

ULP1-10

HOCH JEBLINE

A One-Round D&D LIVING GREYHAWK®
Principality of Ulek Regional Adventure

by Christopher Reed

Two patrol units have been slaughtered and you are asked to seek out those who have done such an act. An adventure intended for character levels 1-6.

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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 hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First 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.

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

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

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

Scoring

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

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

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

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

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

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

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will 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, a character sheet, and a LIVING GREYHAWK log 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 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.

DETERMINING AVERAGE PARTY LEVEL (APL)

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):

Determine the character level for each PC participating in the adventure.

If PCs bring animals that have been trained for combat (most likely 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 following 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.

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

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

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 you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

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 dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these

characters to join them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old APLs, assume that the APL multiplied by 2 is the APL suitable for that encounter.

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

This is the tenth scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Some of the general background information includes:

- While the Principality of Ulek is ruled by a dwarf, and all of the nobles are dwarves, it consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj. While there has not been a major battle in some time, the territory east of the hills is currently contested, and a large number of the Principality of Ulek's residents have been forced to flee their homes due to the humanoid invaders of the Pomarj.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins and the like.
- Relatively few elves are native to the Principality of Ulek, and due to Queen Yolande of Celene's refusal to send succor to the Prince during the Greyhawk Wars some anti-elf sentiment exists in the nation.
- Half-orcs are, at best, treated as second-class citizens, and, in many instances, treated much worse. They are openly treated with disdain.
- Gnomes, humans, and halflings are native to the Principality of Ulek, and are treated well.

The PCs begin the adventure in Thunderstrike, a city in the northeastern portion of the Principality of Ulek. It lies just on the edge of the Disputed Territory. This is the same city that the adaptable scenario (at least for the Principality of Ulek), *Snake in the Grass*, took place.

A traitor is now among the ranks of a portion of the Principality of Ulek army. The traitor is a human man named Victurr Tratuss, who is a member of a patrol unit stationed in Thunderstrike. He was observed to be a weak link by several spies from the Pomarj. Victurr was approached by two of these spies and promised riches if he would hand over any information he currently had on the current military activity. Additionally, he was asked to set up his next patrol unit into an ambush. Victurr first hesitated but the fear for his life and promises of riches quickly removed his fears. So swore his oath in blood and received his first payment in gold.

Several days later, it was time for Victurr and his patrol unit to make their rounds in the nearby area during a two-week long trip. After several days, Victurr left several well-hidden clues so that his new Pomarj allies would be ready to ambush Victurr's patrol unit. Finally, one evening, Victurr took the late night watch with another member of the patrol (Schaf), who was new to military duty. Victurr pretended to hear something from the nearby area and tricked Schaf to come with him to search for what it could be. During this time, a group of hobgoblins quickly and quietly killed each of the sleeping members of the patrol. When Victurr and Schaf returned to the camp just minutes later, they found the hobgoblins standing over their dead friends. Before Schaf could react, Victurr slew his comrade to the delight of the hobgoblins.

For his aid Victurr was given several gems by the hobgoblins (who speak Common) and asked to inform a nearby Gran March patrol unit that his patrol force had been ambushed and killed. He would be setting them up for an ambush of their own but Victurr agreed after being informed that the payment would be increased and not liking the Gran March much anyway.

So Victurr went along his way, informing the Gran March unit that his patrol unit had been killed and he luckily got away to inform them of this news. After resting for the evening, a patrol unit was sent out with Victurr to look for the hobgoblins. The patrol unit did indeed find the hobgoblins but only after the hobgoblins ambushed them. The patrol unit was quickly slain except for one younger member who managed to run away despite being injured in the combat.

The adventure starts with the PCs in a tavern in the city of Thunderstrike. While in the tavern, the PCs overhear on patron talk about the loss of both a Principality of Ulek patrol unit and Gran March patrol unit too. The patron is an officer in the Principality of Ulek army and gladly tells the PCs the story. The story is about a recent traitor who has caused the loss of nearly both patrol units. After telling the story, he offers the PCs a chance to find the traitor and hobgoblins that have done this deed. Those who accept are asked to meet with him back at the military post in the city in a couple of hours.

Upon arriving at the military post in Thunderstrike, the PCs are given additional information about the situation at hand and any questions they have are answered, if possible. They are informed that they should rest for the evening and given the location of a good inn and told that their expenses have been covered.

After leaving the military post and traveling to the inn, the PCs are approached by two human men offering to pay them off if they choose not to go on the mission. If the PCs refuse, the two men will leave them unless the PCs start a fight in which case the two men will fight back. The two men are agents of the Pomarj and working with the hobgoblins in the local area.

If the PCs decide to return to the military post with the two agents of the Pomarj or information regarding them, they will have a brief encounter where they are

asked questions as to the events from their encounter with the two agents of the Pomarj.

The PCs rest for the evening encountering nothing during the evening. In the morning, they head out in search of the both the hobgoblins and the traitor, Victurr Tratuss. Soon, they will come across some hobgoblin tracks. These tracks have been placed here by the hobgoblins while their real tracks have been covered up. Following the fake tracks lead to a nasty pit trap.

The fake tracks soon end and after some investigation another set of tracks begins. Eventually, these tracks lead into another set of fake tracks while the real hobgoblin tracks are once again covered up. Following the fake tracks lead the PCs into a trip wire trap causing those that fall to land hands first into a pile of small-sharpened stones.

Finding a third set of tracks, with these being real, the PCs soon find the bodies of the Gran March patrol unit. All of these possessions have been stripped from them and carried off. A bit off the trail, the PCs can find Victurr dead, killed for his failure in stopping the one of the Gran March military personnel from escaping. Due to this fact, Victurr's usefulness to the hobgoblins is now nil and thus the reason he was killed.

Continuing to follow the tracks, the PCs potentially step on some areas of caltrops that have been laid out here. As this is occurring, they are also ambushed by several hobgoblins who swung around to make sure no one continues further onward.

Still continuing to follow the tracks, the PCs find the Principality of Ulek patrol unit stripped of all possessions.

Finally, the tracks lead to a group of hobgoblins including the leader that viciously attack the PCs. Items stripped from both the Principality of Ulek and Gran March troops can be found here.

PLAYER INTRODUCTION

Traveling the lands of the Principality of Ulek, you find yourself in the city of Thunderstrike. Thunderstrike resides near the Disputed Territory and thus many of the inhabitants here are now folks who fled the Pomarj forces from the east.

Also, a large amount of military personnel are stationed here including ones from the Gran March and Duchy of Ulek.

Thunderstrike is the city where *Snake in the Grass*, an adaptable scenario, took place (at least for the Principality of Ulek).

Allow the PCs to do any last minute shopping or take any precautions before continuing with the next encounter.

ENCOUNTER 1: STORY OF A TRAITOR

You begin the day on your normal routine and by mid-day it seems that today will be just as uneventful as the previous one.

As a growl from your stomach comes forth, the dark clouds overhead start to drop rain down upon you.

You see a tavern up ahead that will be able to provide a meal for your empty stomach and provide you cover from the rain.

If the PCs head into the tavern, continue with the following:

Heading into the tavern, you see that it is fairly run down and each table seems to be fully occupied by the numerous folks within the place. Several of the guests appear to be military personnel off enjoying a drink of spirits. Three human waitresses of moderate looks trudge around the place serving the guests here their food and drink.

You do notice that there are, however, several seats at the bar still open. The bartender is a hefty human man with a stern look about him. He is currently serving a better-dressed gentleman a plate of roast pig and a mug of ale.

The deluge that is now occurring outside can easily be heard over the low muttering of the folks eating here. Leaving this place would surely cause you to get drenched in an attempt to find another tavern or inn.

The better-dressed gentleman is Ponce DeLon, a sergeant in the Principality of Ulek military. He is enjoying one of his few days off, in the comforts of the tavern. He is sitting at the bar alone. As the PCs enter, the bartender will begin to strike up a conversation with Ponce. Ponce starts to tell the bartender, Berzee, about the recent loss of two patrol units. One of these was a Principality of Ulek patrol unit while the other one was sent here from the Gran March.

Ponce DeLon believes that a human man named Victurr Tratuss, a member of Principality of Ulek patrol unit, tricked both units into ambushes set up by a group of hobgoblins living in the slightly forested area to the east of Thunderstrike. One member of the Gran March patrol unit, Grum Mour, managed to escape the ambush and ran back to Thunderstrike. He informed Ponce that Victurr Tratuss came into camp one evening stating that his patrol unit had been ambushed by a group of hobgoblins. In the morning, he and several of his compatriots were sent to investigate with Victurr leading the way. Victurr lead them into an ambush but he luckily escaped, thus allowing him to tell his tale. Unfortunately, the rest of his compatriots were killed in the ambush.

Any PC who sits at the bar will easily be able to hear the story. Ponce DeLon will gladly answer any questions during his story. And when he is done, he offers any PCs at the bar a chance to find the traitor and hobgoblins that have done this deed. Those PCs who accept are asked to meet with him back at one of the military post in town. He will provide directions, quickly finish his meal and be on his way into the pouring rain.

After Ponce DeLon leaves, the PCs have several hours to do any last minute purchasing of goods, or they can stay in the tavern to avoid the rain.

The food here is just a shade above average but with the downpour of rain, few seem to mind.

Any PC who stays in the tavern for the next two hours and uses the Gather Information skill has the opportunity (DC 10) to learn of some gossip. For every three ranks a PC has, allow them an extra roll of a successful check (re-roll any duplicates):

- The military troops from the Gran March and Duchy of Ulek have seen little activity recently in the Principality of Ulek. (True)
- A small band of goblins has slipped into the Gran March from the Pomarj. (True)
- A humanoid warlord in the Disputed Territory is currently building an invention of great destruction. (Unconfirmed)
- Agents from the Pomarj still lurk within the cities of the Principality of Ulek. (True)
- The humanoid forces in the Pomarj seem to be taking an increased interest in the city of Greyhawk. (True)
- An important message was received by the prince from Greyhawk. (True)
- One goblin ear is now worth one gold piece. (False)
- A legendary warhammer with a bane against dragons was recently found and is now in the hands of a local hero. (True)
- The Suss Forest is an evil forest filled with giant spiders and the like. (Unconfirmed)
- There is a temple to a long forgotten deity in the Suss Forest. (Unconfirmed)

If the PCs go to talk with the military folks, they soon realize that these men are from the Gran March. Additionally, the following story is just starting to be told:

"So you ask how my horse was startled? Well, I'll tell you boys. It was that Hextor-worshipping horse thief that is from around these parts. I know we've heard that he was killed in this very city but I saw him with my very own eyes, I did. My horse did too and he didn't like it one bit and bolted like lightning. I've never seen him run so fast. And all the while, that fiend was laughing. I would have struck him down right then and there but my horse surely wasn't going to wait around for me to do so. Next time, he won't be so lucky, I promise you that."

As the story comes to an end, many of the other men will laugh at the storyteller stating that this Hextor-worshipping horse thief (Delgato) is indeed dead, killed by a spy for the Pomarj within the city itself. They cackle and state that he must have been seeing ghosts.

☛ **Ponce DeLon** (male human Com2; Listen +5, Profession (bartender) +5) bartender.

☛ **Berzee** (male human Com2; Listen +5, Profession (bartender) +5) bartender.

ENCOUNTER 2: MILITARY POST

When the PCs head to the military post to meet up with Ponce DeLon continue with the following:

You make your way to the military post in town that Ponce DeLon gave you directions to. The downpour of rain has lessened and is now not much more than a drizzle.

Soon you find yourself at the place that Ponce DeLon gave you directions to. It is a typical two-story building and quite dirty as much of the city of Thunderstrike is these days.

Approaching the front door, you are greeted by two guards asking you to state your business.

After the PCs have stated why they have come to this military post, they will be led inside to see Ponce DeLon.

The lower floor is an open room with several desks, tables and chairs. Located on the wall are several maps of the local area. Some of these maps have markings on them indicating where troops are currently stationed or patrols will be sent.

Located on the upper floor are the barracks for the military personnel stationed here.

Ponce is sitting at one of the desks on the lower floor in the far corner. He is currently reviewing several maps and other written documentation. When the PCs presence is announced to Ponce, he turns around with a sigh of relief. He asks the PCs to grab a chair and sit down and relax as much as possible. The chairs are quite hard and the room a bit stuffy, so this might be a little hard. Regardless, Ponce will once again explain what has happened. After telling his tale again, he will call over Grum Mour, the Gran March military person, who managed to escape and luckily report back on what has happened.

Grum Mour will inform them that Victurr had tricked his patrol unit into an ambush set up by a group of hobgoblins and then use the maps on the walls to provide the general location where this took place (a small forest just east of Thunderstrike). He will do his best to answer any questions the PCs may have.

ENCOUNTER 3: A BRIBE?

When the PCs leave the military post, read the following:

Leaving the military post and Ponce DeLon behind, you head out into the streets of the city.

At this point, see what the PCs are doing. They may wish to go back to the tavern to gather more information or simply turn in for the evening. Unless they immediately split up after leaving the military post, the PCs, as a group,

meet two shady individuals. If the PCs split up, randomly determine which group these two shift individuals approach.

These two individuals are agents of the Pomarj working for the hobgoblins that have already ambushed and killed two patrol units. Additionally, they are the same hobgoblins the PCs seek. They will not inform the PCs of this fact.

Linna will calmly ask the PCs to not undertake their current mission offering them a 50 gp gem each. Meanwhile, Brout will keep an eye out for any PCs who wish to start a fight.

If a fight does ensue, both Linna and Brout will battle until killed or captured. They attempt to concentrate their attacks on one PC, hoping to kill one PC quickly and then moving onto the next one. Additionally, Linna will use her arcane scroll as needed.

APL 2 (EL 4)

➤ **Linna, female human Wizz:** Medium-size humanoid (human); HD 2d4; hp 8; Init +7; Spd 30 ft.; AC 17 (touch 17, flat-footed 14); Atks +0 melee (1d4-1/19-20, dagger); AL LE; SV Fort +0, Ref +5, Will +6; Str 8, Dex 16, Con 10, Int 14, Wis 12, Cha 14.

Skills and Feats: Concentration +5, Knowledge (history) +7, Knowledge (local) +7, Spellcraft +7; Improved Initiative, Iron Will.

Spells Prepared (4/3; base DC = 12 + spell level): 0-lvl—*detect magic, daze, flare, ray of frost*; 1st-lvl—~~mage armor~~ (pre-cast), *magic missile* (x2).

Possessions: dagger, arcane scroll of *magic missile* (cast at 1st level), familiar (weasel), six 50 gp gems.

➤ **Brout, male human Ftr2:** Medium-size humanoid (human); HD 2d10+4; hp 24; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atks +6 melee (1d10+3/19-20, masterwork heavy flail); AL LE; SV Fort +5, Ref +3, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +5, Jump +7; Cleave, Iron Will, Power Attack, Weapon Focus (heavy flail).

Possessions: Breastplate, masterwork heavy flail.

APL 4 (EL 6)

➤ **Linna, female human Wizz:** Medium-size humanoid (human); HD 4d4; hp 16; Init +7; Spd 30 ft.; AC 17 (touch 17, flat-footed 14); Atks +1 melee (1d4-1/19-20, dagger); AL LE; SV Fort +1, Ref +6, Will +7; Str 8, Dex 16, Con 10, Int 15, Wis 12, Cha 14.

Skills and Feats: Concentration +7, Knowledge (history) +9, Knowledge (local) +9, Spellcraft +9; Dodge, Improved Initiative, Iron Will.

Spells Prepared (4/4/3; base DC = 12 + spell level): 0-lvl—*detect magic, daze, flare, ray of frost*; 1st-lvl—~~mage armor~~ (pre-cast), *magic missile* (x3); 2nd-lvl—~~bull's strength~~ (pre-cast), *melf's acid arrow* (x2).

Possessions: dagger, arcane scroll of *magic missile* (cast at 1st level), familiar (weasel), six 50 gp gems.

➤ **Brout, male human Ftr4:** Medium-size humanoid (6 ft. 5 in. tall); HD 4d10+8; hp 48; Init +7; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atks +11 melee (1d10+9/19-20, masterwork heavy flail); AL LE; SV Fort +6, Ref +4, Will +3; Str 15 (20 w/ pre-cast *bull's strength*), Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Intimidate +7, Jump +7; Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Possessions: breastplate, masterwork heavy flail.

APL 6 (EL 8)

➤ **Linna, female human Wizz:** Medium-size humanoid (human); HD 6d4; hp 24; Init +7; Spd 30 ft.; AC 17 (touch 17, flat-footed 14); Atks +2 melee (1d4-1/19-20, dagger); AL LE; SV Fort +2, Ref +7, Will +8; Str 8, Dex 16, Con 10, Int 15, Wis 12, Cha 14.

Skills and Feats: Concentration +11, Knowledge (history) +11, Knowledge (local) +11, Spellcraft +11; Dodge, Improved Initiative, Iron Will, Skill Focus (Concentration), Spell Mastery.

Spells Prepared (4/4/4/2; base DC = 12 + spell level): 0-lvl—*detect magic, daze, flare, ray of frost*; 1st-lvl—~~mage armor~~ (pre-cast), *magic missile* (x3); 2nd-lvl—~~bull's strength~~ (pre-cast), *melf's acid arrow* (x3); 3rd-lvl—*lightning bolt, slow*.

Possessions: dagger, arcane scroll of *magic missile* (cast at 1st level), familiar (weasel), six 50 gp gems.

➤ **Brout, male human Ftr6:** Medium-size humanoid (human); HD 6d10+12; hp 72; Init +7; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atks +13/+8 melee (1d10+9/19-20, masterwork heavy flail); AL LE; SV Fort +7, Ref +5, Will +4; Str 15 (20 w/ pre-cast *bull's strength*), Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Intimidate +9, Jump +7; Cleave, Dodge, Great Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Possessions: breastplate, masterwork heavy flail.

If captured both Linna and Brout will not talk, instead choosing to remain quiet even if it means their death. They know how traitors are dealt with and do not wish to add to their existing trouble.

ENCOUNTER 4: RETURN TO MILITARY POST

If the PCs decide to return to the military post to inform Ponce DeLon about the two individuals who have tried to bribe them, continue with the following (otherwise continue with the next encounter):

Heading back to the military post, you are greeted with puzzled looks.

The PCs are asked why they are returning so quickly (perhaps, they have decided not to undertake this mission). Allow the PCs to explain the situation to a lowly guard before he goes for Ponce DeLon. Ponce DeLon asks the PCs to retell the story asking any appropriate questions you feel are appropriate.

If the PCs managed to capture Linna and/or Brout, Ponce DeLon will set up a questioning session in the morning and then thank the PCs for their aid.

ENCOUNTER 5: PIT TRAP

After the PCs rest for the evening continue with the following:

You rise the next morning with a stiff bed beneath you. Making your way to the main room of the inn, the smell of greasy sausage and bacon surrounds you.

When the PC wish to depart to completed their mission, continue with the following:

You make your way out of Thunderstrike heading east, deeper into the Disputed Territory. After several hours of travel, you come to a small forest where you've been informed the hobgoblins are hiding.

If the PCs successfully search for tracks using the Wilderness Lore skill (DC 10), they find a group of footprints left here by the hobgoblins. These tracks are easy to follow and even those PCs without the tracking feat can do so once the footprints are found. The ease of following these tracks is due to the fact that they are a false trail which lead into a couple of pit traps several hundred yards done the path that the hobgoblins have setup.

Those PCs who are actively using their Search and Wilderness Lore (with Track feat) may make a skill check (DC 20) to detect that the current trail is false and find the correct detour point.

If the PCs do not find the detour point, have those PCs who are actively searching for traps or unstable ground make a Search check (DC 20) to notice the first pit trap.

✂️ **Pit Trap:** CR 3; 20 ft. deep (1d6) with sharpened stakes at the bottom (1d4+1); Reflex save to avoid (DC 20); Search (DC 20); Disable Device (DC 20).

There are three pit traps here and if the PCs continue down the false trail after reaching the first pit trap, they encounter the second and then the third pit trap that is identical to the first one. After passing the third pit trap the trail ends, which should help the PCs determine that a hidden detour trail exists back on the trail.

ENCOUNTER 6: TRIP WIRE TRAP

After the PCs find the hidden detour trail, continue with the following:

Having found the hidden trail, you continue forward deeper into the small forest.

Once again, this trail soon becomes a false trail with yet another detour point.

Those PCs who are actively using their Search and Wilderness Lore (with Track feat) may make a skill check (DC 20) to detect that the current trail is false and find the correct detour point.

If the PCs do not find the detour point, have those PCs who are actively searching for traps or unstable ground make a Search check (DC 25) to notice a small but sturdy tripwire.

Those PCs that trip over the trap fall hands first into a pile of small-sharpened stones.

✂️ **Trip Wire Trap:** CR 3; Trip wire with small sharpened stones (1d4); Reflex save to avoid (DC 20); Search (DC 25); Spot (DC 30); Disable Device (DC 15).

There are two trip wire traps here and if the PCs continue down the false trail after reaching the first one, they encounter the second that is identical to the first one. After passing the second trip wire trap the trail ends, which should help the PCs determine that a hidden detour trail exists back on the trail.

ENCOUNTER 7: DEAD PEACOCKS AND A TRAITOR TOO

After the PCs find the second hidden detour trail, continue with the following:

Having found the second hidden trail, you continue onward following the trail provided by the hobgoblins.

After a twenty to thirty minute trek, the PCs will come to a small clearing.

Those PCs successfully searching this area (DC 10) find several footprints here of various sizes. The hobgoblins missed these during their attempt to cover up their tracks.

If the PCs search the nearby bushes (DC 5), they find several human bodies that have been stripped of most possessions. One of the bodies is wearing a badly damaged chain shirt with the Gran March emblem on it. This is the Gran March patrol unit that was ambushed by the hobgoblins. The hobgoblins took anything of value even stripping the bodies of their armor.

Just up the trail is the body of Victurr Tratus. PCs find his body with a successful Search check (DC 15). The body still has the chain shirt issued by the Principality of Ulek military but it is badly damaged, as the hobgoblins beat him to a pulp. Victurr was killed by the hobgoblins due to his failure in stopping one of the Gran March military personnel from escaping. They figured that he would shortly be known as a traitor and thus his value to them would be worthless in the future.

None of the pieces of armor or weapons that have been left here are of value. Anything of value was retrieved by the hobgoblins and taken with them.

ENCOUNTER 8: AMBUSHED

When the PCs continue onward following the trail:

Leaving the area where you found the bodies of the Gran March patrol, you continue to follow the tracks left behind by the hobgoblins. You trek through the forest for about another twenty minutes when suddenly...

A group of hobgoblins have been stationed here. They are located in the bushes to either side of the path they created. They doubled backed so they could ambush anyone following their footprints. Two of the ambushers will even throw a flask of alchemist's fire at the PCs to open up the combat. Additionally, they have made use of some caltrops so that anyone following their tracks might step on them thus slowing them down.

Have each PC make both a Spot and Listen check (DC 20). Those that fail will be surprised and thus will not get a partial action during the ambush round of this combat.

As the combat proceeds, made sure to remember where the caltrops are located in case any PC enters that area. The hobgoblins know where the caltrops have been placed and will only enter an area containing them in extreme cases.

Please see DM Aid #1 for a setup of this combat.

APL 2 (EL 4)

☛Hobgoblins (6): hp 6 each; See *Monster Manual*. Page 119.

APL 4 (EL 5)

☛Hobgoblins (10): hp 7 each; See *Monster Manual*. Page 119.

APL 6 (EL 7)

☛Hobgoblins (12): hp 8 each; See *Monster Manual*. Page 119.

If any of the hobgoblins are captured they will not talk, as they would rather die first.

The PCs can take the equipment found here and sell it for 50% of book value. If both flasks of alchemist's fire are used by the hobgoblins, please *do not* award the PCs these.

ENCOUNTER 9: DEAD PATROL FORCE

Having defeated a squad of hobgoblins, you see that the trail of footprints continues onward further into the forest.

Continuing down the path, the PCs once again come to a clearing.

If the PCs search around (DC 10), they find the bodies of the missing Principality of Ulek patrol unit. They have been stripped of all possessions of value just like the Gran March patrol unit had been. A few of the bodies still have their badly damaged chain shirts on with the Principality of Ulek emblem on them.

After the PCs are done searching this area, allow the PCs to continue following the trail that leads even further on.

ENCOUNTER 10: LAST OF THE HOBGOBLINS

Continuing even further, it is now several hours after noon as the sun creeps through the trees surrounding you.

The tracks on the ground are now easily noticeable and it is quite obvious that no attempt to cover them up has been made.

Any PC who makes a successful Wilderness Lore check (DC 11) with the Track feat can determine that some of these tracks are quite fresh.

After a short time, the PCs will come upon another group of hobgoblins and their leader (who speaks common). Neither the PCs nor the hobgoblins will be surprised as they are both expecting each other.

The hobgoblins will fight to the death and if captured will not talk. If Hoch Jebline is captured he attempts to do whatever he can to escape or incite the PCs into killing him.

Please see DM Aid #2 for more information on the setup of this encounter.

APL 2 (EL4)

☛Hobgoblins (7): hp 6 each; See *Monster Manual*. Page 119.

☛Hoch Jebline, male hobgoblin Ftr2: Medium-size humanoid (goblinoid); HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 15); Atks +5 melee (1d8+1/19-20, masterwork longsword), +3 ranged (1d6+1, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +1, Will +0; Str 13, Dex 13, Con 15, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +5, Jump +5, Wilderness Lore +1; Alertness, Cleave, Power Attack, Weapon Focus (longsword).

Possessions: breastplate armor, large steel shield, masterwork longsword, javelin, 157 sp, six 10 gp gems, 50 gp gem.

APL 4 (EL 6)

🔥 **Hobgoblins** (7): hp 7 each; See *Monster Manual*. Page 119.

🔥 **Noid male hobgoblin Sor1:** Medium-size humanoid (goblinoid); HD 1d4+1; hp 5; Init +5; Spd 30 ft.; AC 15 (touch 12, flat-footed 10); Atks +0 melee (1d3, fists); AL LE; SV Fort +1, Ref +1, Will +2; Str 10, Dex 13, Con 13, Int 10, Wis 10, Cha 12.

Skills and Feats: Alchemy +2, Concentration +5, Spellcraft +2; Alertness, Improved Initiative.

Spells Known (5/4; base DC = 11 + spell level): 0-lvl— detect magic, daze, flare, ray of frost; 1st-lvl— magic missile, shield.

🔥 **Hoch Jebline male hobgoblin Ftr4:** Medium-size humanoid (goblinoid); HD 4d10+8; hp 36; Init +1 (Dex); Spd 20 ft.; AC 18 (touch 11, flat-footed 15); Atks +8 melee (1d8+4/19-20, masterwork longsword), +5 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +1; Str 14, Dex 13, Con 15, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +7, Jump +7, Wilderness Lore +1; Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: breastplate armor, large steel shield, masterwork longsword, javelin, 157 sp, six 10 gp gems, 50 gp gem.

APL 6 (EL8)

🔥 **Hobgoblins** (7): hp 8 each; See *Monster Manual*. Page 119.

🔥 **Noid, male hobgoblin Sor2:** Medium-size humanoid (goblinoid); HD 2d4+2; hp 10; Init +5; Spd 30 ft.; AC 15 (touch 12, flat-footed 10); Atks +1 melee (1d3, fists); AL LE; SV Fort +1, Ref +1, Will +3; Str 10, Dex 13, Con 13, Int 10, Wis 10, Cha 12.

Skills and Feats: Alchemy +2, Concentration +6, Spellcraft +3; Alertness, Improved Initiative.

Spells Known (6/5; base DC = 11 + spell level): 0-lvl— detect magic, daze, flare, ray of frost, resistance; 1st-lvl— magic missile, shield.

🔥 **Hoch Jebline, male hobgoblin Ftr6:** Medium-size humanoid (goblinoids); HD 6d10+12; hp 52; Init +1 (Dex); Spd 20 ft.; AC 18 (touch 11, flat-footed 15); Atks +10/+5 melee (1d8+4/19-20, masterwork longsword), +7 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +5, Will +4; Str 14, Dex 13, Con 15, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +9, Jump +9, Wilderness Lore +1; Alertness, Cleave, Great Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: breastplate armor, large steel shield, masterwork longsword, javelin, 157 sp, six 10 gp gems, 50 gp gem.

The PCs can take the equipment found here and sell it for 50% of book value.

CONCLUSION

Having found the bodies of the fallen patrol units and defeating the hobgoblins in the process, you make your way make to Thunderstrike. After a quick, brisk walk, you near the military post. You are warmly greeted and asked to report to Ponce DeLon.

Just as you have made yourself comfortable in the small room you were led to, Ponce cordially greets you and asks for a full report. Giving him all the details you have, he rewards you with the promised payment of twelve gold pieces and thanks you for your aid. He then bids you a good day.

The PCs are asked to return any of the armor and/or weapons they brought back so they can be given back to the military. Those PCs that refuse will be denied their payment (12 gp). If this occurs, please make sure to note this on the PCs log sheet.

The PCs will be allowed to keep anything they found on the hobgoblins and the agents of the Pomarj including the masterwork heavy flail and the masterwork longsword.

The End

EXPERIENCE POINT SUMMARY

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

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

Encounter 3

Capturing the bribers	100 xp
<i>or</i>	
Defeating the bribers	75 xp
<i>or</i>	
Refusing bribe	50 xp

Encounter 5	
Avoiding pit trap	50 xp
Encounter 6	
Avoiding trip wire trap	50 xp
Encounter 7	
Finding Victurr's body	25 xp
Encounter 8	
Defeating hobgoblins	100 xp
Encounter 10	
Defeating hobgoblins	100 xp
Overall	
Not keeping any of the patrol unit's supplies, weapons or armor	25 xp
Total experience for objectives	450 xp
Discretionary role-playing award	0-50 xp
Total possible experience	500 xp

TREASURE SUMMARY

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

The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

- Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
- Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal

significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter 3

- Masterwork heavy flail (Large, 20 lbs., Steel, 315 gp, Common)
- *Arcane scroll of magic missile* (cast at 1st level) (Tiny, - , Paper, 25 gp, Common)
- Six 50 gp gems

Encounter 8

- 2 vials of alchemist's fire (Small, 1 1/4 lbs., Liquid & Glass, 20 gp, Common)

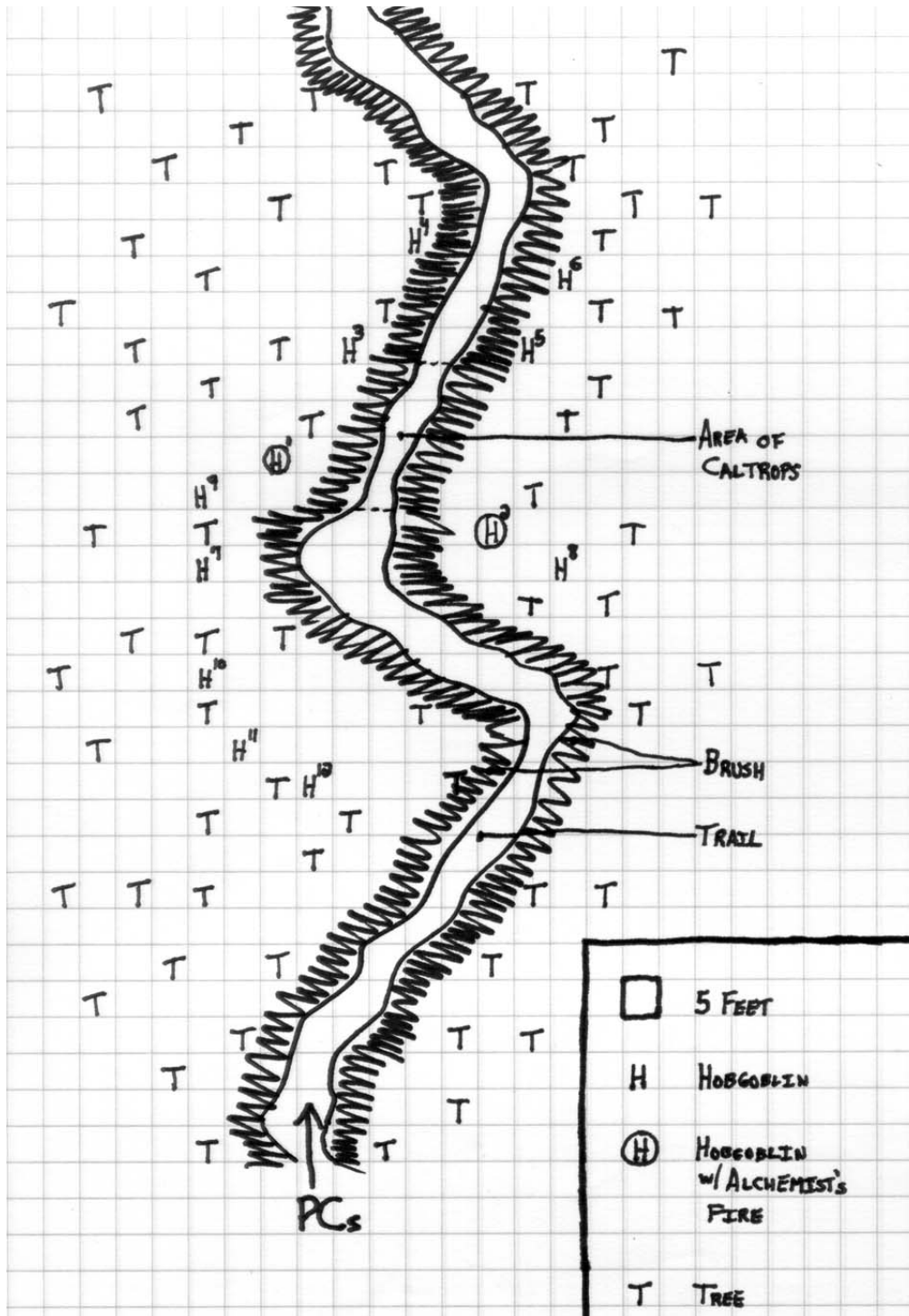
Encounter 10

- Masterwork longsword (Medium, 4 lbs., Steel, 315 gp, Common): This finely-crafted masterwork longsword has inscribed in goblin the word "war" on both sides of the blade.
- 157 sp
- Six 10 gp gems
- 50 gp gem

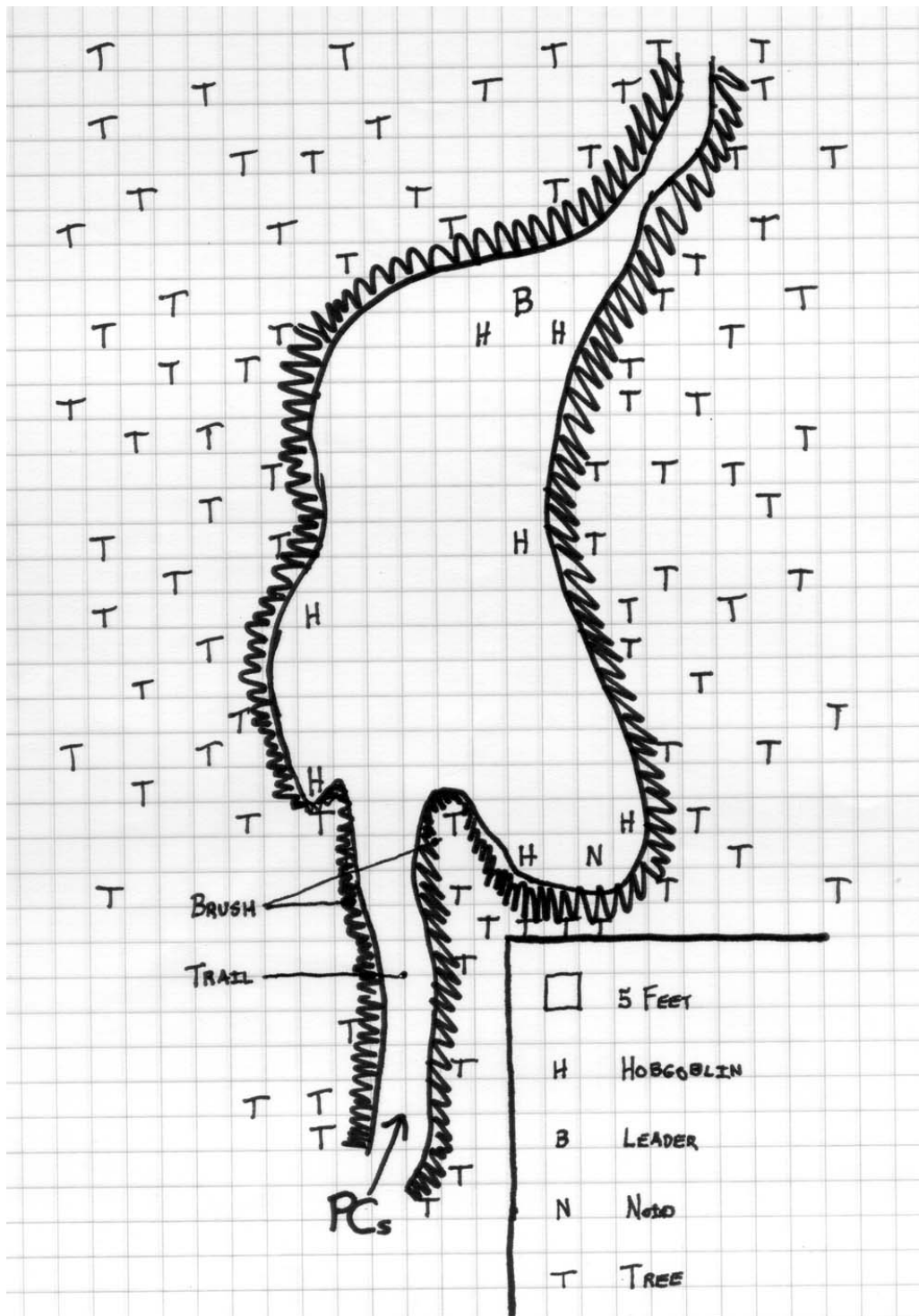
Conclusion

- 12 gp (per PC if successful)

DM AID #1 (Layout of combat in Encounter Eight)



DM AID #2 (Layout of combat in Encounter Ten)



STORY SUMMARY FOR USE AT FLORIDA FALL FANTASY.

Please fill out the following and return to Christopher Reed at 6245 Westgate Drive; Apartment #1905; Orlando, FL 32835.

Did the PCs strike a bargain with Linna and Brout? YES NO

Did the PCs capture Linna and/or Brout? YES NO

If so, who?

Did the PCs find the bodies of the Gran March patrol unit? YES NO

Did the PCs find the body of Victurr Tratuss? YES NO

Did the PCs find the bodies of the Principality of Ulek patrol unit? YES NO

Did the PCs defeat both groups of hobgoblins? YES NO

Which PC received the *masterwork heavy flail*?

Real Name:

PC Name:

RPGA #:

Which PC received the *masterwork longsword*?

Real Name:

PC Name:

RPGA #:

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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