Male hobgoblin Bbn4; hp 45; see *Appendix Four*,

Burbash, Durim, Gar, Nagob: Male hobgoblins War1 (4); hp 6; see *Monster Manual* page 153.

APL 8 (EL 8)

Urzub Blacktongue: Male hobgoblin Bbn6; hp 65; see *Appendix Five*.

Burbash, Durim, Gar, Nagob: Male hobgoblins Ftr1 (4); hp 13; see *Appendix Five*.

Tactics: The hobgoblins demand the tax. One of their number cautiously approaches the PCs whilst the others stay 'safe' behind the barricade. They are edgy, but do not attack without provocation. If they must attack, they focus on the PC that initiated the conflict (if possible), then concentrating on any elves in the group. See **DM Aid #2** – Map for Encounter One

The tax is 5gp * APL per person. Elves and half-elves must pay double:

APL 2 = 10gp each (20 gp for elves and half-elves)

APL 4 = 20gp each (40 gp for elves and half-elves)

APL 6 = 30gp each (60 gp for elves and half-elves)

APL 8 = 40gp each (80 gp for elves and half-elves)

The hobgoblins are wary of spies, and know of illusion magic. They will inspect each person as they pay their tax, even going so far as to run their fingers over the tops of the ears of all 'humans' and 'dwarfs', feeling for the tell-tale pointy ears of elves. This gives the hobgoblins a save versus any illusion with a +4 bonus to their save.

The hobgoblins shall also sniff at the people, trying to check for elves by scent (which they can't do, but it should intimidate some people). If there are elves or half-

elves pretending to be something other than what they are, get the player to make a Bluff check opposed by the hobgoblins Sense Motive. 'Humans' found to have pointy ears are charged at the rate of elves and half-elves, no matter what they claim.

Remember that these hobgoblins come from a highly ordered Lawful (Evil) society, and they expect others to obey those laws. The guards here could be persuaded to cut their prices in half though the use of diplomacy, as per the *Players Handbook* page 72. They start with an attitude of Unfriendly to most people, and are openly Hostile to elves. Any person that thinks to inform the hobgoblins that they are impeding the passage of a Rechter (and explains what a Rechter is) gets a +2 circumstance bonus to diplomacy, but there is NO free passage. Elves and half-elves get a minus 2 circumstance modifier to this check.

Any attempt to use Intimidate rather than Diplomacy will result in the hobgoblins readying their weapons and one of them blowing their signal horn. They will not attack unless pressed.

Spells such as *charm person* or *suggestion* could also be used to influence the attitude of the hobgoblins. Even for their best mates, the tax is at most cut in half. Only bona-fide Guurhok get through at the nominal rate of 10% of the tax. The hobgoblins *know* that they will be expected to make up any shortfall in revenue collected, possibly with bits of themselves removed to reinforce the point. Any non-elf Hero of the Kershane Pass who openly displays their medal shall be allowed to pass for free.

Once a PC pays the tax they are presented with a copper token stamped with a stylised picture of a splayed hand. If a PC does not pay the tax they are not allowed to proceed down the road. If the PCs are sloppy in the wording of any *suggestion* spell, specifying that they be allowed to pass, they will not get a token and several minutes after they pass the hobgoblins will blow their signal horns.

If Marainna is with the PCs, she will advise against hostile actions, taking mental notes of the situation for a report back to the office of the HinterVoormann. She will pay the tax for herself and Timuk, but not for the rest of the group – she doesn't have enough funds even if she wanted to.

If asked about the legality of the tax Marainna will consider the matter, then provide an answer that is not particularly helpful in the current situation:

The matter is unclear. Under the Treaty of Concatenation it is the Canton's responsibility to

provide for the upkeep of roads, but the Cantonal council often devolve the duty of collection of such taxes to a LandRitter or some other locally appointed person or authority. These people could be acting upon behalf of such a person or authority, but it would require substantial time and effort to investigate the situation...

It is quite possible that there will be PCs that refuse to pay the tax. It is obvious from looking around the area that the barricade can be avoided by walking through the woods out of sight of the hobgoblins.

This is not supposed to be a combat encounter. As such, players should receive XP for this encounter based upon how well they role-play, not based upon the challenge rating of their opposition.

Treasure: This encounter should not end up in a fight, and thus any treasure here has not been included in the treasure total for the adventure. If it does come to conflict and the hobgoblins are vanquished, they have the following treasure:

APL 2: Loot – 90 gp.

APL 4: Loot – 94 gp, Magic – *Cloak of Resistance* +1 (83 gp each).

APL 6: Loot – 69 gp, Magic – *Cloak of Resistance* +1 (83 gp each), +1 Longspear (192 gp each).

APL 8: Loot – 212 gp, Magic – +1 *Breastplate* (112 gp each), *Cloak of Resistance* +1 (83 gp each), +1 *Longspear* (192 gp each), +1 *Amulet of Natural Armour* (83 gp each).

At all APLs there is also a bag containing 24 copper tokens with a picture of a splayed hand. There is no significant amount of coin as nobody has passed this way recently and no tax has been collected.

Development: Any PC that attacks the guards earns the disfavour of the Guurhok, as per the Special section at the end of this adventure.

If a guard has blown their signal horn the guards at the second barrier start with an attitude of Hostile to the PCs and are noticeably ready for combat. Buk will cast long term buffing spells upon hearing the alarm, including laying down a *Glyph of Warding* (*blast glyph, acid*) in an area close to his position, which anyone would have to pass through to enter the lands of the Yellow Hand.

The signals used by the guards are complex enough to relay information such as how many in the party passed through, how many were observed to avoid the barricade and not pay the road tax, and if all the guards at the barrier are still alive despite there being some

problem. Each of these pieces of information will have a bearing upon how the guards at the second barrier treat the party.

If a signal horn is blown the PCs will be able to hear an answering horn from a long way further down the valley.

Encounter Two: Tickets Please!

A couple of miles past the barricade the terrain starts to rise steeply and the hills on either side close in. The forest gradually thins out then ends completely, leaving a jumble of bare rock and a track up to a pass in the mountains. The pass is still a couple of hundred feet above you.

At the pass is a second barricade of a more permanent nature, and a more seasoned group of guards. A Spot check of 12 will reveal movement at the pass. The PCs are initially at -30 on their Spot checks because of the distance to the pass from the tree line. As they get closer they are more likely to see the hobgoblins at the pass, but not before they are themselves seen. The hobgoblins have a spyglass to observe the approach to their position.

The job of these guards is to ensure that *everyone* who passes through has paid their tax, and the hobgoblins at this barricade can see for miles. They can easily count the number of people approaching, unless those people are taking great pains (or using magic) to remain hidden.

At the top of the rise, guarding a 10 foot wide gap with boulders on either side is a group of armed and armoured hobgoblins. There is a cleared area extending 100 feet from the gap in your direction, and it is possible for you to spread out from the path you have been following.

If the signal horn has been blown there is also a wooden barrier laid across the path.

Wooden Barrier: 5 in. thick; hardness 5; hp 50; AC 5; Break DC 22;

In the gap a 4 foot tall barrier made from small tree trunks has been built.

When PCs get to 50 ft. from the barricade (or 100 ft. if a signal horn has been blown) Buk calls out in badly accented Common.

As you approach, the hobgoblins cautiously ready their weapons. One of them calls out in badly accented Common "Who you and what you want?"

The hobgoblins start with an attitude of Unfriendly to most people, and are openly Hostile to elves. If a guard

at the first barrier has blown their signal horn the guards at this barrier start with an attitude of Hostile to everybody and a DC 20 Diplomacy check is required to calm the situation down enough to improve the attitude of the guards to Unfriendly. This check does not need to be rushed.

Anybody with a token may go through freely, except for elves and half-elves who are required to pay an additional 20 gp and given a warning that 'your sort isn't wanted here'.

Shurgakh will go to collect the tokens. *All* tokens must be collected before anyone is allowed to pass. Anybody caught without a token is charged double the previous costs. The amount is as follows:

APL 2 = 20gp each (60 gp for elves and half-elves)

APL 4 = 40gp each (100 gp for elves and half-elves)

APL 6 = 60gp each (140 gp for elves and half-elves)

APL 8 = 80gp each (180 gp for elves and half-elves)

The hobgoblins are wary of spies, as were the guards at the first barrier, and insist on inspecting the ears of all 'humans'. Buk Backbiter will also use *detect magic* to check for the presence of illusion magic. 'Humans' found to have pointy ears are charged at the above rates of elves and half-elves, no matter what they claim and regardless of if they have a token or not. They are considered to have broken the law of the hobgoblins by masquerading as something that they are not and benefiting by it (i.e. getting past the first barrier for a cost less than they should have paid).

The guards here could be persuaded to cut their prices in half though the use of Diplomacy, DC 25 as per the *Players Handbook* page 72. Any person that thinks to inform the hobgoblins that they are impeding the passage of a Rechter (and explains what a Rechter is) gets a +2 circumstance bonus to their roll. Elves and half-elves get a minus 2 circumstance modifier to this check.

Any attempt to use Intimidate rather than Diplomacy will result in a warning arrow. If they persist then the hobgoblins shall initiate combat.

It is possible for the PCs to say that they are not paying the tax and will go around the barricade. The hobgoblins are located in a narrow pass in a saddle of the mountains, with good views of the surrounding area. Any attempt by the PCs to go around without being seen will require a significant amount of backtracking and climbing alternate peaks. If the PC can not make a DC 20 Climb check when taking 10 then this will cost them an extra 1 TU for the adventure.

Any attempt to climb around the obstruction in sight of the guards shall receive a warning arrow and a call to tell the person that they are breaking the law. If the PC continues to ignore the guards' requests they shall be shot at with intent to cause injury.

APL 2 (EL 4)

Buk Backbiter: Male hobgoblin Adp1; hp 8; see *Appendix Two*,

Urakh Stonefist: Male hobgoblin Bbn2; hp 25; see *Appendix Two*,

Gak, Molor, Shurgakh: Male hobgoblins War1 (3); hp 6; see *Monster Manual* page 153. They also have light crossbows and longspear.

APL 4 (EL 5)

Buk Backbiter: Male hobgoblin Clr1; hp 10; see *Appendix Three*,

Urakh Stonefist: Male hobgoblin Bbn2; hp 25; see *Appendix Three*,

Gak, Molor, Shurgakh: Male hobgoblins War1 (3); hp 6; see *Monster Manual* page 153. They also have light crossbows and longspear.

APL 6 (EL 7)

Buk Backbiter: Male hobgoblin Clr3; hp 24; see *Appendix Four*,

Urakh Stonefist: Male hobgoblin Bbn3; hp 35; see *Appendix Four*,

Gak, Molor: Male hobgoblin Ftr1; hp 13; see *Appendix Four*.

Shurgakh: Male hobgoblin War1; hp 6; see *Monster Manual* page 153.

APL 8 (EL 9)

Buk Backbiter: Male hobgoblin Clr5; hp 38; see *Appendix Five*,

Urakh Stonefist: Male hobgoblin Bbn6; hp 65; see *Appendix Five*,

Gak, Molor: Male hobgoblins Ftr2 (2); hp 22; see *Appendix Five*.

Shurgakh: Male hobgoblin War1; hp 6; see *Monster Manual* page 153.

Tactics: The hobgoblins are arranged in a narrow pass in a saddle of the mountains. The path they guard is only 10 ft. wide and Buk and Shurgakh move to block this passage, backup up by Urakh. Gak and Molor provide fire support from up the steep sides, using bows at range from

a position of cover (+4 to AC), or longspear from above for close-in fighting. It requires a DC 15 Climb check to reach the archers without going past Buk and Urakh. The cliffs where Gak and Molor are located are 20 ft high, sloping down to 5 ft high at the entrance to the pass. See **DM Aid #3** – Map for Encounter Two.

If a signal horn has been blown by the first set of guards, Buk will cast *protection from good* on himself before calling out to the approaching group. Urakh will quaff his potion of *protection from good* at the first sign of any trouble, unless he is immediately threatened.

Shurgakh is seen by the other hobgoblins as the most expendable and he is sent out to inspect any tokens the PCs may have or collect any road tax offered. He is careful to not walk on any *Glyph of Warding* that has been cast by Buk if the signal whistle from Encounter One has been blown.

Treasure: This will probably develop into a combat encounter, given the number of elf and half-elf PCs in Perrenland with a bad attitude. Don't push the PCs so hard that they feel that they *have* to have a combat here. This encounter should be solvable by diplomacy (and paying the road tax). If it does come to conflict and the hobgoblins are vanquished, they have the following treasure:

APL 2: Loot – 190 gp, Magic – *potion of protection from good* (4 gp).

APL 4: Loot – 190 gp, Magic – *potion of protection from good* (4 gp).

APL 6: Loot – 260 gp, Magic – +1 *greataxe* (193 gp each), *potion of protection from good* (4 gp).

APL 8: Loot – 270 gp, Magic – +1 *greataxe* (193 gp each), +1 *longspear* (192 gp each), +1 *amulet of natural armour* (83 gp each), *potion of protection from good* (4 gp).

Note: all of the armour and cloaks worn by the hobgoblins is marked with a large yellow hand. Anybody seen wearing or carrying these items in the lands of the Yellow Hand who is not a hobgoblin will be confronted and have it confiscated. As such, the value of the armour and cloaks is not included in the loot above.

Development: If the PCs do *not* get into a fight here then they get to fight bugbears of the White Eye in Encounter Four.

Any PC that kills (or assists in killing) a guard earns the disfavour of the Guurhok, as per the Special section at the end of this adventure. There are no negative consequences within the bounds of this adventure if the guards are killed, except that Marainna may give the PCs a talking to about respecting the laws of the land.

However, at the end of the adventure the matter shall be reported to the office of the HinterVoormann and the PC loses their hiring fee.

Any PCs that kill any of the hobgoblins in Encounter One or Encounter Two lose their hiring fee. The money is instead paid as *kopprijs* (head price) to the Guurhok. This *kopprijs* can not be paid out of over-cap gold for the adventure.

Encounter Three: The Land of the Yellow Hand

Your journey through the lands of the hobgoblins of the Yellow Hand takes a couple of days, but is remarkably uneventful. The hobgoblins are numerous and industrious and not hiding their presence. In several places trees are being cleared and new fortifications being built. Patrols of hobgoblins and their goblin underlings are all over the place. You are stopped and asked your business many times, but are allowed to pass. Perhaps having a Rechter along, with their distinctive blue cloak, lends your party a certain degree of immunity?

The hobgoblins of the Yellow Hand belong to a male dominated and predominantly Lawful Evil society. They are opportunistic and see a means of profiting from the rise to prominence of the Guurhok. They would much rather be allied with the Guurhok than be allied with or conquered by Iuz.

The PCs may wish to gather some information. If they attempt to do so the following circumstance modifiers apply:

- Looks like an elf or half-elf: -4
- Looks female: -2
- Speaks Goblin: +2
- Looks like a half-orc or hobgoblin: +2
- Has a position of authority*: +2

*a position of authority includes such things as NCO level or above in the military, a Rechter, Den Zauber (Ruby level or above), Voormannsgardt, or a member of the Old Kerk Shool, Grove or Voice.

A successful gather information check reveals the following information:

DC 10: Much of the population is receiving extra military training. We are preparing for war in the mountains.

DC 12: The Kershane elves and their Vossier allies have been encroaching on our lands. We have had to fight them off.

DC 14: There is a lot better equipment available in the last few months, including magical weapons and armour and some protective rings and cloaks.

DC 16: The Yellow Hand have made an alliance of mutual support with the Guurhok. Of course they want our aid.

DC 18: Now that the Guurhok people have been recognised by the Voormann we can organise these lands as they should be organised.

DC 20: The goblins of the Red Grape live somewhere to the north east of here; they have always been there. I don't know why we tolerate their independence. They should have been conquered years ago.

DC 25: A couple of recent patrols to the lands of the Red Grape tribe haven't returned. It is not a safe place to go – they should accept our protection.

Any PC with an attitude of 'they are evil, they must be destroyed' should realise that this is a battle they can not win. There are thousands of goblinoids here. The PCs are given some leeway because of the presence of a Rechter, but anybody who attacks the hobgoblins shall be beaten into submission, fined 100 marks, and marched under escort out of the hobgoblin lands. Anybody that goes out of their way to kill hobgoblins shall be attacked with deadly force. Use the guards from encounters one and two for the sort of opposition that the PC may face. There are at least 4 sets of guards in any area where fortifications are being built, along with 2 teams of 20 goblin workers (1st level Warrior goblins as per the Monster Manual, page 133).

Timuk shall try and dissuade any PCs that want to go talk to a Yellow Hand leader. He is afraid of been taken as a slave, and knows that many of the Yellow Hand treat passing strangers as a source of available meat. If the PCs do talk to the Yellow Hand they can gather information as detailed earlier in this encounter. This should be only a short encounter.

Treasure: There is no treasure from this encounter.

Encounter Four: Yellow and White make Red

The PCs hear the signal horn of an outlying patrol of Yellow Hand that has been attacked by bugbears of the White Eye. The bugbears are an exploratory patrol of the forces of Iuz, similar to those encountered by many

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Another day's travel, another pass to cross. This one guarded by hobgoblins of the Yellow Hand looking out to the north and east. Stone fortifications are being constructed here, with a good view of the land beyond.

Timuk breaths a sigh of relief once you are past the last barrier. "Not far now" he says. "We go this way".

Soon you come upon an area where the land has been devastated for miles to the west by some sort of huge blast. All the trees in that area have been knocked flat to the ground, fires have gone through the area, and there is a thick layer of ash that covers everything. In the distance you can see the smoke rising from Mount Hellspaar, blotting out the sun.

After travelling for another half hour or so you hear several blasts on a signal horn from up the valley to your right. There is an air of panic about the sound.

If the PCs decide to investigate the following events unfold:

The sounds of battle lead you up the valley. It is easy enough to follow the wide open ground of a stony creek bed but before you reach the conflict everything goes eerily quiet.

Rounding a bend in the valley you see before you the site of battle, less than 100 feet away. Over a dozen humanoid shapes lie sprawled on the ground in unnatural positions. The majority are wearing the now familiar symbol of the Yellow Hand on cloak and armour. Amongst them are a few slightly larger humanoid figures displaying the insignia of a white eye on a red background.

Give the players Player Handout #1 to set the scene.

This encounter can play out in one of two ways:

1. If the PCs attacked the hobgoblins of the Yellow Hand in Encounter Two then the Yellow Hand are already victorious and the White Eye troops are dead – there is no need for combat here. Use the stats from Encounter One for the surviving hobgoblins. Proceed to the description under No Combat!
2. If the PCs did not attack the hobgoblins of Yellow Hand in Encounter Two then they get to have a combat here against the remaining White Eye bugbears. Proceed to the description under Combat!

No Combat!

It appears the Yellow Hand were victorious, for some of their number move amongst the carnage. One of them kneels down and slits the throat of the last of their larger antagonists as you arrive. Seeing you, the hobgoblins wave peacefully, requesting that you approach.

The Yellow Hand will not attack the PCs unless provoked. They are willing to talk to the PCs and tell them what happened here. Proceed to What Happened Here?.

Combat!

It appears the White Eye were victorious, for some of their number move amongst the carnage. One of them kneels down and slits the throat of the last of their smaller antagonists as you arrive. Seeing you, they ready their weapons and move to attack.

APL 2 (EL 4)

White eye bugbear: male bugbear (2); hp 16, 16; see *Appendix Two*,

APL 4 (EL 5)

White eye bugbear: male bugbear Ftr 1 (2); hp 29, 29; see *Appendix Three*,

APL 6 (EL 7)

White eye bugbear: male bugbear Ftr 3 (2); hp 43, 43; see *Appendix Four*,

APL 8 (EL 9)

White eye bugbear: male bugbear Ftr 5 (2); hp 57, 57; see *Appendix Five*,

What Happened Here?

The forces of Iuz are seeking ways into Perrenland. In the summer of 594 CY forces of the White Eye were repulsed from the Kershane Pass by a combined force of Perrenders, Guurhok and Kershane elves, yet the forces of Iuz continue to probe for possible ways through the Clatspur mountains. Today an exploration party of 6 White Eye encountered a hunting party of Yellow Hand.

Bugbears are used to dominating hobgoblins. When they came across the hunting party they demanded supplies as well as directions and information on the local area. However, their overbearing attitude upset the hobgoblins and the hobgoblins attacked. Things didn't go quite as planned and the leader of this band of hobgoblins is now dead, and so are most of the other participants in the battle.

If the PCs can speak with one of the surviving members of the original group of hobgoblins he will reply with something like the following:

“Them White Eye come up valley and see us. Them demand food. Them demand to know who live hereabouts. Them demand to know way through high mountains. Leader Kong not like all their demands and he attack. Now leader Kong dead and Thodor new leader here. Thodor not fight if not necessary”. He then eyes you suspiciously.

A DC 12 Knowledge (history), Knowledge (local – Iuz meta-region) or Bardic Knowledge check reveals that the bugbears of the White Eye are forces of Iuz, met by many Perrenders at the battle of the Kershane Pass (PER4-07 A Nation Mocked Part 1 - Tonder Flosch and the associated Perrenland interactive at Spring Revel in 2004). Any PC in the Auszug or Pax Mercuri gets a +4 circumstance modifier to the check. Any PC that played PER4-07 or fought in the battle of Kershane Pass (Perrenland Interactive at Spring Revel 2004) automatically recognises the bugbears of the White Eye and knows them as forces loyal to Iuz.

Aftermath

Once the situation is resolved a troop of Yellow Hand reinforcements turns up. Use the stats from encounter Two but double the numbers.

Just when you might think you can relax again you hear booted feet crunching on the stony creak bed over which you passed just recently. Rounding the corner at a trot is a troop of 10 hobgoblins of the Yellow Hand. It seems you weren't the only ones to hear the signal horn. Timuk suggests you leave – now – before any more bugbears or hobgoblins show up!

Neither these new troops, nor any surviving hobgoblins from the original bugbear attack, know anything useful about the White Eye. They have not been seen in this particular part of the Clatspur mountains before.

Treasure:

If the PCs fought the bugbears then they have earned the following rewards, which the Yellow Hand will allow the PCs to take away:

APL 2: Loot – 90 gp, Magic – 4 potions of *cure light wounds* (16 gp each).

APL 4: Loot – 90 gp.

APL 6: Loot – 52 gp, Magic – +1 chain shirt (2 at 104 gp each).

APL 8: Loot – 25 gp, Magic – +1 chain shirt (2 at 104 gp each).

Development: This is yet more evidence of the disputed nature of the mountains.

Any PC that kills (or assists in killing) a hobgoblin of the Yellow Hand earns the disfavour of the Guurhok, as per the Special section at the end of this adventure.

Note that the PCs only encounter live bugbears in this encounter (and thus get any loot) if they did not get into a fight with the Yellow Hand in Encounter Two. This way the PCs gain combat experience either in Encounter Two or in this encounter.

Encounter Five: The Land of the Red Grape

Proceeding on for another half a day towards the lands of the Red Grape the terrain starts to fall away and the hills on either side open out.

Timuk directs you through another gap in the mountains; beyond that the Clatspur range gradually comes to an end, merging to the north into the hills and valleys of the Sepia Uplands.

In the middle distance to the north and west is a valley miles wide, filled with a forest displaying many different shades of green and brown. “The Motley Wood” says Timuk. “My people live the other side of the valley”.

The Motley Wood runs all the way from here to The Estuary beside Lake Quag. It is one of the least explored and yet most dangerous areas in Perrenland. Rumour has it that there are demons in the wood, as well as all sorts of natural and magical hazards.

The party is now in the area that used to be the border of Perrenland, before the Canton of Vesbergen was created, which incorporated the Sepia Uplands into Perrenland. The exact location of the border in this region has never been well documented.

A DC 10 Knowledge (geography) check, DC 15 Knowledge (local – Iuz meta-region) check, DC 15 Knowledge (nature) check or DC 20 Bardic Knowledge check reveals that the land of the Red Grape appears to be outside the old borders of Perrenland, in the newer Canton of Vesbergen. It is on the Sepia Uplands side of the valley in front of the party rather than the Clatspur side.

After skirting the Motley Wood your path turns a corner. Spread out before you are acres and acres of vines, laden with grapes ready to be picked. A group of goblin workers can be seen in the distance

harvesting the crop. A sign beside the path in front of you proclaims in large letters in Common, Goblin and Gnome: "Land of the Red Grape". Then in even larger letters it says "KEEP OUT!"

A DC 20 Spot, Survival or Knowledge (nature) check reveals the following information:

The picture looks idyllic, until you notice the bleached bones beneath many of the vines, and the sweet smell has a hint of rotting flesh. It seems some of the Yellow Hand are now nothing more than fertilizer. Noting your attention, Timuk warns "Don't get too close to the vines. They like to eat uninvited guests".

The path to the village from here is actually a trap for the unwary. The Red Grape settlement is extremely Neutral in their attitude to many things, and their attitude in this case is that anybody silly enough to disobey the signs only has themselves to blame.

Timuk guides you up a side valley. A goblin lookout can be seen on the ridge above. There are caves here with water and hay, where mounts can be left in safety. Then it is up a 50 foot high rope ladder and over the ridge line to the flat land beyond. You have at last reached the land of the Red Grape tribe.

Players with centaur characters can get their character winched up by goblins to the top of the ridge and down the other side.

You can see that one side of the valley here is riddled with caves. In front of those caves is an open area about 150 feet across, sloping down to a wooden fence. On the other side of the fence is a gap of about 20 feet, then acres and acres of assassin vines.

Somewhere near the middle of the field is a slight rise, and on that rise you can see a grove of oak trees and the ruins of a squat round tower made from worked stone.

The main living spaces of the village of the Red Grape, also known as RoodShalm, are a series of interconnecting caves. The first place that Timuk will take the party is to the High Hall to see the chief.

Timuk guides you into one of the cave entrances, then along a series of passages into a large, poorly lit chamber. Many goblins stop and stare at you as you pass, and you enter the chamber with quite a following. A smell of decay assaults your nose, and mangy dogs fight amongst the dirty straw and scraps of food that litter the floor.

Seated on a large stone throne on a raised section to one side of the chamber is Chief Hharak Sharpeye.

He is an imposing looking goblin, wearing warm robes over a shiny chain shirt. He has a scythe grasped in one hand.

He greets you: "Welcome to the representatives of the great Voormann Orgus Bildgear. We have waited long for your arrival. It is good to see the representatives from such a powerful neighbour have at last come to pay their respects. I have arranged for your accommodation. Rest, bathe if you wish, tonight we shall have a feast in your honour and can discuss matters of mutual interest. In the mean time you are free to have a look around and sample the local produce. Just stay well clear of the crop, unless you wish to become plant food."

You have about three hours to rest and refresh yourselves. You are assigned a goblin by the name of Shub as a guide and shown to a series of small caves with enough room for you all to stay in. Timuk stays with the chief whilst you are shown to your quarters.

A DC 12 Knowledge (Religion) check reveals that Shub is wearing an archaic variation of a holy symbol of Obad-Hai outside his chain shirt.

Shub is the senior acolyte of Dulog Grunevinger. He was chosen for this task because he is diplomatic, as well as being one of the few goblins in the village who actually speak Common. He can answer many of the questions the guests may have. Some of the answers he may have are given below. Use this information as well as **DM Aid #1** (How to become a Grunevinger) to provide answers. This section needs to be kept brief.

Shub: Male goblin Clr3; hp 21; Diplomacy +3, Knowledge (history) +2, Knowledge (nature) +5, Knowledge (religion) +6; Holy symbol of Ohad-Hai; see Appendix One.

Answers from Shub:

Q. *Who are you?*

A. "I am Shub, senior acolyte to the Grunevinger."

Q. *What is a Grunevinger?*

A. "The Grunevinger is our spiritual leader and the chief viticulturalist. It is his job to ensure that the vines are healthy."

Q. *Do any goblins get eaten by the vines?*

A. "Of course, we use the vines for food, drink and raw materials. The vines sometimes do the same with us. That is the way of nature and the way it has always been."

Q. *Are the vines intelligent?*

A. "No. They are plants, although at times one could think that they have a certain amount of cunning."

Q. *How do you control the vines?*

A. "The teachings of the Shalm allow us to command the vines into doing what is required, although we are not always successful and the price of failure can be severe."

Q. *Are you a druid?*

A. "I am a follower of the Shalm but not a druid."

Q. *What is that holy symbol you wear?*

A. "It is the symbol of the Shalm. This belonged to my father's father, and I follow in his footsteps."

Note: Refer to Encounter 7 for details of the locations the PCs may wish to visit.

RoodShalm (village)

Conventional; AL N; 500gp limit; Assets 25,000gp; Population 483; Mixed (goblin 442, gnome 11).

Named NPCs: Chief Hharak Sharpeye Rog4/Bbn3 (goblin), Dulog Grunevinger Clr5 (goblin), Mutter V. Drd2/Exp4 (goblin), Shub Clr3 (goblin), Willem Foozekaraf Rgr2/Exp3 (gnome), Timuk Brd2 (goblin).

Others: Adp1 (3) Ari (0) Bbn1 (7) Bbn2 (3) Brd1 (2) Clr1 (5) Clr2 (2) Com1 (132) Drd1 (6) Drd2 (1) Exp1 (38) Fgt1 (29) Ftr2 (5) Mnk1 (0) Pal (0) Rgr1 (11) Rgr2 (3) Rog1 (16) Rog2 (4) Sor1 (2) War1 (97) War2 (18) War3 (5) Wiz1 (0)

Treasure: There is no treasure from this encounter.

Encounter Six: The Feast

That evening you are escorted back to the high hall for a feast. It is best not to ask what most of the food is made from. Quite a few of the dishes have an unusual taste, and there are many vine leaves and grapes used in the cooking and presentation. Cask after cask of heady red wine is brought out for your consumption. Many questions are asked of your travels, and what life is like in Perrenland, and there are opportunities for you to ask questions in return.

Chief Hharak Sharpeye presides over the festivities. Also present is Dulog Grunevinger, the chief viticulturalist, seated on an oak wood chair covered in a relief of oak leaves and acorns. The chair is unusual, in that it is built to accommodate someone of human proportions rather than a goblin.

You are also introduced to Mutter V., an elderly goblin woman who manages the teams of harvesters and the crushing of the grapes; and to Willem

Foozekaraf, a gnome cooper who manages most of the sales and distribution of the wines.

Chief Hharak Sharpeye: Male goblin Rog4/Bbn3; hp 53; Diplomacy +11, Intimidate +14; see *Appendix One*.

The chief is a canny person who is looking for the best deal for his people, whilst still maintaining himself in the life to which he has become accustomed. He will want to spend many hours with the Rechter discussing his rights and obligations under Perrenland Law, before signing any sort of treaty.

Dulog Grunevinger: Male goblin Clr5; hp 28; Knowledge (history) +3, Knowledge (nature) +6, Knowledge (religion) +6; see *Appendix One*.

Dulog is new to the job of Grunevinger, with the previous Grunevinger having died last year in a skirmish with bugbears of the White Eye. He is somewhat unsure of his power and looks to the more experienced Mutter V and Willem Foozekaraf in matters of wine production and marketing. His job is the health of the crop, and to stop the harvesters from being eaten. He is very concerned about the gloom that is covering the land, as a lot of the local vegetation and food crops are suffering due to lack of sunlight and the heavy falls of ash. Thankfully the grape crop is still healthy.

Mutter V.: Female goblin Drd2/Exp4; hp 21; Craft (winemaking) +10, Profession (winemaker) +8, see *Appendix One*.

Mutter V has been harvesting assassin vine grapes since she was a young girl. She is now the main organiser of the teams of harvesters as well as being in charge of the crushing process. She is about 50 years old, which is old for a goblin, and somewhat irascible. She has lost 5 children and grandchildren to the vines, but sees this as a normal way of life. Harvesting is not without its risks.

If asked how the grapes are crushed Mutter V will just grin and tap her nose wisely. She will neither confirm nor deny rumours that they are crushed by scantily clad goblin maidens.

Willem Foozekaraf: Male gnome Rgr2/Exp3; hp 30; Craft (cooper) +10, Profession (wine seller) +5; see *Appendix One*.

Willem Foozekaraf is a gnome of middle age who has lived in the village since he was a young adult. He first came here in 505 CY after seeing some of the RoodShalm wine casks and recognising that he could do a lot better. Amazingly enough the then Grunevinger accepted his offer of aid, recognising that wine spoilt due to inadequate barrels was a crime against nature. Willem has now been coming here so long that most of the goblins

accept him and he has even brought some other gnome crafts people to work here, although he maintains a family and residence in Tinkerholm and divides his time between there and here. Most gnomes he knows think he is crazy to associate with goblins as any gnome knows they can't be trusted.

Willem now goes on a trip once a year selling wine to various places in the Sepia Uplands and Highfolk. He sees the arrival of the party as an intrusion into *his* patch and is concerned that an association with Perrenland will lead to all sorts of new fees and charges. He believes that this part of the world belongs to gnomes, and the pesky humans (and elves) should stay right out!

If the Sepia Liberation Front is mentioned, a DC 12 Sense Motive check reveals that Willem is a sympathiser with their cause, although it is doubtful that he is an active participant.

The players no doubt have lots of questions they want answered. Here are some of the answers that they may receive:

Q. How long has this village been here?

A. "Longer than anyone knows. It is tradition that each new Grunevinger is toasted with wine from a cask made in the year of his birth, and we have had quite a few Grunevingers."

Q. Who do you sell your wine to?

A. "Most of our trade goes out through the gnomish village of Tinkerholm. From there some of it goes to the gnomish settlements of Lunadore, Clatsrout, Gorbruchekin and Gildenhand, but the majority goes south to Highfolk and places beyond."

Q. Why don't you trade with Schwartzenbruin?

A. "You have been over the mountains. It is a long and dangerous road. It is much easier to travel east from here."

Q. How is your Chief selected?

A. "The chief is one who has shown leadership amongst us. Sometimes he is elected. Sometimes there are now that would stand against him. Chief Harak is popular and his rule is currently unopposed."

Q. Why does the Grunevinger use a chair that is too big for him?

A. "That is tradition. I believe that it represents the smallness of our kind compared to the might of nature all around us."

The chair actually once belonged to Tilbert Rood, but he has long since been forgotten by the goblins.

Q. What are the ruins in the middle of the field?

A. "They are used as a shelter and place of refuge when the harvesters wish to take a break from their work. In times past they have also been a place where some of the village can retreat to when threatened by our neighbours."

Q. But who built the ruins in the first place?

A. "We did of course."

This is technically true, as the goblins assisted in the building, but it was done at the direction of Tilbert Rood. The building of the keep has long since been forgotten by the goblins.

Q. How many gnomes live in the village?

A. "There are a small number of gnome craft people here. Willem Foozekaraf was the first. He spends quite a bit of time here looking after the wine casks and doing other woodwork. He has even brought in some other gnomes to help out, but they tend to keep to themselves. There are about 10 all told."

Q. Who has been making claims upon your lands?

A. "Several groups have come claiming that this land is theirs, not ours. We have always had uneasy relations with the hobgoblins of the Yellow Hand, who have come on many occasions claiming overlordship of our people and offering us their *protection*."

"Early last year a group of gnomes turned up, claiming the same thing. They said they represented the Sepia Liberation Front, and that the small folk should all band together and resist the invasion of our lands by over-sized oppressors."

"Late last year an army of about 50 bugbears tried to burn down our vines. Thankfully our vines don't burn very well, and the Grunevinger was able to move some vines in behind the bugbears before they did a great deal of damage. The crop has been especially plentiful this year thanks to the bugbears' contribution, but unfortunately the Grunevinger was also killed in the fighting."

Q. Who were the bugbears?

A. "We don't know who they were. They carried a red banner with a large white eye in the centre."

A DC 12 Knowledge (history), Knowledge (local) or Bardic Knowledge check reveals that the Bugbears of the White Eye are forces of Iuz, met by many Perrenders in PER4-07 A Nation Mocked Part 1 - Tonder Flosch. Any PC in the Auszug or Pax Mercuri gets a +4 circumstance modifier to the check.

Treasure: There is no treasure from this encounter.

Encounter Seven: Grapes that Bite Back

After the feast has been underway for some time the Grunevinger requests your attention. From the stories told by Timuk you seem like a competent bunch of people and Dulog has a job he wants done.

It seems that early last spring a follower of Iuz blundered into the eastern edge of the crop. Before even the alarm was raised the vines had done their job and the Iuzian was just so much fertilizer in the fields. All that remained was a body of a person in chain mail with a holy symbol of the Old One around his neck.

Since then, however, there has been one vine in that part of the field that has grown different to the others around it. Its leaves are darker, its stalks are twiggy and the grapes that are growing are shrivelled and more purple than they should be. Dulog wants the vine cut down so that it doesn't contaminate the rest of the crop. So are you up for a spot of gardening?

What actually happened is that a group of Iuzians performed a ritual involving death magic to create a creature that would corrupt the crop and hopefully cause its destruction. The crop is currently blocking one of the possible paths from the Vesve through to Perrenland. The ritual involved blood magic and sacrifice – the details of which are left up to the GMs imagination and the level of sophistication of the players. Dulog knows nothing of the ritual as nobody thought to do a thorough investigation of the area once the body was found in the vine – after all, bodies in the vines are quite common. It is now far too late to find any traces of the ritual until the vine has been destroyed.

If the PCs ask for some form of reward Dulog shall try and convince them that they should do this as a good will gesture from the ambassadors from Perrenland. If they still insist he shall offer them a few magical scrolls that they have collected over the years. If the PCs manage to kill the vine then Dulog will give them the scrolls anyway.

Assuming the PCs accept the job, they are escorted out of the settlement the next morning by Dulog, and taken through the hills for a couple of hours to the far side of the field. There they find the vine in question. This is the first time Dulog has seen the vine in a couple of months.

The next morning Dulog takes you out of the settlement, up and down rugged hills for a few hours, to the far side of the field of vines. Cresting a hill about 200 feet from the crop you can see a vine that looks noticeably different to the rest. Its leaves are darker and carry fewer bunches of grapes. "That's grown somewhat since last I was here", says Dulog.

There is no protective fence here, like there is back at the village. The aberrant vine is standing out in the open about 25 feet in front of the other vines, almost as if it has withdrawn from the others, or they have withdrawn from it.

APL 2 (EL 4)

Assassin vine, fiendish: large plant; hp 30; see *Appendix Two*,

APL 4 (EL 7)

Assassin vine, advanced fiendish: huge plant, advanced 8 HD; hp 76; see *Appendix Three*,

APL 6 (EL 9)

Assassin vine, advanced fiendish: huge plant, advanced 16 HD; hp 152; see *Appendix Four*,

APL 8 (EL 11)

Assassin vine, advanced fiendish: gargantuan plant, advanced 20 HD; hp 230; see *Appendix Five*,

Tactics: The vine is no longer just a plant. It has developed a simple intelligence and a great deal of cunning. If attacked from range it will start to withdraw back into the field of vines to seek cover. It shall do this moving at 5 feet per round, even if it has enhanced movement. It hopes to draw the party to it. At APL 4 and above it can move at 10 feet per round, and if the party moves in too close it may be able to charge out and use its long reach to grab someone.

The PCs may think to ask Dulog for aid. He is happy to cast spells for them, but will ask for 20% of any treasure found. He will *not* put himself in range of the vine's attacks.

Treasure: The PCs get given some scrolls by Dulog for undertaking this task.

APL 2: Magic – *Scroll of Divine Insight* (3rd level caster) (RoD) (6 gp each), *Scroll of Mass Lesser Vigour* (6th level caster) (CD) (37.5 gp each).

APL 4: As for APL2, plus: Magic – *Scroll of Last Breath* (CD) (58 gp each).

APL 6: As for APL4, plus: Magic –*Scroll of Mage Armor, Greater (5th level caster) (CA)* (30 gp each), *Scroll of Nature's Favor (6th level caster) (CD)* (37.5 gp each).

APL 8: As for APL6, plus: Magic –*Scroll of Fireburst, Greater (9th level caster) (CA)* (94 gp each).

Development: The PCs must kill the vine to gain the XP for this encounter. Dulog wants the vine destroyed, so that it does not contaminate the rest of the crop. On a DC 20 Search check the party can find buried in the ground and spread evenly around the vine are the corpses of 5 goblin babies with holy symbols of Iuz around their necks. A DC 15 Heal check indicates that the babies were strangled. The corpses are linked by a trail of powdered silver mixed with blood forming a circle and pentagram pattern.

Encounter Eight: Clueless

There are many places that the party could explore in the village. The main places are as follows:

The Hall of the Grunevinger:

The Hall of the Grunevinger is where Dulog Grunevinger resides. This hall is considerably brighter and cleaner than the high hall. On a dais at one end is a chair built for someone of human proportions, carved with stylised oak leaves and acorns. Dulog uses this as his chair of office.

The Chair of the Grunevinger is kept in the halls of the Grunevinger except on special occasions.

The Cellar:

The Cellar is a series of natural caverns. Nobody except the Grunevinger goes down there without an escort. There is only one way in, and that is blocked by an iron door. There are only 2 keys, held by Dulog Grunevinger and Chief Hharak Sharpeye.

Iron Bar Door: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28, Open lock DC 30.

Inside the cellar are row upon row of casks stretching off into the darkness, each one marked with a date. The wine in some of these casks is over 50 years old and still good to drink.

The Crushing Caves:

The Crushing Caves are a series of natural caverns where the harvested grapes are brought for crushing. It has its own supply of fresh water and is kept remarkably clean. This area is off-limits to men-folk and is ruled over by Mutter V.

The Coopers Caves:

This is where Willem Foozekaraf can usually be found, working at creating casks for the wine, or other wooden implements needed by the goblins.

The Oak Grove:

This is a different grove to that which can be seen in the middle of the vine field. A little away from the village, up a side valley, is a large grove of oak trees. These are the trees that are harvested for wood to make the wine casks. The trees range in age from some that are hundreds of years old to others that are newly planted.

The Old Keep:

At some stage the party should think to investigate the ruins in the middle of the field of vines. If they don't think of it themselves then Marainna will suggest it. It takes a few days for Dulog to move the vines out of the way so that there is a clear path through the keep.

The keep is squat and round. It is about 90 feet across and seems to have always been at most one storey high. Sunshine floods in through gaps in the roof, and some of the stones of the entranceway have collapsed. This place is in major need of repairs. It is also obvious from this distance that the doorway was built to accommodate people of larger stature than goblins or gnomes.

This is the original keep, built by Tilbert Rood as protection from the local goblins and other aggressive inhabitants of the area. The keep is now a ruin. A DC 20 Knowledge (architecture and engineering) check indicates significant similarities in construction with the castle of Den Roodberg in Perrenland.

Below the keep was Tilbert's workshop, a chamber approximately 60 feet across. The stairs connecting the ground level to the workshop below have long since vanished. All that remains to indicate there is something below the tower floor is a weakness in the structure. The centre of the floor inside the keep could give way at any moment, and will if someone heavy steps on it. This is probably not too much of a problem, except that something else has found a way into the cave below and has now made that cave their home. If a PC enters the cave below they will be attacked by a creature that is defending its home.

APL 2 (EL 4)

Collapsing Floor Trap: CR 2; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 20 ft. deep (2d6) fall; multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 19;

Giant Bombardier Beetle: hp 13; see *Monster Manual* page 284.

APL 4 (EL 6)

Collapsing Floor Trap: CR 3; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 30 ft. deep (3d6) fall; multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 18;

Grick (2): hp 9, 9; see *Monster Manual* page 284.

APL 6 (EL 8)

Collapsing Floor Trap: CR 6; mechanical; location trigger; repair reset; DC 25 Reflex save avoids; 40 ft. deep (4d6) fall; multiple targets (all targets within a 10-ft. by 10-ft. area); Search DC 26; Disable Device DC 20;

Digester: hp 68; see *Monster Manual* page 59.

APL 8 (EL 10)

Collapsing Floor Trap: CR 8; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 50 ft. deep (5d6) fall; multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 27; Disable Device DC 18;

Destrachan: hp 60; see *Monster Manual* page 49.

Once the beast is defeated the party will find a tunnel leading out from under the keep to an exit that is away from the goblin village, but also away from the field of assassin vines.

The chamber below has some benches and tables around the edge, seemingly carved out of the natural rock. Broken pottery and glass containers litter the chamber. A tunnel leads off into the darkness.

A DC 20 Search check of the chamber reveals the following:

Hidden in a nook below is a bag that is larger inside than out. Inside that bag is some clothing, some sticks and a journal. The clothing is a noble's outfit of old-fashioned cut. The sticks appear to be various magical wands. But perhaps of most interest is the journal. It is written in Old Oeridian by a person named Tilbert Rood. Over the next couple of days you can piece out that it details a lifetime's record on the care and breeding of assassin vines to make them guardians against the perils of the region, as well as to make their grapes suitable for the production of wine.

The journal details how Tilbert settled the area with the support and blessing of the Grove, and how he kept a watch on the Motley Wood. It also details his encounters with the local goblins, and how some

of them gradually became converted to the worship of Obad-Hai. Towards the end of the journal Tilbert writes how some of the goblins have started calling themselves his green fingers, or grunevinger. The first records are dated in the month of Planting in the year 317 CY!

Tactics: The floor will not collapse by small sized characters just standing on it – this is why it has not fallen through on those occasions when goblins have taken shelter in the ruins. Medium sized characters will trigger the collapse.

The chamber below is 60 feet across and roughly circular. The beast shall be surprised by anyone falling in from above. It shall then attack to the best of its abilities. It needs no light, and this may be a problem for anyone that fell down. See **DM Aid #4** for a map.

Treasure:

APL 2: Loot – 6 gp, Magic – *Bag of Holding Type 1* (208 gp each), *Wand of Camouflage* (1st level caster)(CD) (62.5 gp each), *Wand of Healthful Rest* (1st level caster) (CA) (62.5 gp each).

APL 4: As for APL2, plus: Magic – *Wand of Hawkeye* (2nd level caster)(CV) (125 gp each).

APL 6: As for APL4.

APL 8: As for APL6, plus: Magic – *Wand of Swim* (3rd level caster)(CA) (375 gp each).

Development: If the PCs find the bag they will have real evidence that this place has been inhabited since before the creation of the Concatenated Cantons of Perrenland.

Conclusion: So Whose Land Is It Anyway?

It seems from your investigations that the tribe of the Red Grape have a valid claim on the lands that they occupy, although it would seem that the Grove also has a claim upon the land. Also the question has to be asked, do we really want to recognise goblins as citizens of Perrenland?

The GM should now award the **Gratitude of the Rechters** to any PC that is a member of the Perrenland Rechter meta-org at the start of this mission and that undertook this task in their official capacity as a Rechter.

The GM should now also award the **Disfavour of the Guurhok** to any PCs that attacked the hobgoblins of the Yellow Hand in Encounter One, or that killed (or assisted

in killing) a hobgoblin of the Yellow Hand in Encounter Two or Encounter Four.

Any PCs that kill any of the hobgoblins in Encounter One, Encounter Two, or Encounter Four lose their hiring fee. The money is instead paid as *kopprijs* (head price) to the Guurhok. This *kopprijs* can not be paid out of over-cap gold for the adventure.

Note that if the PCs accomplish everything then there is enough over-cap gold for the PCs to pay the road tax out of over-cap gold for the adventure.

The End

Experience Point Summary

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

Encounter Two: Tickets Please!

Experience objective: Defeat the Yellow Hand tax collectors in combat.

APL2 120 xp

APL4 150 xp

APL6 210 xp

APL8 270 xp

Encounter Four: Yellow and White make Red

Experience objective: Defeat the bugbears of the White Eye in combat.

APL2 120 xp

APL4 150 xp

APL6 210 xp

APL8 270 xp

Encounter Seven: Grapes that Bite Back

APL2 120 xp

APL4 210 xp

APL6 270 xp

APL8 330 xp

Encounter Eight: Clueless

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

Story Award

Objective(s) met: found Tilbert's journal

All APLs 30 xp

Discretionary roleplaying award

APL2 60 xp

APL4 105 xp

APL6 150 xp

APL8 195 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1,125 xp

Note: PCs should get combat experience for either Encounter Two or Encounter Four, not for both..

Treasure Summary

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

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

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

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

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

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

Introduction: At the Office of the HinterVoormann

APL 2: L: 0 gp; C: 50 gp; M: 0 gp

APL 4: L: 0 gp; C: 100 gp; M: 0 gp

APL 6: L: 0 gp; C: 150 gp; M: 0 gp

APL 8: L: 0 gp; C: 200 gp; M: 0 gp

Any PCs that kill any of the hobgoblins in Encounter One or Encounter Two lose their hiring fee. The money is instead paid as *kopprijs* (head price) to the Guurhok. This *kopprijs* can not be paid out of over-cap gold for the adventure.

Encounter Two: Tickets Please!

APL 2: L: 190 gp; C: 0 gp; M: 4 gp – potion of protection from good (4 gp)

APL 4: L: 190 gp; C: 0 gp; M: 4 gp – potion of protection from good (4 gp)

APL 6: L: 260 gp; C: 0 gp; M: 197 gp – +1 greataxe (193 gp each), potion of protection from good (4 gp)

APL 8: L: 270 gp; C: 0 gp; M: 472 gp – +1 greataxe (193 gp each), +1 longspear (192 gp each), +1 amulet of natural armour (83 gp each), potion of protection from good (4 gp)

Encounter Four: Yellow and White make Red

APL 2: L: 119 gp; C: 0 gp; M: 16 gp

APL 4: L: 119 gp; C: 0 gp; M: 0 gp

APL 6: L: 77 gp; C: 0 gp; M: 208 gp – +1 chain shirt * 2 (208 gp each)

APL 8: L: 26 gp; C: 0 gp; M: 592 gp – +1 chain shirt * 2 (208 gp each), +1 morningstar * 2 (384 gp each)

Encounter Seven: Grapes that Bite Back

APL 2: L: 0 gp; C: 0 gp; M: 50 gp – scroll of divine insight (3rd level caster) (CV) (12.5 gp each), scroll of mass lesser vigour (6th level caster) (CD) (37.5 gp each)

APL 4: L: 0 gp; C: 0 gp; M: 108 gp – scroll of divine insight (3rd level caster) (CV) (12.5 gp each), scroll of mass lesser vigour (6th level caster) (CD) (37.5 gp each), scroll of last breath (CD) (58 gp each),

APL 6: L: 0 gp; C: 0 gp; M: 176 gp – scroll of divine insight (3rd level caster) (CV) (12.5 gp each), scroll of mass lesser vigour (6th level caster) (CD) (37.5 gp each), scroll of last breath (CD) (58 gp each), scroll of mage armor, greater (5th level caster) (CA) (31 gp each), scroll of nature's favour (6th level caster) (CD) (37.5 gp)

APL 8: L: 0 gp; C: 0 gp; M: 270 gp – scroll of divine insight (3rd level caster) (CV) (12.5 gp each), scroll of mass lesser vigour (6th level caster) (CD) (37.5 gp each), scroll of last breath (CD) (58 gp each), scroll of mage armor, greater (5th level caster) (CA) (31 gp each), scroll of nature's favour (6th level caster) (CD) (37.5 gp), scroll of fireburst, greater (9th level caster) (CA) (94 gp each)

Encounter Eight: Clueless

APL 2: L: 6 gp; C: 0 gp; M: 333 gp – bag of holding type 1 - (208 gp each), wand of camouflage (1st level caster) (CD) (62.5 gp each), wand of healthful rest (1st level caster) (CA) (62.5 gp each)

APL 4: L: 6 gp; C: 0 gp; M: 458 gp – bag of holding type 1 - (208 gp each), wand of camouflage (1st level caster) (CD) (62.5 gp each), wand of healthful rest (1st level caster) (CA) (62.5 gp each), wand of hawkeye (2nd level caster) (CV) (125 gp each)

APL 6: L: 6 gp; C: 0 gp; M: 458 gp – bag of holding type 1 - (208 gp each), wand of camouflage (1st level caster) (CD) (62.5 gp each), wand of healthful rest (1st level caster) (CA) (62.5 gp each), wand of hawkeye (2nd level caster) (CV) (125 gp each)

APL 8: L: 6 gp; C: 0 gp; M: 833 gp – bag of holding type 1 - (208 gp each), wand of camouflage (1st level caster) (CD) (62.5 gp each), wand of healthful rest (1st level caster) (CA) (62.5 gp each), wand of hawkeye (2nd level caster) (CV) (125 gp each), wand of swim (3rd level caster) (CA) (375 gp each)

Total Possible Treasure

APL 2: L: 315 gp; C: 50 gp; M: 403 gp - Total: 768 gp

APL 4: L: 315 gp; C: 100 gp; M: 570 gp - Total: 985 gp

APL 6: L: 343 gp; C: 150 gp; M: 1,039 gp - Total: 1,532 gp

APL 8: L: 302 gp; C: 200 gp; M: 1,897 gp - Total: 2,399 gp

Special

Cask of Assassin Vine Wine: This wine has a reddish purple colour and a distinctive bitter-sweet flavour.

Disfavour of the Guurhok: You have attacked allies of the Guurhok hobgoblins. The Guurhok see you as untrustworthy and will do all in their power to limit your career in the Perrenland military. Any time a PC wishes to advance in rank in the Perrenland military they must use an additional Perrenland favour, to counter the influence of the Guurhok.

Gratitude of the Rechters: In gratitude for your actions as a Rechter the office of the Voormann has organised special access to the magical items brought back on this trip. For the next calendar year all items on this AR marked Adventure Only can be considered a Regional item. They also offer the rechter access to a Circlet of Persuasion and to upgrade or create a weapon with the merciful enhancement.

The Gratitude of the Rechters is only available to PCs that undertook this task in their official capacity as a Rechter.

- Wand of Hawkeye (2nd level caster) (Adventure; CV; 1,500 gp)
- Scroll of Last Breath (7th level caster) (Adventure; CD; 700 gp)

APL 6 (all of APLs 2-4 plus the following):

- Scroll of Mage Armor, Greater (5th level caster) (Adventure; CA; 375 gp)
- Scroll of Nature's Favor (6th level caster) (Adventure; CD; 450 gp)

APL 8 (all of APLs 2-6 plus the following):

- Wand of Swim (3rd level caster) (Adventure; CA; 4,500 gp)
- Scroll of Fireburst, Greater (9th level caster) (Adventure; CA; 1,125 gp)

Items for the Adventure Record

Item Access

APL 2:

- Cask of Assassin Vine Wine (Regional, 10gp, see above)
- Bag of Holding type I (Adventure; DMG; 2,500 gp)
- Scroll of Divine Insight (3rd level caster) (Adventure; CV; 150 gp)
- Scroll of Mass Lesser Vigour (6th level caster) (Adventure; CD; 450 gp).
- Wand of Camouflage (1st level caster) (Adventure; CD; 750 gp)
- Wand of Healthful Rest (Adventure; CA; 750 gp)

APL 4 (all of APL 2 plus the following):

Appendix One – All APLs

Encounter One

Marainna Grijsdal Roodbêrg: Female Human (Oeridian) Ariz; CR 2, Medium humanoid; HD 2d8+2, hp 18; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; BAB/Grp: +1/+2; Atk +3 melee (1d8+1, 20/x3, spear) or +4 ranged (1d8+1, 20/x3, composite longbow (+1 str)); Full Atk +3 melee (1d8+1, 20/x3, spear) or +4 ranged (1d8+1, 20/x3, composite longbow (+1 str)); Space/Reach: 5ft./5 ft.; SQ Rechter; AL LN; SV Fort +1, Ref +2, Will +5; Str 12, Dex 14, Con 10, Int 12, Wis 14, Cha 11.

Skills and Feats: Diplomacy +7, Gather Information +7, Knowledge (geography) +3, Knowledge (history) +2, Knowledge (local – Iuz meta-region) +8, Knowledge (nature) +3, Knowledge (nobility) +2, Profession (judge) +4, Sense Motive +7, Speak Languages (Flan, Old Oeridian), Survival +5; Investigator, Toughness.

Rechter: Marainna is a Perrenland judge. She gains the following skill bonuses (already included above): +2 competence bonus to Diplomacy when interacting with Perrenland residents; +2 competence bonus to Knowledge (local – Iuz met region) on matters of Perrenese law; +2 competence bonus to Sense Motive and Gather Information when gathering evidence for a case. So long as a Rechter identifies him or herself and does not initiate combat, no law-abiding citizen of Perrenland should knowingly attack the Rechter.

Possessions: masterwork chain shirt, masterwork spear, composite longbow (str +1), 2 quivers with 20 arrows each, dagger, 50 gp, holy symbol of the Old Kerk, Rechter's cloak (blue, trimmed with silver).

Marainna is an aristocrat who has led a somewhat sheltered life. She has never done time in the military, and is in the process of performing her national service by studying law and performing duties as a Rechter. She sees this trip as an opportunity to make a name for herself, even if it does mean dealing with savages.

Timuk: Male goblin Brd2; CR 2, Small humanoid (goblinoid); HD 2d6, hp 10; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 14; BAB/Grp: +1/-3; Atk +3 melee (1d6, 20/x2, masterwork morningstar) or +4 ranged (1d4, 20/x2, javelin); Full Atk +3 melee (1d6, 20/x2, masterwork morningstar) or +4 ranged (1d4, 20/x2, javelin); Space/Reach: 5ft./5 ft.; SQ darkvision 60 ft.;

AL CN; SV Fort +0, Ref +2, Will +5; Str 10, Dex 14, Con 10, Int 12, Wis 13, Cha 12.

Skills and Feats: Diplomacy +5, Gather Information +5, Hide +10, Knowledge (geography) +2, Knowledge (history) +5, Knowledge (local – Iuz meta-region) +3, Knowledge (nature) +3, Listen +6, Move Silently +8, Perform (oratory) +4, Sense Motive +4, Speak Languages (Common, Elven, Goblin, Orc); Alertness.

Spells Known (3/1; base DC = 11 + spell level): 0 — *Daze, Mage Hand, Message, Open/Close, Summon Instrument*; 1st — *Charm Person, Disguise Self*.

Possessions: masterwork chain shirt, masterwork spear, longbow, quiver with 20 arrows, dagger, 8 sp, 12 cp.

Timuk is a goblin who is not afraid to put himself forward, but at the first sign of trouble he will look for somebody to hide behind. He was 'volunteered' for this mission because he opened his big mouth once too often in the presence of Chief Hharak. Of course, that's not what he will tell the adventurers. His view is that this trip was all his idea and that an alliance with Perrenland will benefit Perrenland as much as it will bring glory to his great and noble people.

Encounter Five

Chief Hharak Sharpeye: Male goblin Rog4/Bbn3; CR 7, Small humanoid (goblinoid); HD 4d6+3d12+14, hp 53; Init +1; Spd 40 ft.; AC 20, touch 14, flat-footed 20; BAB/Grp: +6/+3; Atk +10 melee (1d6+3, 20/x4, +2 scythe) or +9 ranged (1d4+1, 20/x3, +1 shortbow); Full Atk +10/+5 melee (1d6+3, 20/x4, +2 scythe) or +9/+4 ranged (1d4+1, 20/x3, +1 shortbow); SQ darkvision 60 ft., rage once per day, uncanny dodge, improved uncanny dodge, evasion, sneak attack +2d6; AL N; SV Fort +7, Ref +7, Will +5; Str 12, Dex 13, Con 14, Int 11, Wis 14, Cha 11.

Skills and Feats: Bluff +9, Climb +6, Diplomacy +11, Gather Information +5, Hide +7, Intimidate +14, Listen +8, Move Silently +7, Sense Motive +12, Spot +10, Survival +8; Dodge, Mobility, Persuasive.

Possessions: +2 mithral chain shirt, +2 scythe, +1 shortbow, 4 quivers with 20 arrows each, masterwork dagger, ring of protection +2.

Dulog Gruneviger: Male goblin Clr5 (Obad-Hai); CR 5, Small humanoid (goblinoid); HD 5d8, hp 28; Init +2; Spd 30 ft.; AC 19, touch 15, flat-footed 17; BAB/Grp: +3/-2; Atk +3 melee (1d6, 20/x2, +2 silvered sickle (medium size)) or +7 ranged (1d3-1, 20/x2, masterwork sling); Full Atk +2 melee (1d6, 20/x2, +2 silvered sickle (medium size)) or +7 ranged (1d3-1, 20/x2, masterwork sling); SA rebuke undead; SQ darkvision 60 ft.; AL N; SV Fort +4, Ref +3, Will +8; Str 8, Dex 14, Con 11, Int 12, Wis 15, Cha 12.

Skills and Feats: Concentration +5, Diplomacy +3, Heal +4, Knowledge (arcana) +2, Knowledge (history) +3, Knowledge (nature) +6, Knowledge (religion) +6, Spellcraft +3; Extra Turning, Iron Will.

Spells Prepared (5/4/3/1; base DC = 12 + spell level): 0 — *detect magic* (2), *guidance*, *purify food and drink*, *resistance*; 1st — *entangle**, *bless*, *magic weapon*, *obscuring mist*, *sanctuary*; 2nd — *soften earth and stone**, *aid*, *enthrall*, *gentle repose*; 3rd — *plant growth**.

*Domain spell. *Domains:* Earth (can rebuke or command air creatures as an evil cleric rebukes or commands undead 8 times per day Supernatural Ability); Plant (can rebuke or command plant creatures as an evil cleric rebukes or commands undead 8 times per day Supernatural Ability).

Possessions: +2 leather armour, masterwork sling, +2 silvered sickle (ceremonial – medium size), dagger, holy symbol of Obad-Hai, ring of protection +2.

Mutter V.: Female goblin Drd2/Exp4 (Obad-Hai); CR 5, Small humanoid (goblinoid); HD 2d8+4d6-6, hp 22; Init +2; Spd 30 ft.; AC 15, touch 13, flat-footed 13; BAB/Grp: +4/-1; Atk +5 melee (1d4, 20/x2, +1 sickle); Full Atk +5 melee (1d4, 20/x2, +1 sickle); SQ darkvision 60 ft., wild empathy; AL N; SV Fort +3, Ref +3, Will +10; Str 8, Dex 14, Con 9, Int 12, Wis 16, Cha 11.

Skills and Feats: Appraise +7, Concentration +2, Craft (winemaking) +10, Diplomacy +7, Heal +8, Intimidate +5, Knowledge (history) +2, Knowledge (nature) +8, Profession (winemaker) +8, Sense Motive +8, Spellcraft +2, Spot +9, Survival +6, Use Rope +5; Deft Hands, Endurance.

Wild Empathy (Ex): You can make a check (1d20+2) to improve the attitude of an animal. You must be within 30 feet of the animal and it generally takes 1 minute to perform the action.

Spells Prepared (3/2; base DC = 13 + spell level): 0 — *cure minor wounds*, *guidance*, *mending*; 1st — *calm animals*, *entangle*.

Possessions: masterwork leather armour, +1 sickle.

Shub: Male goblin Clr3 (Obad-Hai); CR 3, Small humanoid (goblinoid); HD 3d8+3, hp 21; Init +0; Spd 30 ft.; AC 15, touch 11, flat-footed 15; BAB/Grp: +2/-3; Atk +3 melee (1d4-1, 20/x2, masterwork sickle); Full Atk +3 melee (1d4-1, 20/x2, masterwork sickle); SA rebuke undead; SQ darkvision 60 ft.; AL N; SV Fort +4, Ref +1, Will +5; Str 8, Dex 10, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Concentration +4, Diplomacy +3, Heal +3, Knowledge (arcana) +2, Knowledge (history) +2, Knowledge (nature) +5, Knowledge (religion) +6, Spellcraft +2; Extra Turning, Improved Turning.

Spells Prepared (4/3/2; base DC = 12 + spell level): 0 — *create water*, *mending*, *purify food and drink*, *read magic*; 1st — *entangle**, *obscuring mist*, *sanctuary*; 2nd — *soften earth and stone**, *make whole*.

*Domain spell. *Domains:* Earth (can rebuke or command air creatures as an evil cleric rebukes or commands undead 8 times per day Supernatural Ability); Plant (can rebuke or command plant creatures as an evil cleric rebukes or commands undead 8 times per day Supernatural Ability).

Possessions: masterwork chain shirt, masterwork sickle, dagger, holy symbol of Obad-Hai.

Willem Foozekaraf: Male gnome Rgr2/Exp3; CR 5, Small humanoid (gnome); HD 3d6+2d8+5, hp 30; Init +2; Spd 20 ft.; AC 18, touch 14, flat-footed 16; BAB/Grp: +4/+1; Atk +7 melee (1d6+2, 20/x3, +1 spear); Full Atk +7 melee (1d6+2, 20/x3, +1 spear); SQ low light vision, wild empathy, favoured enemy (+2 v. goblinoid); AL CN; SV Fort +5, Ref +6, Will +2; Str 12, Dex 14, Con 12, Int 14, Wis 9, Cha 12.

Skills and Feats: Appraise +7, Bluff +5, Climb +3, Concentration +6, Craft (cooper) +10, Diplomacy +6, Gather Information +4, Handle animal +3, Heal +3, Hide +4, Intimidate +3, Knowledge (geography) +7, Knowledge (local) +2, Knowledge (nature) +9, Move Silently +6, Profession (wine seller) +5, Search +8, Sense Motive +1, Spot +3, Survival +4, Use Rope +4; Investigator, Negotiator.

Wild Empathy (Ex): You can make a check (1d20+3) to improve the attitude of an animal. You must be within 30 feet of the animal and it generally takes 1 minute to perform the action.

Favoured Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to

Bluff, Listen, Sense Motive, Spot and Survival checks, as well as weapon damage rolls.

Possessions: +2 leather armour, +1 spear, +1 ring of protection.

Appendix Two – APL 2

Encounter Two

Urzub Blacktongue: Male hobgoblin Bbn1; CR 2, Medium humanoid (goblinoid); HD 1d12+3, hp 15; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; BAB/Grp: +1/+5; Atk +6 melee (2d6+6, 19-20/x2, masterwork greatsword) or +6 melee (1d8+6, 20/x2, masterwork longsword) or +5 melee (1d6+4, 20/x2, spiked armour); Full Atk +6 melee (2d6+6, 19-20/x2, masterwork greatsword) or +6 melee (1d8+6, 20/x2, masterwork longsword) or +5 melee (1d6+4, 20/x2, spiked armour); SQ darkvision 60 ft., fast movement, illiteracy (can't read or write); AL NE; SV Fort +5, Ref +1, Will +0; Str 18, Dex 12, Con 16, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +4, Listen +4, Survival +4; Combat Reflexes.

Possessions: breastplate with armour spikes, masterwork greatsword, masterwork longsword, dagger, holy symbol of Maglubiyet, signal horn.

Encounter Three

Buk Backbiter: Male hobgoblin Adp1 (Maglubiyet); CR 1, Medium humanoid (goblinoid); HD 1d6+2, hp 8; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; BAB/Grp: +0/+2; Atk +3 melee (1d8+3, 20/x3, masterwork spear) or +2 ranged (1d8, 19-20/x2, masterwork light crossbow); Full Atk +3 melee (1d8+3, 20/x3, masterwork spear) or +2 ranged (1d8, 19-20/x2, masterwork light crossbow); SQ darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +4; Str 14, Dex 12, Con 14, Int 12, Wis 15, Cha 9.

Skills and Feats: Concentration +6, Heal +4, Knowledge (arcana) +2, Knowledge (religion) +2, Sense Motive +3, Spellcraft +3, Spot +2; Investigator.

Spells Prepared (3/2; base DC = 12 + spell level): 0 — *Detect Magic* (2), *Guidance*, 1st — *Bless*, *Protection from Good*.

Possessions: masterwork shortspear, masterwork light crossbow, 10 crossbow bolts, dagger, cleric's vestments, holy symbol of Maglubiyet, spyglass.

Urakh Stonefist: Male hobgoblin Bbn2; CR 3, Medium humanoid (goblinoid); HD 2d12+6, hp 25; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 16; BAB/Grp: +2/+6; Atk +7 melee (2d6+6, 19-20/x2, masterwork greatsword) or +7 melee (1d8+6, 20/x2, masterwork longsword) or +6 melee (1d6+4, 20/x2,

spiked armour); Full Atk +7 melee (2d6+6, 19-20/x2, masterwork greatsword) or +7 melee (1d8+6, 20/x2, masterwork longsword) or +6 melee (1d6+4, 20/x2, spiked armour); SQ darkvision 60 ft., rage once per day, fast movement, uncanny dodge, illiteracy (can't read or write); AL NE; SV Fort +7, Ref +2, Will +1; Str 18, Dex 12, Con 16, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +5, Listen +5, Survival +5; Combat Reflexes.

Possessions: breastplate with armour spikes, masterwork greatsword, masterwork longsword, dagger, holy symbol of Maglubiyet, +1 cloak of resistance, potion of *protection from good*.

Urakh can rage for 8 rounds. When raging his statistics change as follows:

Urakh (when raging): hp 29; AC 14, touch 9, flat-footed 14; BAB/Grp: +4/+8; Atk +9 melee (2d6+9, 19-20/x2, masterwork greatsword) or +9 melee (1d8+10, 20/x2, +1 longsword) or +8 melee (1d6+6, 20/x2, spiked armour); Full Atk +9 melee (2d6+9, 19-20/x2, masterwork greatsword) or +9 melee (1d8+10, 20/x2, +1 longsword) or +8 melee (1d6+6, 20/x2, spiked armour); SV Fort +9, Ref +2, Will +3; Str 22, Dex 12, Con 20, Int 8, Wis 10, Cha 10.

At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter:

Encounter Four

White Eye Bugbear (2): CR 2, Medium humanoid (goblinoid); HD 3d8+3, hp 16; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; BAB/Grp: +2/+4; Atk +6 melee (1d8+2, 20/x3, masterwork morningstar) or +3 ranged (1d6+2, 20/x2, javelin); Full Atk +6 melee (1d8+2, 20/x3, masterwork morningstar) or +3 ranged (1d6+2, 20/x2, javelin); SQ darkvision 60 ft., scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Hide +4, Listen +4, Move silently +6, Spot +4; Alertness, Weapon Focus (morningstar).

Possessions: masterwork chain shirt, masterwork light wooden shield, masterwork morningstar, 3 javelins, dagger, backpack, 5 days trail rations,

waterskin, winter blanket, flint and steel, potion of *cure light wounds*(2).

Encounter Seven

Assassin Vine, fiendish: CR 4, Large plant; HD 4d8+12, hp 30; Init +0; Spd 10 ft.; AC 16, touch 9, flat-footed 16; BAB/Grp: +3/+12; Atk +7 melee (1d6+7, 20/x2, slam); Full Atk +7 melee (1d6+7, 20/x2, slam); Space/Reach 10 ft./10 ft. (20 ft. with vine); SA constrict 1d6+7, entangle, improved grab, smite good; SQ blindsight 30 ft., camouflage, immunity to electricity, darkvision 60 ft., low light vision, plant traits, resistant to cold 10 and fire 10, DR 5/magic, SR 9; AL NE; SV Fort +7, Ref +1, Will +2; Str 20, Dex 10, Con 16, Int 3, Wis 13, Cha 9.

Skills and Feats: Spot +5, Sense Motive +4; Dash*, Improved Natural Armour.

* see Appendix Six.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 13 partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it established a hold and can constrict.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum +20) against a good foe.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of these skills instead of Spot to notice the plant.

Note: Assassin vines do not normally get skills and feats, but this vine is intelligent due to its Fiendish nature, and it has acquired a few unusual abilities.

Appendix Three – APL 4

Encounter Two

Urzub Blacktongue: Male hobgoblin Bbn2; CR 3, Medium humanoid (goblinoid); HD 2d12+6, hp 25; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; BAB/Grp: +2/+6; Atk +7 melee (2d6+6, 19-20/x2, masterwork greatsword) or +7 melee (1d8+6, 20/x2, masterwork longsword) or +6 melee (1d6+4, 20/x2, spiked armour); Full Atk +7 melee (2d6+6, 19-20/x2, masterwork greatsword) or +7 melee (1d8+6, 20/x2, masterwork longsword) or +6 melee (1d6+4, 20/x2, spiked armour); SQ darkvision 60 ft., rage once per day, fast movement, uncanny dodge, illiteracy (can't read or write); AL NE; SV Fort +7, Ref +2, Will +1; Str 18, Dex 12, Con 16, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +5, Listen +5, Survival +5; Combat Reflexes.

Possessions: breastplate with armour spikes, masterwork greatsword, masterwork longsword, dagger, holy symbol of Maglubiyet, +1 cloak of resistance, signal horn.

Encounter Three

Buk Backbiter: Male hobgoblin Clr1 (Maglubiyet); CR 2, Medium humanoid (goblinoid); HD 1d8+2, hp 10; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; BAB/Grp: +0/+2; Atk +4 melee (1d12+3, 20/x3, masterwork greataxe) or +2 ranged (1d8, 19-20/x2, masterwork light crossbow); Full Atk +4 melee (1d12+3, 20/x3, masterwork greataxe) or +2 ranged (1d8, 19-20/x2, masterwork light crossbow); SQ darkvision 60 ft., spontaneous casting (inflict spells), rebuke undead; AL NE; SV Fort +4, Ref +1, Will +4; Str 14, Dex 12, Con 14, Int 12, Wis 15, Cha 9.

Skills and Feats: Concentration +6, Heal +3, Hide +0, Knowledge (arcana) +2, Knowledge (religion) +2, Sense Motive +3, Spellcraft +3, Spot +2; Investigator.

Spells Prepared (3/2; base DC = 12 + spell level): 0 — *Detect Magic* (2), *Guidance*, 1st — *Magic Weapon**, *Protection from Good*.

*Domain spell. *Domains:* Trickery (Bluff, Disguise and Hide have been added as class skills); War (Free Martial Weapon Proficiency and Weapon Focus with Greataxe).

Possessions: masterwork chain shirt, masterwork greataxe, masterwork light crossbow, 10 crossbow

bolts, dagger, holy symbol of Maglubiyet (a bloody axe), spyglass.

Urakh Stonefist: Male hobgoblin Bbn2; CR 3, Medium humanoid (goblinoid); HD 2d12+6, hp 25; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 16; BAB/Grp: +2/+6; Atk +7 melee (2d6+6, 19-20/x2, masterwork greatsword) or +7 melee (1d8+6, 20/x2, masterwork longsword) or +6 melee (1d6+4, 20/x2, spiked armour); Full Atk +7 melee (2d6+6, 19-20/x2, masterwork greatsword) or +7 melee (1d8+6, 20/x2, masterwork longsword) or +6 melee (1d6+4, 20/x2, spiked armour); SQ darkvision 60 ft., rage once per day, fast movement, uncanny dodge, illiteracy (can't read or write); AL NE; SV Fort +7, Ref +2, Will +1; Str 18, Dex 12, Con 16, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +5, Listen +5, Survival +5; Combat Reflexes.

Possessions: breastplate with armour spikes, masterwork greatsword, masterwork longsword, dagger, holy symbol of Maglubiyet, +1 cloak of resistance, potion of *protection from good*.

Urakh can rage for 8 rounds. When raging his statistics change as follows:

Urakh (when raging): hp 29; AC 14, touch 9, flat-footed 14; BAB/Grp: +4/+8; Atk +9 melee (2d6+9, 19-20/x2, masterwork greatsword) or +9 melee (1d8+10, 20/x2, +1 longsword) or +8 melee (1d6+6, 20/x2, spiked armour); Full Atk +9 melee (2d6+9, 19-20/x2, masterwork greatsword) or +9 melee (1d8+10, 20/x2, +1 longsword) or +8 melee (1d6+6, 20/x2, spiked armour); SV Fort +9, Ref +2, Will +3; Str 22, Dex 12, Con 20, Int 8, Wis 10, Cha 10.

At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter:

Encounter Four

White Eye Bugbear, Ftr 1 (2): CR 3, Medium humanoid (goblinoid); HD 3d8+3+1d10+1, hp 23; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; BAB/Grp: +3/+5; Atk +7 melee (1d8+2, 20/x3, masterwork morningstar) or +4 ranged (1d6+2, 20/x2, javelin); Full Atk +7 melee (1d8+2, 20/x3, masterwork morningstar) or +4 ranged (1d6+2, 20/x2, javelin); SQ darkvision 60

ft., scent; AL CE; SV Fort +4, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +5, Hide +4, Listen +4, Move silently +6, Spot +4; Alertness, Weapon Focus (morningstar).

Possessions: masterwork chain shirt, masterwork light wooden shield, masterwork morningstar, 3 javelins, dagger, backpack, 5 days trail rations, waterskin, winter blanket, flint and steel.

Encounter Seven

Assassin Vine, advanced fiendish: CR 7, Huge plant; HD 8d8+40, hp 76; Init -1; Spd 10 ft.; AC 18, touch 8, flat-footed 18; BAB/Grp: +6/+23; Atk +15 melee (1d8+13, 20/x2, slam); Full Atk +15 melee (1d8+13, 20/x2, slam); Space/Reach 15 ft./15 ft. (30 ft. with vine); SA constrict 1d8+13, entangle, improved grab, smite good; SQ blindsight 30 ft., camouflage, immunity to electricity, darkvision 60 ft., low light vision, plant traits, resistant to cold 10 and fire 10, DR 5/magic, SR 13; AL NE; SV Fort +11, Ref +1, Will +4; Str 28, Dex 8, Con 20, Int 3, Wis 14, Cha 9.

Skills and Feats: Spot +8, Sense Motive +7; Dash*, Faster Healing*, Improved Natural Armour.

* see Appendix Six.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 14 partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it established a hold and can constrict.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum +20) against a good foe.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of these skills instead of Spot to notice the plant.

Note: Assassin vines do not normally get skills and feats, but this vine is intelligent due to its Fiendish nature, and it has acquired a few unusual abilities.

Appendix Four – APL 6

Encounter Two

Urzhub Blacktongue: Male hobgoblin Bbn4; CR 5, Medium humanoid (goblinoid); HD 4d12+12, hp 45; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 16; BAB/Grp: +4/+8; Atk +9 melee (2d6+6, 19-20/x2, masterwork greatsword) or +9 melee (1d8+7, 20/x2, +1 longspear) or +8 melee (1d6+4, 20/x2, spiked armour); Full Atk +9 melee (2d6+6, 19-20/x2, masterwork greatsword) or +9 melee (1d8+7, 20/x2, +1 longspear) or +8 melee (1d6+4, 20/x2, spiked armour); SQ darkvision 60 ft., fast movement, rage twice per day, uncanny dodge, illiteracy (can't read or write); AL NE; SV Fort +8, Ref +3, Will +2; Str 18, Dex 12, Con 16, Int 8, Wis 11, Cha 10.

Skills and Feats: Diplomacy +2, Intimidate +7, Listen +5, Sense Motive +4, Survival +5; Combat Reflexes, Negotiator.

Possessions: masterwork breastplate with armour spikes, masterwork greatsword, +1 longspear, dagger, holy symbol of Maglubiyet, +1 cloak of resistance, signal horn.

Encounter Three

Buk Backbiter: Male hobgoblin Clr3 (Maglubiyet); CR 4, Medium humanoid (goblinoid); HD 3d8+6, hp 24; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; BAB/Grp: +2/+4; Atk +5 melee (1d12+4, 20/x3, +1 greataxe) or +4 ranged (1d8, 19-20/x2, masterwork light crossbow); Full Atk +5 melee (1d12+4, 20/x3, +1 greataxe) or +4 ranged (1d8, 19-20/x2, masterwork light crossbow); SQ darkvision 60 ft., spontaneous casting (inflict spells), rebuke undead; AL NE; SV Fort +5, Ref +2, Will +5; Str 14, Dex 12, Con 14, Int 12, Wis 15, Cha 9.

Skills and Feats: Concentration +8, Heal +3, Hide +1, Knowledge (arcana) +2, Knowledge (religion) +2, Sense Motive +5, Spellcraft +3, Spot +2; Combat Casting, Investigator.

Spells Prepared (4/3/2; base DC = 12 + spell level):
0 — *Cure Minor Wounds*, *Detect Magic* (2), *Guidance*,
1st — *Magic Weapon**, *Protection from Good*, *Shield of Faith*; 2nd — *Invisibility**, *Spiritual Weapon*.

*Domain spell. *Domains:* Trickery (Bluff, Disguise and Hide have been added as class skills); War (Free Martial Weapon Proficiency and Weapon Focus with Greataxe).

Possessions: masterwork breastplate, +1 greataxe, masterwork light crossbow, 20 crossbow bolts, dagger, 2 holy symbols of Maglubiyet (a bloody axe), spyglass.

Urakh Stonefist: Male hobgoblin Bbn3; CR 4, Medium humanoid (goblinoid); HD 3d12+12, hp 35; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 16; BAB/Grp: +3/+7; Atk +8 melee (2d6+6, 19-20/x2, masterwork greatsword) or +8 melee (1d8+7, 20/x2, +1 longspear) or +7 melee (1d6+4, 20/x2, spiked armour); Full Atk +8 melee (2d6+6, 19-20/x2, masterwork greatsword) or +8 melee (1d8+7, 20/x2, +1 longspear) or +7 melee (1d6+4, 20/x2, spiked armour); SQ darkvision 60 ft., fast movement, rage once per day, uncanny dodge, illiteracy (can't read or write); AL NE; SV Fort +7, Ref +3, Will +2; Str 18, Dex 12, Con 16, Int 8, Wis 10, Cha 10.

Skills and Feats: Diplomacy +2, Intimidate +6, Listen +5, Sense Motive +3, Survival +5; Combat Reflexes, Negotiator.

Possessions: masterwork breastplate with masterwork armour spikes, masterwork greatsword, masterwork longspear, dagger, holy symbol of Maglubiyet, +1 cloak of resistance, potion of *protection from good*.

Urakh can rage for 8 rounds. When raging his statistics change as follows:

Urakh (when raging): hp 41; AC 14, touch 9, flat-footed 14; BAB/Grp: +5/+9; Atk +10 melee (2d6+9, 19-20/x2, masterwork greatsword) or +10 melee (1d8+10, 20/x2, +1 longspear) or +9 melee (1d6+6, 20/x2, spiked armour); Full Atk +10 melee (2d6+9, 19-20/x2, masterwork greatsword) or +10 melee (1d8+10, 20/x2, +1 longspear) or +9 melee (1d6+6, 20/x2, spiked armour); SV Fort +9, Ref +3, Will +4; Str 22, Dex 12, Con 20, Int 8, Wis 10, Cha 10.

At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter:

Gak, Molor: Male hobgoblin Ftr1; CR 1, Medium humanoid (goblinoid); HD 1d10+3, hp 13; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; BAB/Grp: +1/+3; Atk +3 melee (1d8+3, 19-20/x2, longsword) or +3 melee (1d8+4, 20/x2, longspear) or +5 ranged (1d8+2, 20/x3, masterwork composite longbow (+2 str)); Full Atk +3 melee (1d8+3, 19-20/x2, longsword) or +3 melee

(1d8+4, 20/x2, longspear) or +5 ranged (1d8+2, 20/x3, masterwork composite longbow (+2 str)); SQ darkvision 60 ft.; AL LN; SV Fort +5, Ref +3, Will +0; Str 14, Dex 17, Con 16, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +4, Intimidate +3; Point Blank Shot, Precise Shot.

Possessions: chain shirt, longsword, longspear, dagger, masterwork composite longbow (+2 str), 40 arrows.

Encounter Four

White Eye Bugbear, Ftr 3 (2): CR 5, Medium humanoid (goblinoid); HD 3d8+3+3d10+3, hp 37; Init +1; Spd 30 ft.; AC 20, touch 11, flat-footed 19; BAB/Grp: +5/+7; Atk +9 melee (1d8+2, 20/x3, masterwork morningstar) or +6 ranged (1d6+2, 20/x2, javelin); Full Atk +9 melee (1d8+2, 20/x3, masterwork morningstar) or +6 ranged (1d6+2, 20/x2, javelin); SQ darkvision 60 ft., scent; AL CE; SV Fort +5, Ref +5, Will +4; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +5, Hide +4, Intimidate +3, Listen +4, Move silently +6, Spot +4; Alertness, Iron Will, Power Attack, Cleave, Weapon Focus (morningstar).

Possessions: +1 chain shirt, masterwork light wooden shield, masterwork morningstar, 3 javelins, dagger, backpack, 5 days trail rations, waterskin, winter blanket, flint and steel, potion of protection from arrows 10/magic (already consumed, 20 points of protection remaining).

Encounter Seven

Assassin Vine, advanced fiendish: CR 9, Huge plant; HD 16d8+80, hp 152; Init -1; Spd 10 ft.; AC 19, touch 8, flat-footed 19; BAB/Grp: +12/+29; Atk +21 melee (1d8+13, 20/x2, slam); Full Atk +21 melee (1d8+13, 20/x2, slam); Space/Reach 15 ft./15 ft. (30 ft. with vine); SA constrict 1d8+13, entangle, improved grab, smite good; SQ blindsight 30 ft., camouflage, immunity to electricity, darkvision 60 ft., low light vision, plant traits, resistant to cold 10 and fire 10, DR 10/magic, SR 16; AL NE; SV Fort +15, Ref +4, Will +6; Str 28, Dex 8, Con 20, Int 3, Wis 16, Cha 9.

Skills and Feats: Spot +15, Sense Motive +12; Alertness, Dash*, Extra Smiting*, Faster Healing, Improved Natural Armour, Run.

* see Appendix Six.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 15 partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it established a hold and can constrict.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum +20) against a good foe.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of these skills instead of Spot to notice the plant.

Note: Assassin vines do not normally get skills and feats, but this vine is intelligent due to its Fiendish nature, and it has acquired a few unusual abilities.

Appendix Five – APL 8

Encounter Two

Urzub Blacktongue: Male hobgoblin Bbn6; CR 7, Medium humanoid (goblinoid); HD 6d12+18, hp 65; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 18; BAB/Grp: +6/+10; Atk +11 melee (2d6+6, 19-20/x2, masterwork greatsword) or +11 melee (1d8+7, 20/x2, +1 longsword) or +11 melee (1d6+4, 20/x2, spiked armour); Full Atk +11/+6 melee (2d6+6, 19-20/x2, masterwork greatsword) or +11/+6 melee (1d8+7, 20/x2, +1 longsword) or +11/+6 melee (1d6+4, 20/x2, spiked armour); SQ darkvision 60 ft., fast movement, rage twice per day, uncanny dodge, improved uncanny dodge, illiteracy (can't read or write); AL NE; SV Fort +9, Ref +4, Will +3; Str 18, Dex 12, Con 16, Int 8, Wis 11, Cha 10.

Skills and Feats: Diplomacy +2, Intimidate +9, Listen +5, Sense Motive +6, Survival +5; Combat Reflexes, Negotiator, Power Attack.

Possessions: +1 breastplate with masterwork armour spikes, masterwork greatsword, +1 longsword, dagger, holy symbol of Maglubiyet, +1 amulet of natural armour, +1 cloak of resistance, signal horn.

Burbash, Durim, Gar, Nagob: Male hobgoblin Ftr1; CR 2, Medium humanoid (goblinoid); HD 1d10+3, hp 13; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; BAB/Grp: +1/+4; Atk +5 melee (1d8+3, 19-20/x2, masterwork longsword) or +3 ranged (1d6+3, 20/x2, javelin); Full Atk +5 melee (1d8+3, 19-20/x2, masterwork longsword) or +3 ranged (1d6+3, 20/x2, javelin); SQ darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Intimidate +3; Athletic, Dodge.

Possessions: breastplate, heavy wooden shield, masterwork longsword, javelins (6), dagger.

Encounter Three

Buk Backbiter: Male hobgoblin Clr5 (Maglubiyet); CR 6, Medium humanoid (goblinoid); HD 5d8+10, hp 38; Init +1; Spd 20 ft.; AC 18, touch 12, flat-footed 17; BAB/Grp: +3/+5; Atk +6 melee (1d12+4, 20/x3, +1 greataxe) or +5 ranged (1d8, 19-20/x2, masterwork light crossbow); Full Atk +6 melee (1d12+4, 20/x3, +1 greataxe) or +5 ranged (1d8, 19-20/x2, masterwork light crossbow); SQ darkvision 60 ft., spontaneous casting

(inflict spells), rebuke undead; AL NE; SV Fort +7, Ref +3, Will +8; Str 14, Dex 12, Con 14, Int 12, Wis 16, Cha 9.

Skills and Feats: Concentration +10, Heal +4, Hide -3, Knowledge (arcana) +2, Knowledge (religion) +4, Sense Motive +7, Spellcraft +3, Spot +3; Combat Casting, Investigator.

Spells Prepared (5/4/3/2; base DC = 13 + spell level): 0 — *Cure Minor Wounds*, *Detect Magic* (2), *Detect Poison*, *Guidance*; 1st — *Magic Weapon**, *Bless*, *Protection from Good*, *Shield of Faith*; 2nd — *Invisibility**, *Cure Moderate Wounds*, *Spiritual Weapon*; 3rd — *Magic Vestment**, *Prayer*, *Glyph of Warding*.

*Domain spell. *Domains:* Trickery (Bluff, Disguise and Hide have been added as class skills); War (Free Martial Weapon Proficiency and Weapon Focus with Greataxe).

Possessions: masterwork banded mail, +1 greataxe, masterwork light crossbow, 10 crossbow bolts, dagger, 2 holy symbols of Maglubiyet (a bloody axe), +1 ring of protection, spyglass.

Urakh Stonefist: Male hobgoblin Bbn6; CR 7, Medium humanoid (goblinoid); HD 6d12+18, hp 65; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 18; BAB/Grp: +6/+10; Atk +11 melee (2d6+6, 19-20/x2, masterwork greatsword) or +11 melee (1d8+7, 20/x2, +1 longsword) or +11 melee (1d6+4, 20/x2, spiked armour); Full Atk +11/+6 melee (2d6+6, 19-20/x2, masterwork greatsword) or +11/+6 melee (1d8+7, 20/x2, +1 longsword) or +11/+6 melee (1d6+4, 20/x2, spiked armour); SQ darkvision 60 ft., fast movement, rage twice per day, uncanny dodge, improved uncanny dodge, illiteracy (can't read or write); AL NE; SV Fort +9, Ref +4, Will +3; Str 18, Dex 12, Con 16, Int 8, Wis 11, Cha 10.

Skills and Feats: Diplomacy +2, Intimidate +9, Listen +5, Sense Motive +6, Survival +5; Combat Reflexes, Negotiator, Power Attack.

Possessions: +1 breastplate with masterwork armour spikes, masterwork greatsword, +1 longsword, dagger, holy symbol of Maglubiyet, +1 amulet of natural armour, +1 cloak of resistance, potion of *protection from good*.

Urakh can rage for 8 rounds. When raging his statistics change as follows:

Urakh (when raging): hp 77; AC 16, touch 9, flat-footed 16; BAB/Grp: +8/+12; Atk +13 melee (2d6+9, 19-20/x2, masterwork greatsword) or +13 melee (1d8+10, 20/x2, +1 longspear) or +13 melee (1d6+6, 20/x2, spiked armour); Full Atk +13/+8 melee (2d6+9, 19-20/x2, masterwork greatsword) or +13/+8 melee (1d8+10, 20/x2, +1 longspear) or +13/+8 melee (1d6+6, 20/x2, spiked armour); SV Fort +11, Ref +4, Will +5; Str 22, Dex 12, Con 20, Int 8, Wis 11, Cha 10.

At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter:

Gak, Molor: Male hobgoblin Ftr2; CR 2, Medium humanoid (goblinoid); HD 2d10+6, hp 22; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; BAB/Grp: +2/+4; Atk +5 melee (1d8+3, 19-20/x2, masterwork longsword) or +4 melee (1d8+4, 20/x2, longspear) or +6 ranged (1d8+2, 20/x3, masterwork composite longbow (+2 str)); Full Atk +5 melee (1d8+3, 19-20/x2, masterwork longsword) or +4 melee (1d8+4, 20/x2, longspear) or +6 ranged (1d8+2, 20/x3, masterwork composite longbow (+2 str)) or +4/+4 ranged rapid shot (1d8+2, 20/x3, masterwork composite longbow (+2 str)); SQ darkvision 60 ft.; AL LN; SV Fort +6, Ref +3, Will +0; Str 14, Dex 17, Con 16, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +6, Intimidate +4; Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: masterwork chain shirt, masterwork longsword, longspear, dagger, masterwork composite longbow (+2 str), 60 arrows.

Encounter Four

White Eye Bugbear, Ftr 5 (2): CR 7, Medium humanoid (goblinoid); HD 3d8+3+5d10+5, hp 51; Init +1; Spd 30 ft.; AC 23, touch 14, flat-footed 22; BAB/Grp: +7/+9; Atk +12 melee (1d8+6, 20/x3, +1 morningstar) or +8 ranged (1d6+3, 20/x2, javelin); Full Atk +12 melee (1d8+6, 20/x3, +1 morningstar) or +8 ranged (1d6+3, 20/x2, javelin); SQ darkvision 60 ft., scent; AL CE; SV Fort +6, Ref +5, Will +4; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +8, Hide +4, Intimidate +5, Listen +4, Move silently +6, Spot +4; Alertness, Iron Will, Power Attack, Cleave, Dodge, Weapon Focus (morningstar), Weapon Specialization (morningstar).

Possessions: +1 chain shirt, masterwork light wooden shield, +1 morningstar, 3 javelins, dagger, backpack, 5 days trail rations, waterskin, winter

blanket, flint and steel, potion of *protection from arrows* 10/magic (already consumed, 25 points of protection remaining), potion of *shield of faith* +3 (already consumed – the stat block above has been modified to give +3 to AC).

Encounter Seven

Assassin Vine, advanced fiendish: CR 11, Gargantuan plant; HD 20d8+140, hp 230; Init –1; Spd 10 ft.; AC 22, touch 6, flat-footed 22; BAB/Grp: +15/+40; Atk +28 melee (2d6+19, 20/x2, slam); Full Atk +28 melee (2d6+19, 20/x2, slam); Space/Reach 20 ft./20 ft. (40 ft. with vine); SA constrict 2d6+19, entangle, improved grab, smite good; SQ blindsight 30 ft., camouflage, immunity to electricity, darkvision 60 ft., low light vision, plant traits, resistant to cold 10 and fire 10, DR 10/magic, SR 20; AL NE; SV Fort +17, Ref +5, Will +7; Str 36, Dex 8, Con 24, Int 3, Wis 16, Cha 10.

Skills and Feats: Spot +17, Sense Motive +14; Alertness, Dash*, Extra Smiting*, Faster Healing, Improved Natural Armour (twice), Run.

* see Appendix Six.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 15 partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it established a hold and can constrict.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum +20) against a good foe.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of these skills instead of Spot to notice the plant.

Note: Assassin vines do not normally get skills and feats, but this vine is intelligent due to its Fiendish nature, and it has acquired a few unusual abilities.

Appendix Six – New Rules Items

Augment Healing [General]

As presented in *Complete Divine*.

Your healing spells are more effective.

Prerequisites: Heal 4 Ranks.

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjuration [Healing] spell that you cast.

Dash [General]

As presented in *Complete Warrior*.

You can move faster than normal.

Benefit: If you are wearing light armour or no armour and are carrying a light load your speed is 5 feet faster.

Extra Smiting [General]

As presented in *Complete Warrior*.

You can make more smite attacks.

Prerequisites: Smite ability, base attack bonus +4.

Benefit: When you take this feat, you gain two extra attempts to smite per day. Use whatever smite ability you have (the paladin's smite evil ability or the hunter of the dead's ability smite undead, for example).

Special: You can take this feat multiple times. Its effects stack.

Faster Healing [General]

Summarised from as presented in *Complete Warrior* and the *Complete Warrior* Errata.

You recover faster than normal.

Prerequisites: Base Fortitude save bonus +5.

Benefit: You recover lost hit points and ability score points faster than you normally would, according to the following table.

Hit Point Recovery Per Character Level Per Day

	With Faster Healing	Normal
Strenuous Activity	1	0
Light Activity	1.5	1

Complete Rest	2	1.5
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Ability Score Points Recovered Per Day

	With Faster Healing	Normal
Strenuous Activity	2	0
Light Activity	3	1
Complete Rest	4	2

Appendix Seven – The Effects of Mount Hellspaar and A Nation Mocked

The Eruption Of Mount Hellspaar

In PER4-06 The Hollows Unveiled, the previously dormant volcano Mount Hellspaar erupted. This has spread volcanic ash high into the air over Perrenland and is currently causing the following effects for Perrenland regional adventures:

Hell's Gloom: These effects occur in all Perrenland regional adventures.

- Daylight hours in Perrenland have been shortened. Daylight hours in Perrenland have been shortened. In *eastern* Perrenland (Traft, Clatspurgen, Kershane, Sepia Uplands and Quagfludt), dawn has all but been blocked out and it is not until 2pm that the sun appears below the cloud of smoke in the west. The sun disappears again at 6pm. Over the remainder of Perrenland, the effects are less, and the sun appears at 10am. The sun disappears at 6pm.
- Altitudes greater than 6000 ft. (St. Cuthbert's Monastery, Yatilskaad, Don Craggen Keep, Kloetzenburg and Tiemannschlauss) are above this low lying layer of smoke and ash and are not subject to this effect.
- During these Gloom hours, creatures that are negatively effected by sunlight (such as orcs, vampires, spectres and the like) can walk openly under the skies without penalty!

Divination Spells Within Perrenland

At some stage the PCs may decide to cast some form of divination magic. The following divination spells will no longer function correctly in a Perrenland regional scenario. They can still be cast but the follow effects occur instead.

Speak with dead: The corpse lets out a deep groan and says the following: "Your doom is at hand, mortal!". It then implodes and turns to dust.

Divination: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary Wisdom loss (recovered at the rate of 1 point per minute).

Sending: Works normally if sent from the sanctified temple of the caster's god to another temple of the caster's god. Otherwise it instead delivers a *Sonic Burst* spell instead of a message.

Commune with Nature: Works normally if cast from a Grove or similar natural holy place sacred to the PC. Otherwise the PC receives the effects of a *Doom* spell cast at 9th level and an overwhelming feeling that the land is being blighted.

Dream: The PC suffers the effects of *Nightmare* at their caster level.

Commune: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary Wisdom loss (recovered at the rate of 1 point per minute).

Scrying and *Scrying, Greater:* The PC's sensor ends up in an unexpected place, the Scryer's Hall in Dorakka. Instead of seeing what they thought they would see they instead see the following.

Your view is of a large flame lit cavern. Seated in a semi-circle must be upwards of two dozen Clerics of Iuz, within the circle sits a further four clerics. Your sensor is directly above the centre of the four. They are looking directly at you. One of them begins casting a spell and you instantly recognise it as a summoning spell. What do you do?

If the PCs fail to dismiss their scrying spell they are subject to the following effect.

APL2: Summon Monster II (Fiendish Monstrous Spider, Medium); see below.

APL4: Summon Monster IV (Howler); see *Monster Manual* pg 154.

APL6: Summon Monster VI (Fiendish Monstrous Spider, Huge); see below.

APL8: Summon Monster VII (Babau); see *Monster Manual* pg 40.

APL10: Summon Monster VIII (Vrock); see *Monster Manual* pg 48

APL12: Summon Monster IX (Hezrou); see *Monster Manual* pg 44.

The PCs get no XP for this encounter as they could have avoided it. The Summoned Monster will stay for APL + 5 rounds.

Contact other plane. Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary Wisdom loss (recovered at the rate of 1 point per turn).

Whispering Wind: The spell causes a loud popping sound when it reaches its destination, and the air is filled with quite a horrid stench in a 20ft radius. Its message is lost.

Fiendish Medium Monstrous Spider: CR 1; Medium magical beast (Augmented Vermin, Extraplanar); HD 2d8+2; hp 11; Init +3; Spd 30 ft., climb 20 ft.; AC 14, touch 13, flat-footed 11; BAB/Grp +1/+1; Atk +4 melee (1d6 plus poison, bite); Full Att +4 melee (1d6 plus poison, bite); SA poison, smite good 1/day, web; SQ Cold & Fire Resistance 5, darkvision 60 ft., spell resistance 7, tremorsense 60 ft., vermin traits; AL NE; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse^B. * See *Monster Manual* pg 288 for notes.

Fiendish Huge Monstrous Spider: CR 7; Huge magical beast (Augmented Vermin, Extraplanar); HD 8d8+16; hp 52; Init +3; Spd 30 ft., climb 20 ft.; AC 16, touch 11, flat-footed 13; BAB/Grp +6/+18; Atk +9 melee (2d6+6 plus poison, bite); Full Att +9 melee (2d6+6 plus poison, bite); Face/Reach 15 ft./10 ft.; SA poison, smite good 1/day, web; SQ Cold & Fire Resistance 10, DR 5/magic, darkvision 60 ft., spell resistance 13, tremorsense 60 ft., vermin traits; AL NE; SV Fort +8, Ref +5, Will +2; Str 19, Dex 17, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +12, Hide -1*, Jump +4*, Spot +4*; Weapon Finesse^B. * See *Monster Manual* pg 288 for notes.

DM Aid #1 – How to become a Grunevinger

The title of Grunevinger is held by the current high cleric of the tribe of the Red Grape. The position is earned, rather than being hereditary or elected. Candidates start their training at a young age, sometimes as young as 5, and must go through a three stage process before they are eligible for the title. Gradually they increase in rank and status amongst those that serve the Red Grape.

At the 'leaf' stage potential acolytes serve the current Grunevinger and the rest of the community as little more than servants, cooking and cleaning for them, fetching and carrying. They are educated in the teachings of Odab-Hai as well as the ways of nature. They must show a degree of flexibility, being both ordered and yet adaptable, before they can progress to the next stage.

At the 'twig' stage potential acolytes are taught matters of magic and spellcraft, as well as discipline and diplomacy. Twigs are also expected to help care for young vines and to help in the harvesting.

Goblins at the 'branch' stage are considered true acolytes. To reach this stage a candidate must stand in front of a full grown assassin vine and convince it to yield up its grapes. This test is done when the candidate believes themselves ready, and some candidates stay at the 'twig' stage for several years. Some even accept disgrace and leave the temple entirely rather than face the vines. Candidates who fail the final test continue to serve the Red Grape in the capacity of fertilizer.

The Grunevinger is the most senior member of the religious community. He (and it is extremely rare that it is a she) has a duty to keep the crop healthy. The whole of the community is built around the production of wine from the assassin vines and if the vines fail it will be him that the community looks to to make the ultimate sacrifice needed to restore them.

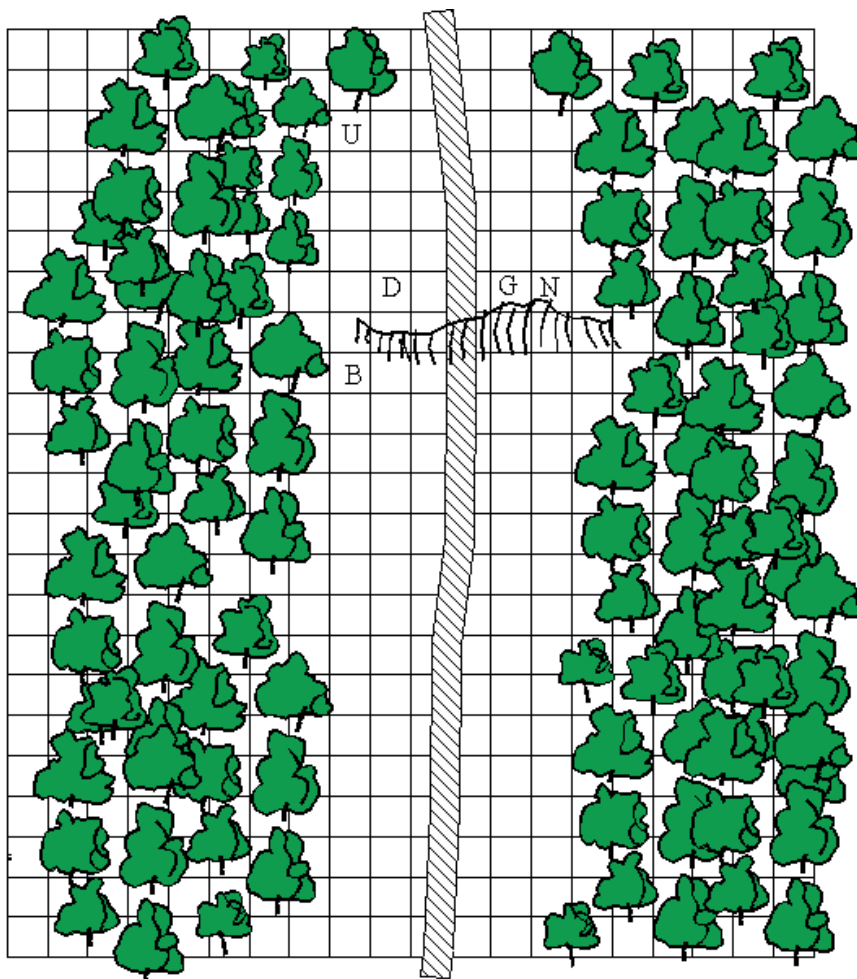
DM Aid #2 – Map for Encounter One

B = Burbash

$$G = G_{ar}$$
$$U = U_{\text{rzub}}$$

D = Durim

N = Nagob



The hobgoblins have laid a tree across the path to form a barrier to traffic.

At APL 2 there are only 4 hobgoblins, not 5.

DM Aid #3 – Map for Encounter Two

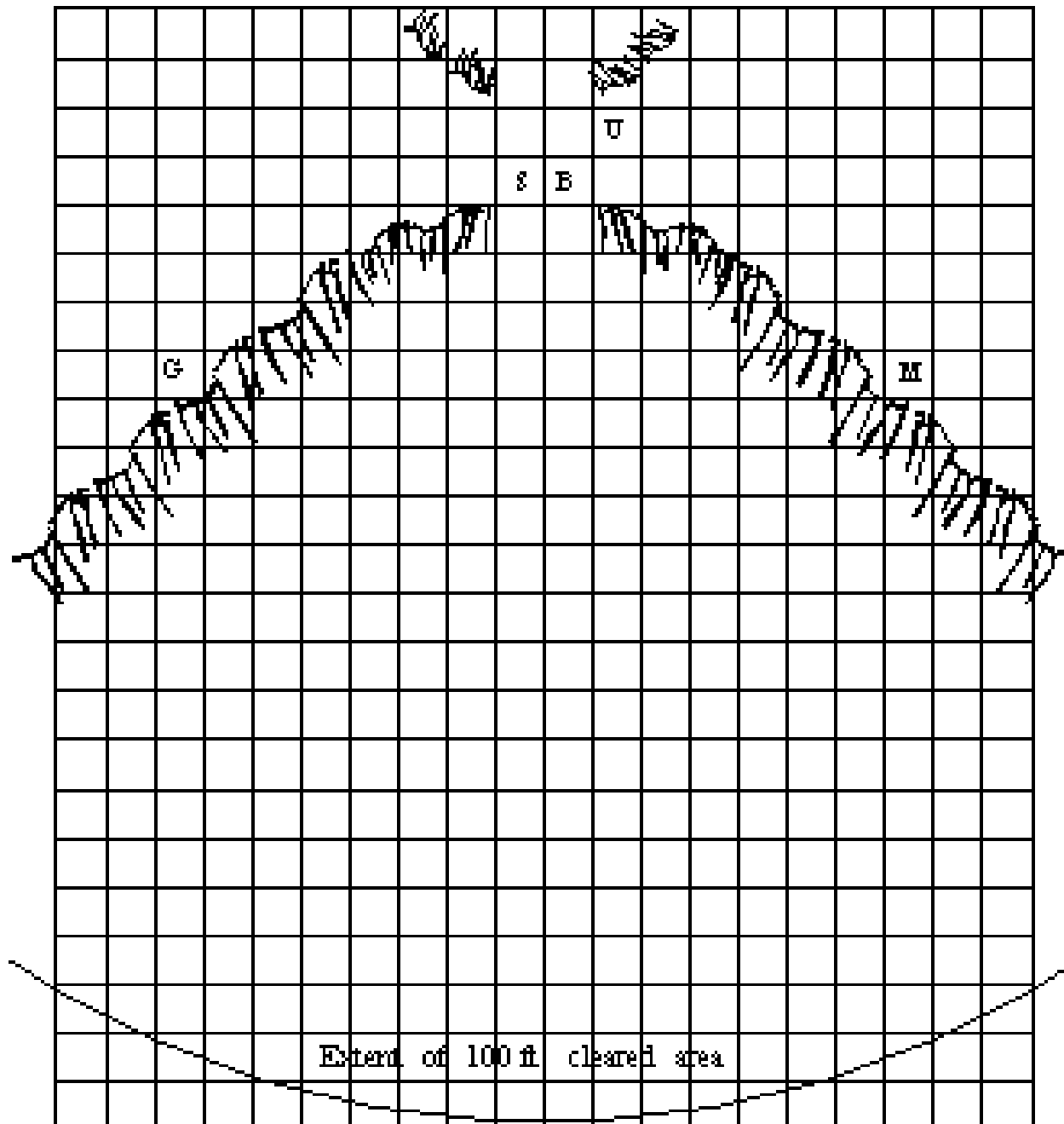
B = Buk

M = Molar

S = Shurgakh

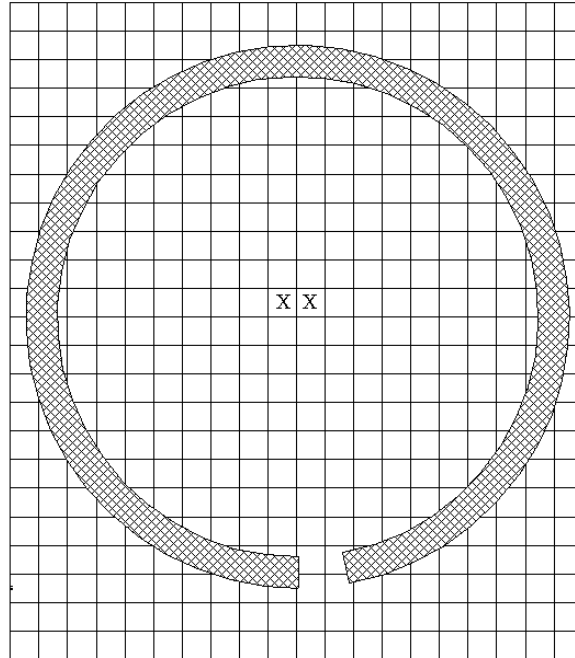
G = Gak

U = Urak

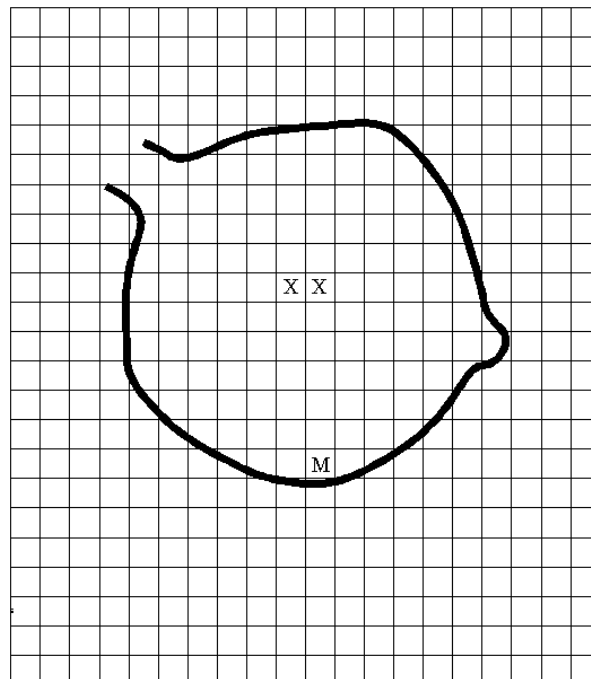


DM Aid #4 – Maps for Encounter Eight

The Keep is squat and round. It is about 90 feet across with only one entrance. Light comes in through the windows and gaps in the ceiling. The weakened area of the floor is in the centre, marked XX on the map.



Below the Keep is the remains of Tilbert's workshop. The stairs to the ground level have long since vanished, leaving a chamber approximately 60 feet across. A monster has made its lair at the point marked M on the map below. The weakened area of the ceiling is in the centre, marked XX on the map.



Player Handout #1 – The Yellow and the White

The stony creek bed is about 50 feet across, with a fast flowing mountain stream on one side. There are 40 ft high cliffs hemming the valley in. The site of the battle is marked on the following map, as is the most likely place from which the PCs come across the scene. Movement is unimpeded in the clear sections of the valley.

