

GEO5-IN5

# Stormbreak

## A Three-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>™</sup> Grand Duchy of Geoff Regional Battle Interactive

Version 1.0

### by The Regulators

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Overview and Specialized Rules for a Grand Duchy of Geoff regional battle interactive for APLs 2-16.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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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Visit the LIVING GREYHAWK website at [www.rpga.com](http://www.rpga.com).

For rules questions specific to this document and the LIVING GREYHAWK campaign email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

## Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

### Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

### Playing the Game

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Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

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

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

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

### Tracking

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After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

### LIVING GREYHAWK

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

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

## **LIVING GREYHAWK Levels of Play**

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 may 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 will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group can do to help even the score.

1. Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

## **Time Units and Upkeep**

This is a standard three-round Regional battle interactive, set in the Grand Duchy of Geoff. Characters native to Grand Duchy of Geoff 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

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

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

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

## Mustering and Pre-Battle Organization

Players are highly encouraged to muster themselves before the convention. Standard arrangements for matching players of the appropriate APL will be available before the slot, but the sooner teams are assembled, the sooner gaming can begin. Mustering before the event will allow players to more carefully balance their tables. Battle Interactives tend to be more difficult and more deadly than standard modules and chances for success can be augmented with some preparation.

Once your team has been assembled, one member will be designated the Commander (see *Determining Command* below). (S)he will be given a badge allowing them access to the staging area (HQ). At the beginning of the event, the Commander will have a judge, a table, and a team name assigned to them. The Commander will be the voice of the unit in all matters; it will be her/his responsibility to represent and negotiate for the unit as well as accurately relay orders received from HQ.

Upon judge/staff request, all players must be able to supply standard documentation for their characters. This means that all LG required documentation must be at hand, updated, and (preferably) legible. Players without a Master Item Log Sheet, for example, will have to play without their magic items. In the case of an item missing

from a M.I.L., once the scenario begins, that item will not be available.

Additionally, we require that each player keep a list of each spell or temporary magical effect enhancing their PC as well as the caster level for that spell or effect. PCs will be able to begin the scenario with magical effects available to them whose duration is measured in "hours/level". If PC casters are able to cast "hours/level" spells whose duration extends into the following day, they need not count those spells against their daily allotment.

PCs will be allowed time to cast shorter duration spells, including *Heroes' Feast*, before they take the battlefield.

***Determining Command*** – Please use the following qualifications, in order of priority, to determine unit Commanders.

- Peer of the Realm
- Ranking member of the Army of Liberation
- Ranking member of a military-affiliated Geoff Meta-org
- Ranking member of a military force
- Team Choice

## Unit Composition

Each table of players will represent a unit in the Tyv army. For all intents and purposes, your party is the field command for the unit you represent. There are dozens of invisible soldiers and support personnel following you around and their fate mirrors yours. If your party is successful, so then is the unit as a whole. Likewise, if you are unsuccessful, your unit suffers defeat with you. As much as possible, PC officers will be matched with units appropriate to their military affiliation.

## Game Play

At the beginning of the interactive and after each encounter, unit commanders and judges will report to HQ. Geoff Triad member Eric Menge, representing Tyv Command, is the administrator of the tactical battle map and will negotiate assignments with the field commanders.

Markers representing Tyv and (visible) Giant Army units will be placed on the map and will indicate territorial possession as well as movement. Unit Commanders may be given orders or may be consulted regarding direction, difficulty, or importance of their next assignment.

Once the Giant Army encounter has been selected and the appropriate units moved, HQ will provide an encounter to the judge who will then return to the table with the Commander. It will be solely the Commander's responsibility to relay orders from HQ. The judge will only answer questions about action on the battle map.

In the first round of combat, it is likely that Tyv units will be on the move and will be asked to engage a Giant Army unit. After that, Commanders will report back to HQ and may find the Tactical Battle Map looks much different than when they last saw it. They might find that other units around them were successful and that the front has moved forward or they may find their allies have failed and their unit is now enveloped. Alternately, they may find the enemy has retreated entirely and their unit will now have to travel a great distance to engage the next force. Occasionally, a party may find that it is being attacked by additional forces they did not engage when the encounter began. Please see the *flanking* rules below.

A unit has won an individual battle when it has eliminated or captured all enemies or if it has forced the enemy to retreat. Please see additional rules for *Retreat* below.

Each table of players will be allowed as many encounters as they can complete. The more success your party has, the more territory the Tyv army will acquire, the more victory points the Tyv army will receive. The army, Giant or Tyv, with the most victory points at the end of the interactive will have won the *Stormbreak* battle.

## Battlefield Maneuvers

### Flanking

In some cases, you may find that two or more Tyv units are able to engage a single Giant Army unit. When a second Tyv unit joins an existing battle, rather than creating a table with up to twelve PCs, that unit will receive a similar combat with a lower EL at its own table. If either Tyv unit defeats their encounter, all Giant Army units will be forced to retreat.

### Movement

Movement outside of combat will take place on the tactical battle map and will be measured in 6" increments. 6" of movement will take ten in-game minutes and the process will be referred to as a

"turn." Measurement of time between battles as follows.

**On the Move:** Because PCs are generally capable of moving faster than the units they accompany, for every turn they expend moving, they may spend one in-game minute preparing for the next battle. This would allow each player up to 10 full round actions.

**Staying Put:** If a Giant Army unit is moving to engage a Tyv unit, recuperation time is equal to the number of turns spent since the Tyv unit completed its last combat. This number may be zero.

### Retreat

Both Tyv and Giant units, when faced with what they believe to be a losing situation, may call for a retreat. The following qualifications must be met to enact a successful retreat:

1. The Commander must call for the retreat. If the Commander is disabled or otherwise unable to call for a retreat, the party must come to a consensus. (PCs Only)
2. It is necessary for only one member of the unit to exit the board no matter where the rest of the unit is located.
3. Disabled PCs who are left on the board are considered captured unless another team member is in an adjacent space when the first party member exits the board.
4. Individual PCs may leave the board at any time without forcing the rest of the party to retreat. If they do so, they may not return. Exceptions to this rule can be made by the table's judge under circumstances (s)he deems valid. (PCs Only)

A "two strikes you're out" rule will be enforced for all units. If a unit retreats two times, that unit has dispersed. They have either taken too many casualties, morale is too low, or, in a state of disarray, they were simply not able to regroup. Once a unit has dispersed, it may no longer participate in the battle.

## NPC Assistance

### Cohorts at Gorna

Cohorts must abide by the rules for player characters except in instances where a full table

precludes their use in combat. In those cases, cohorts may assist as follows.

- Cohorts with spellcasting ability may precast spells or magical effects available to them whose duration is measured in “hours/level”. If cohort casters are able to cast “hours/level” spells whose duration extends into the following day, they need not count those spells cast upon their Leader against their daily allotment. Cohorts will be allowed time to cast shorter duration spells, immediately before their Leader takes the battlefield.
- Cleric and Druid cohorts may remain at Command Headquarters during the battle and may provide healing to members of the leader's unit without charging the usual fee (see Spellcasting below).
- Cleric and Druid cohorts may provide Heroes' Feast to PCs in their Leader's unit before the battle begins.

### **Item Auction**

As with the March on Pregmere last year, an auction will take place where PCs may bid favors for the use of magical items to assist them during the battle. The items available are those recovered from Gorna in the CY591 Module *Shh...* Further auction details will be available on the first day of the convention.

- *Banded Mail of Luck*
- *Bracers of Armor +8*
- *Celestial Armor*
- *Dwarven Thrower*
- *Frost Brand*
- *Gnomish Pick Axe of the Stark Mounds*
- *Helm of Comprehending Languages and Reading Magic*
- *Horn of Blasting*
- *Robe of the Archmagi (good)*
- *Ioun Stone (vibrant purple prism)*
- *Lion's Shield*
- *Mithral Full Plate of Speed*
- *Ring of Energy Resistance, Major (Fire)*
- *Ring of Wizardry II*

- *Rod of Lordly Might*
- *Rod of Thunder and Lightning*
- *Sylvan Scimitar*
- *Staff of Healing*
- *Wand of Cure Critical Wounds*
- *Wand of Cure Serious Wounds.*

### **Named NPCs**

It is possible your Unit may meet a 'named' NPC representative of the Tyv army. You may receive assistance from that NPC at her/his discretion. Make sure they are treated with the respect their position or title demands.

### **Spellcasting**

Any Player's Handbook spell up to 6<sup>th</sup> level, unmodified by metamagic feats, is available to PCs willing to exchange favors and pay the appropriate cost. These spells can be cast only from the safety of Command Headquarters. That means NPC spell casting is available at the beginning of the day's battle and to those who return from the field. By default, each spell is cast at the minimum necessary caster level. Those willing to pay the necessary gold may have the caster level increased to a maximum of 11<sup>th</sup> level.

To determine the cost of an individual spell, multiply 15gp(spell level \* caster level) + component cost if applicable. To determine the level and number of favors required for an individual spell to be cast, please refer to the chart below.

|               | Level 1-2 | Level 3-4 | Level 5-6 |
|---------------|-----------|-----------|-----------|
| Level D Favor | 1         | 2         | 4         |
| Level C Favor | 0.5       | 1         | 2         |
| Level B Favor | 0.25      | 0.5       | 1         |
| Level A Favor | 0.125     | 0.25      | 0.5       |

## **Specialty Rules**

### **A Mortal Matter**

Deities on both sides of this conflict have seemingly stepped aside to some extent. All divine casters capable of such magic will know

that the spells *blasphemy*, *dictum*, *gate*, *holy word*, and *word of chaos* will be unavailable. *Miracle* will still be able to duplicate other spells (per LGCS rules), but will not otherwise function.

### **Fog of War**

Due to poor communication, a good bit of chaos, and poor lines of visibility, all combat takes place on the terrain at your table. This means while your unit is fighting, you likely will have very little idea of what is going on around you. You will not be able to share resources with other units and you may not see enemy reinforcements until they are on top of you. Combat begins when a Tyv unit and an enemy unit are placed on the table and the judge asks for initiative rolls. In very rare cases, a surprise round may precede combat.

### **Follow the Leader**

As the field command for your unit, it is very important your troops do not think you have deserted them. Members of your party should be considered visible during non-combat movement. This will always be the case for the Commander. Once combat begins, feel free to use any tactics available to you. However, if your party does not provide significant distraction for the Giant Army command force, you may find your troops vulnerable to some powerful foes. It will be your judge's responsibility to determine whether or not this is becoming problematic and your judge will first warn you before taking more drastic actions.

### **Scorched Earth**

Quite simply, there is not much vegetation around. The spells such as *briar web*, *entangle*, and *plant growth* will not function unless your judge explicitly states otherwise.

### **The Storm King's Tempest**

A raging wind, unlike any you have experienced, is blowing 20 ft. above the battlefield. The *Storm King's Tempest* has built to a fevered pitch to the following effect:

- Arrow fire is limited to one range increment. Longer shots, due to trajectory, miss their mark entirely.
- Listen checks are made with a -8 penalty.
- Huge or smaller creatures who attempt to enter The Storm King's Tempest must succeed on a DC 39 Reflex save or be bodily

held, suspended and buffeted in the powerful winds. While in this state, a trapped creature takes 6d6 points of damage per round for 1d10 rounds before being ejected forcefully 100 ft from where they entered and taking 10d10 points of falling damage. A creature capable of flight is allowed a reflex save each round and may leave if successful but still takes damage that round. Even with a successful Reflex save, a creature moving through The Storm King's Tempest must succeed at DC 30 Fortitude save or suffer the effects of tornado strength wind from table 3-24 in the Dungeon Master's Guide.

- The effects of The Storm King's Tempest can be negated by *freedom of movement* or similar magic.

### **The End**

## **Experience Point Summary**

To award experience for this adventure, use the chart below. Each PC receives experience based on the closest APL, rounding down if the PC's level is odd.

### **Total possible experience**

APL 2: 225 xp.  
APL 4: 338 xp.  
APL 6: 450 xp.  
APL 8: 563 xp.  
APL 10: 675 xp.  
APL 12: 788 xp.  
APL 14: 900 xp.  
APL 16: 1013 xp.

## **Treasure Summary**

During an interactive, characters encounter treasure, usually finding it in the possession of the giants. It is presumed that the PCs reach the max treasure through battlefield loot.

### **Total Possible Treasure**

APL 2: 225 gp.  
APL 4: 325 gp.

APL 6: 450 gp.

APL 8: L: 650 gp.

APL 10: 1150 gp.

APL 12: 1,650 gp.

APL 14: 3,300 gp.

APL 16: 4,950 gp.

## Items for the Adventure Record

### Special

**Greenman:** You have given the ultimate sacrifice during the Summer Campaign but have returned to life. As recognition of your living example of the Eternal Circle, you are awarded the Greenman medal. This award grants you a parcel of land sufficient to qualify as for the Geoff folk meta-organization. You may pick the cantrev, but if the land has not yet been liberated, you cannot take possession of it.

**Iron Sickle:** You fell unconscious during the Geoff Summer Campaign from being reduced to below 0 hp in combat. Because of this near brush with death, you are awarded the Iron Sickle medal to symbolize that the hand of the Winter King passed you over. This award grants you one free mug of cider at either the Boar's Other Knuckle in Hochoch or at the Wild Hunt in Aberglain. The Boar's Other Knuckle lets you keep the mug. While one of the Wild Hunt's maids will give you a neck message.

**Silver Griffon:** You have accomplished the mission objectives given to you during the Summer Campaign. Because you have followed orders and fought successfully and competently, you are awarded the Silver Griffon medal. This medal acts as a favor with the leader of the army with who you fought and is the equivalent of a Favor Level D.

### Item Access

*To be determined.*



## Appendix One – Map of Gorna

