

Skin Trade

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

Version 1.0

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Raiders cross into the frontier. Farms burn and entire families are carried off to a fate worse than death. Can you intervene in time and save the local free farmers before they fall victim to the Skin Trade? A Principality of Ulek regional introductory adventure for first level characters.

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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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 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 six players participating in the game.

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

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 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.

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.

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

Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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 the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being 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. 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 two things that you can do to help even the score.

2. 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 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 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.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in the Principality of Ulek. Characters native to the PoU 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.

Note that this intro scenario is designed both as a suitable challenge for players new to Living Campaigns and also for DMs just beginning to judge in this environment.

Adventure Background

The goblins of Wounded Fox are cunning. They are survivors who have lived in the margins of both the Warlord's might and also that of Turrosh Mak.

Never a numerous tribe, the goblins of Wounded Fox pride themselves on their ability to prosper wherever they find themselves and secure a profit in any situation with minimal risk to themselves.

To call these goblins cowardly would be unfair from their perspective. They see themselves as wise and cautious. They prefer overcoming obstacles through stealth and guile as opposed to force of arms. Many goblin tribes are the eager swords and spears of the Warlord or Turrosh Mak. The goblins of Wounded Fox are nominally allied to warlord, but seek profit working the margins of the chaos created by orcish raids, securing booty and causing mayhem wherever they go.

The goblins of Wounded Fox are skilled slavers, and have grown their wealth and prestige by raiding alongside of the marauding forces of the warlord. They raid, quickly and well, sweeping in and carrying off whoever and whatever they can.

Since the advance of the Warlords forces across the Jewel River, this tribe has prospered on the suffering of others, trading their slaves to the highest bidder.

Skin Trade deals with the depredations of a raiding party of Wounded Fox as they pillage during an orcish raid into Iron Helm.

Adventure Summary

Travel North to Thunder Strike was hazardous back before the war. Now it can be deadly. The frontier has shifted into the edge of the Lortmils. The forces of the Warlord do not run unchecked as they once did. The actions of a stalwart band of heroes in the waning months of last year did much to erode the strength of the Warlord and his allies. A massive army of undead were beaten back by the heroes of Ulek. Many humankind were killed in full blown battle with the Royal Army.

Still, the strength of the Pomarj rests in its numbers. There are always raiders.

As the adventure begins the band of heroes travel north towards Thunderstrike. Trouble meets them on the road in the form of a rampaging band of orcs. This conflict is quick, and soon broken up by the arrival of a pair of Royal Army scouts. They help the PCs polish off the orcs and will also ask the PCs for their assistance. They've come across the spoor of a goblin raiding party. Unfortunately, their specific assignment involves the pursuit of a large body of orcs to the North. They need the PCs to pursue the goblins and make certain that the locals are protected from the depredations of the raiders.

If the PCs opt to assist the Royal Army Scouts, they soon come across the burning remnants of a farm. This is the homestead of the Moduns, a human family of commoners. They have been the target of goblin raiders.

By the time the PCs reach the farm, the majority of the goblins are long gone. Only two remain, and these two are diligently looking for Jessan Modun, a wily young girl who has successfully eluded their grasp, while killing one by tossing a lit lantern on her pursuer as he climbed into the haymow after her. The goblins leader, told the three rogues to "find the cursed whelp," as penalty for letting her slip through their fingers. The jig is nearly up for Jessan, as the rogues in question have begun a systematic search of the orchard she is hiding in.

Once the PCs have dispatched the goblins and rescued Jessan, she will let them know that a goblin raiding party was responsible for attacking her family and burning down their barn. She will share several things she overheard while the goblins were

interrogating her mother and knows that the goblins have established a camp at an old cave complex called Split Rock. She will beg PCs to rescue her family from the goblins' clutches.

At Split Rock the PCs find the goblins encamped with their slaves and their livestock and waiting for the return of the balance of their raiding party. The PCs have to stage an assault. The difficulty of this encounter will be placed completely on the actions of the PC. A cautious attack on the goblins will eliminate the sentries and infiltrate the caves. A frontal assault will generate a much more organized and effective response on the part of the goblins.

If the PCs successfully defeat the goblins, they'll find Jillim, Jessan's mother, her Grandfather, Undurin, and her brother, Pol. Jillim will let the PCs know that the goblins were waiting for the return of another raiding party.

Jillim and her family will advocate waiting for the return of the other goblins, who they believe number about 7.

PCs who wait and who stage an ambush will face an additional small group of goblins, five in number. They've captured two dwarven miners, and rejoining the rest of their war party before returning to their tribal lands.

After defeating the goblins and returning the Modun's to their farm, the PCs will encounter a unit of Royal Army that had been detached to assist them after the force of orcs to the north had been defeated. This unit will offer the PCs their recommendation to the Royal Army.

The PCs will then have an opportunity to ride off into the sunset.

Introduction

The Principality of Ulek is at War. The road north to Thunderstrike bears mute testimony to the depredations of martial conflict. The last several days have shown you burnt out farms, villages depleted of their men folk, and the constant presence of elements of the army moving up and down the frontier.

The days of late spring have exploded into green and the blossoms on the trees are testimony to the cycle of life. This area was nearly over run by undead last fall. Along the road the peasants have taken to setting up monuments to the heroes of the day, simple affairs, a mere stone slab with a name carved in it. Ulek does not forget its heroes.

Your journey north has been focused on Thunderstrike. The road is known to be unsafe and frequented by bandits, invaders from the Pomarj and sometimes, the walking dead. You've banded together with an unlikely bunch of fellow traveler with the hazards of the road in mind. There is safety in numbers and that has been enough to encourage you to throw in with this band.

Allow PCs to do character interactions and to give you the specifics of how they plan to travel. Getting the specifics of their marching order and watch rotation will get them thinking tactically and about the resources they have available. PCs do not have an opportunity to purchase additional equipment. Discussions of their gear are appropriate, as they should be aware of their resources. When you feel the party has had all the productive communication that they are going to have, move on the encounter one.

Encounter 1: Raiders

The midday sun is bright and clear. Pelor's light has long burned off the early morning mist of sunrise. The brush covering the low hills you've been traveling through has only transformed from budding twigs to leafy green in the last week or so. The grass cover has begun its transformation from brown to green. Spring has come.

Rounding the road at a dead run, come four orcs. It is Spring. The Pomarj moves against Ulek.

Have PCs make a spot check, DC 15. Tell PCs hitting the target number, that the last orc in line was looking over his shoulder as he ran.

These four orcs are flankers for a larger body of orcs from tribe Twisted Spear. They were separated from the rest of their number by a well-staged ambush implemented by halfling slingers from the Royal Army. While the rest of their group was being obliterated, these four chose to flee. They move towards PCs at a dead run; visible and targets at two hundred and forty feet.

The orcs fight to the last. A duo of halfling slingers is in pursuit. They arrive four rounds after the combat begins, assisting the PCs. They are not interested in prisoners, as several have already been secured to the north at the main skirmish. However, if the PCs manage to secure prisoners, the scouts will take possession of them, promising to turn them over to their superior officer for questioning.

Grendun and Apple Blossom are privates in the Scout Core. They were detached from their unit to pursue and execute the orcs if they could be run down before they joined up with a larger group or went to ground.

Apple Blossom and Grendun are affable enough, but they are all about business.

They are very concerned that the main body of orcs is moving to the north. These orcs were part of a patrol that was securing the southern flank for the rest of their war party. The spoor of the orcs is not the only thing that the halflings encountered, however.

They've found tracks of a group of between eight and ten goblins. They are worried that this smaller group is up to no good, and that they may be slavers. There have been several instances in the last year where orc raiders have crossed over the border and goblins acting in their wake have swept in and carried off the local commoners as slaves.

The Halflings can direct the party to the tracks they found if they are so inclined. Grendun and Apple Blossom have no desire to send ill prepared and incompetent civilians off to their death. However, if PCs comported themselves well and follow an intelligent line of inquiry about the goblins, the halflings will ask them to address this problem. Even if the goblins present no immediate military threat, the thought of enemies in their back field is disturbing to any good member of the Royal Army.

Note that these two are privates and have no formal authority or desire to conscript, but they are very concerned that the local population is in imminent danger. If the PCs choose not to assist the halflings, or if they have been severely battered by the skirmish with the orcs, proceed to ending C.

The Scouts will lead the PCs to the tracks that they found before departing. The tracks lead off to the east. The early spring ground is fairly soft. The PCs will find that the majority of the tracks cross soft ground and involve a group of eight goblins, Survival check, DC 7, and that it is possible for them to follow the goblins. If PCs question the

two halflings about the specifics of the tracks and what are the best means to follow them, give them a +2 situational modifier on their roll.

APL 2 (EL 2)

Orcs (4): Warriors level 1; hp 5 each; see Appendix 1

Grendun and Apple Blossom: male and female Halfling level 2 Rangers; hp 17 each; see Appendix 1

Riding Dogs (2): hp 13 ea. Monster Manual page 272

Note: EL adjusted because of the support offered by the halflings

Encounter 2: Up In Flames

Smoke is your first true sign of trouble. The tracks you've been following have criss-crossed along a muddy cowpath, the evidence of the presence of free-range farm animals clearly evident along the trail.

As you follow the slope of the trail along a stand of heavy brush and down into a small valley, you get a clear view: a barn burns perhaps a mile off in the distance off to your east. From the angle of the plume it's evident that there's a strong breeze blowing from the South. No wonder the smoke wasn't evident until you crested into the Valley proper. Whoever set the blaze was either lucky, or knew how to read the land and the wind.

The farm itself is composed of the barn, a farmhouse, and several small outbuildings. North, west, and east of the farm compound are open fields. To the south is a fair sized orchard. The muddy track you've been following runs down to the farm, and then veers off to the north.

What is odd is the stillness. There are no voices, no sounds from the animals. Just silence and the sound of the wind.

Currently, 2 goblin rogues are actively searching for Jessan Modun. She eluded them when first contact was made with the farm. The goblins leader, Nushik, set these two, along with one more of their number, to task pursuing the girl. Jessan has proven hard to catch. When cornered in the barn by a goblin, Jessan dropped a lit lantern on him from as he climbed up the ladder to get her. She escaped. The barn's burning was her doing.

The game of cat and mouse has gotten more serious now, as the remaining two goblins are less concerned with capturing a slave and more concerned with killing her off and being done with it. Jessan is running out of room to hide however. She has secluded herself in the orchard and is hiding in the branches of a tree there. The goblins heard her go into cover and are currently doing a methodical search as a result.

How this pans out is going to be purely up to the PCs and how they approach the encounter. If the PCs attempt to advance across open ground, directly up to the compound, they'll be spotted by the goblins. If the PCs come in from the east or west, the goblins will go to ground in the orchard, hiding in the trees and waiting to drop down and sneak attack. If the PCs come in from the north, the goblins will advance into the farm compound and attempt to ambush the PCs as they investigate the house.

If the PCs advance from the south and cross into the orchard, they'll find the goblins conducting their search.

Jessan will not reveal her location until she's certain she's safe and the goblins have been dealt with.

Once the PCs have dealt with the goblins, Jessan will approach them. Assuming the

PCs are not rude or aggressive towards her, she will share what she knows. Jessan is an intelligent and precocious girl of 12. She is quite worried about her family and will work to secure a commitment from the party to assist her family in their difficulty. Jessan is truly and honestly scared by what she has seen. Although she can talk a good fight, in the last she is a scared little girl.

Note that Jessan has several ideas about adventurers. Her favorite Uncle, Eben has worked as a drover and a caravan guard for many years. He has worked indirectly with many "adventurers" and has helped shaped Jessan's feelings about that class of person. She is filled with many observations on the shape and nature of this particular class of being. Jessan will be more than willing to critique PC behavior at length.

If threatened by PCs, she'll say, "I thought you were supposed to be heroes. Real tough guys, picking on one that's not even half your size. Meany!"

If the PCs loot her house, she'll say, "Uncle Eben says REAL adventurer don't steal from helpless farmers. Real adventurers help the weak and pay their taxes!"

Jessan is a fine advocate for the state and the Prince. Enjoy yourself running Jessan. As she is now, about a third of the human adventurers at your table were when they were her age. She is ultimately very respectful towards what the PCs do. However, she is lawful good, opinionated and articulate.

The goblins slapped Jillim, Jessan's mother, and her Grandfather, Undurin, around a lot as they were asking questions. Jillim was hiding in the grain bin and eluded detection. She is especially bothered by the fact that the goblins kept threatening to cut up her seven year old brother, Pol, while they questioned her mother. She was about 5 feet

away from them as this occurred. She is mildly traumatized by the experience.

However, her Dad, oldest brother, and uncles are all away fighting the war. They left about three weeks ago to go back and fight, after the Spring planting. Jessan has very few illusions about what is going on. Her Father, Cedric, has been frank and forthcoming with everyone in his household about the war, the shape of the conflict, and the way the humanoid raiders comport themselves.

When questioned about the goblins, Jessan has the following information. Jessan knows that there were about ten goblins. She says there were a few sneaky ones like the two the PCs just dispatched and one big burly one that yelled a lot.

The goblins wanted to know whether or not the army was patrolling up around Split Rock. Her mother told them no, which is the truth. Split Rock is a shallow cavern complex. Jessan quotes her Father on this. "Daddy says the mine rangers should just drop the roof of that place, cause some sort of bad guy sneaks in there every other spring and needs killin' all over again." Although there are periodic patrols done all over the area, this particular complex only gets attention about once a year.

Jessan says the goblins asked many questions about the surrounding farms and who else lived there. Jillim told the goblins what they wanted to hear. Jessan will say, "Momma was scared they were going to hurt Pol. I know she wouldn't have told them goblins nuthin' if she wasn't so scared." Jessan will defend her Mother aggressively if she is disparaged by the PCs.

Jessan knows where Split Rock is and will lead the PCs there. She will not divulge the location of the cavern complex under ANY circumstances including being charmed, as she wants to see her Momma as soon as

possible. She is irrational on this point and will not give ground. If the PCs threaten to leave her Mother to her fate, then she will tell them that they are no heroes at all and that she'll have to take care of the problems herself.

In the event that the PCs do not help Jessan, go to ending C. Jessan will not travel with them and will, instead seek out her family's neighbors for help, taking off at the soonest possible instant if the PCs force her to come with them.

If either of the goblins is taken prisoner, they will share the specifics of their number, as well as the location of the goblin lair, only if they get the assurances of EVERY member of the party that they will not be harmed and will be released. Unlocking this information will require a DC 15 intimidation or diplomacy check in addition to getting the PCs to agree to release them with their gear. These goblins also know that they are supposed to be rendezvousing in three to five days with another group of goblins that are part of Wounded Fox and also out raiding. Quoga leads that group. They know he is a spell caster. If questioned about his strengths and weaknesses, they will say, they have seen him look at people and make them fall asleep.

APL 2 (EL 2)

Puin and Creka: male goblin level 1 Rogue; hp 6 each; see Appendix 1

Jessan: female human level 1 Ranger; hp 5; see Appendix 2

Encounter 3: Sentries

Jessan holds up her hand and signaling a halts. She looks back at you nervously chewing her lip.

The terrain has turned rocky and ugly. You've been working your way between a series of ridges. Jessan was lost at least once, but found her bearings again and brought you to this point. The better part of the afternoon has been spent finding this place.

Jessan point's towards the mouth of a narrow defile. A healthy stream flows out of the opening.

"Go through that split in the rocks," she says. "There's a twist and a turn and it then it opens out into a hollow."

Referencing map b while reading the following passage will give the DM a finer sense of the tactical situation.

PCs again have several choices. A frontal charge straight up the defile will cause the sentries to fall back into the cave. This will trigger a stiff organized resistance as described in encounter four below.

PCs who want to, can spend a half hour or so working their way into a position of elevation where they can see the opening of the cave. This will require three different DC 10 climb checks as the player(s) involve line themselves up with a good position. Failure will cause a 10 foot tumble and cause d6 subdual as they tumble briefly down slope and then right themselves. Assume that the PCs observe this from point A.

If the PCs are reasonably cautious in their approach, the goblins will have little chance to spot them. The two goblins are on top of a flat boulder in front of the mouth of the cave playing cards. Let the PCs see this and act accordingly. The goblins have been instructed to watch up the mouth of the defile and are not keeping an attentive watch anyplace other than straight down the defile.

PCs coming straight up the mouth of the defile will have a slightly harder time of it.

Someone with a skill is hiding and moving silently can move up into a position to observe the cave mouth. Have the PCs make an opposed check vs. the goblins spot and listen of +2. If the PCs are spotted, the goblins will climb down off the rock, and then double move into the cave. This will give the PCs two rounds to intercept.

If the PCs are not spotted, once in position, the location of the goblins will be apparent with a listen check, DC 5 (one of the goblins curses as he loses a hand) or a spot check, DC 10. Note where the cover ends on map B. PCs hiding can only advance to the edge of area X before being automatically being spotted by the goblins. This will be evident to anyone with a spot check of DC5.

If the PCs cautiously advance up the defile, they'll be able to reach the point marked Y on the map before the goblins have a chance to make spot checks against them. This will be evident to anyone who has advanced and observed the goblins and determined their location. If the PCs advance to this point undetected, give them a surprise round if they choose to initiate combat. The goblins respond to overwhelming force with flight as detailed above.

Jessan will wait at the mouth of the defile. She understands the risk that advancing on the cave complex entails and will follow the instruction of the PCs.

APL 2 (EL 2)

Idra and Jeka: Male goblin warriors level 1; hp 7; see Appendix 1

Encounter 4: Split Rock

The mouth of the cave is a 20 foot slash in the rock. A healthy five foot wide stream of water flows from the mouth of the cave out into the defile. Loose rock and till litter the mouth of the cave. The passage back into the rock has the smooth polished surface

caused by the action of water. It twists back into the darkness. The noise of the water acts as a steady background wash of noise.

Refer to map C as you read the following passage. The tactical position of the goblins will shift based on their level of alert. Referencing the map will clarify the tactical notes that follow.

There are six goblins within Split Rock. If the goblins have retreated into the complex and alerted the rest of their number, the goblins will be deployed to repel invaders within three rounds. Note that the water dropping into the Pool (labeled 1 on the map) effectively masks the sounds of combat from the outside. They will not be alerted unless the goblins on watch are able to flee into the complex. PCs who rapidly pursue the goblin sentries that flee here, will also disrupt the goblins ability to organize their defense.

Goblins on alert will deploy in the following way. Area 2 has two five foot tall boulders in it marked A and B. Nushik will deploy and hide on top of rock A. Leska will hide atop rock B. PCs can spot the goblins based on normal opposed spot checks. They wait until the PCs are past them and then will drop off the rocks and move into position to take out arcane casters. Alternative targets will include anyone flankable or archers hanging back and attempting to cause mayhem. Use these two aggressively and wisely. They are smart. Ming is a skilled archer. He will be deployed along the ledge that borders area 3. This area is ten feet above the floor in area two. Ming will wait to advance from the shadows in area 4 until the PCs have passed Nushik and Leska. Ming will be firing from inside the cave mouth and will keep concealment for as long as he has targets. Kuft, Okka and Pej will be drawn up in a line at the point marked C. If Idra and Jek are still alive,

they will be in reserve to help support the line. They will hold this position until the PCs make contact with their line or until Nushik and Leska roll off the tops of the boulders and attack.

If the PCs successfully surprise the goblins of Wounded Fox, they will be deployed in the following manner.

Kuft will be in area 2. He'll be watching Pol as the boy carries buckets of water to area 6. He will immediately respond to the presence of the PCs. Pol will fall prone covering his head beside the pool if combat breaks out.

Leska and Nushik will be in area 4, sleeping. It will take them four rounds to enter combat.

Ming will shooting at targets at the backside of area 5. Ming will enter combat in one round

Okka and Pej are asleep in area 8. It will take them six rounds to enter combat.

Assuming the PCs defeat the goblins, the sound of the combat will alert Undarin and Jillim to the presence of the PCs. They will call for Pol if appropriate but will certainly call for help once they hear human or dwarven voices.

Jillim and Undarin will be quite eager to be reunited with Jessan. Once this has occurred, PCs will have a chance to question Jillim and her Father.

Undarin will be markedly unimpressed with the PCs unless they are members of the Royal Army. He is filled colorful observations like, "Why ain't you fellas member of the army. Yer not yellor are ya?" Alternatively, he may say "Any man ain't willin' to sign up to fight must have a bit of Elf in him, if you know what I mean." Undarin will introduce himself as a member of the Third Thunder Strike Regular Infantry, retired.

Jillim is a bit more malleable and reasonable and will be profoundly grateful for saving her family. However, she is very concerned that there are more goblins about and that they will be taking more slaves. She will remark that the goblins asked very specific and pointed questions about the surrounding population. She is convinced that the goblins were waiting for the return of another group or groups. She can see no reason for them to stay here unless they were waiting for a rendezvous.

Captured goblins will have more specific information but will only release it if they are guaranteed their freedom and that they will be released with their gear. They know that a raiding party of 7 goblins, led by their Adept, Quoga, is out seeking slaves. They will return here in two to three days.

The PCs may decide that they have no desire to engage the next wave of goblins. If they choose to lead the Modun's out at this point and leave the next goblins alone, then go to ending B.

This will not sit well with the elder Morun's, Undarin and Jillim, as they are true patriots of Ulek. They are quiet citizens who do the work of their civilization. Their bravery is the bravery of duty and obligation, not self-aggrandizement and ego. They will make clear that they think the right thing to do is to wait her and bushwhack the returning goblins. They will argue as equals with the players, each making a case for the elimination of the goblin threat.

Undarin's arguments will be focused on accusations of cowardice. Jillim will be more subtle in her approach. She does not want anyone else to face what she has faced. She clearly feels that leaving these goblins free to raid and act as a unit is the wrong thing to do. She will describe in finite detail what a horror this was for her and her family and how she feels they must be stopped.

Both of the Morun elders will be less implacable in their position if the PCs have suffered casualties and if flight is obviously necessary to preserve the lives of the survivors.

If the PCs choose to stay, the Morun's will want to stay also. They know the risks but feel that if the PCs are willing to stay here and do the right thing, then they should also.

They can be talked out of pursuing this particular course of action with a diplomacy check DC 20. Direct appeals about the welfare of the children will reduce this DC to 15.

If the Modun's stay and assist the PCs in a fight against the next goblin raiding party, their activity is limited to trying to stabilize people who go down (Jessan) and to plinking away with a crossbow (Undarin).

PCs who decide to stay and wait to ambush the goblins have several paths open to them. Staying in Split Rock and jumping the goblins as they return is a sound strategy. Likewise they can attempt to ambush the goblins outside of the cave or at the mouth of the defile. Once the goblins reach the mouth of the defile, they will let their guard down and the adept will recall his familiar.

Unfortunately, the goblins will be very hard find and also to ambush. PCs will need to choose to head west, and then will need to make four DC 15 track rolls to find the goblins. If they are successful in this endeavor, run the combat free form based on the decision the PCs make. If the PCs are unable to find the goblins, then proceed to ending B.

If the PCs choose to set up an ambush, once they are set up and ready, proceed to encounter five.

Key to Split Rock map

1) Pool: This pool is forty feet deep at its deepest point. It is fed by a waterfall

originating 25 feet up at the ceiling. The goblins use the out going stream as a privy

2) Main cave: This area has a 25 foot tall ceiling. Two five foot tall boulders dominate the floor. This space is overlooked by area 3. This area is lit by shadowy illumination from the outside during the daytime.

3) Ledge: The ledge slowly slopes up to a height of 10 feet. Crouching in the mouth of are 4 and firing into area 2 provides concealment inless this area is illuminated.

4) Nushik's Lair: Nushik and Leska sleep here. This area is relatively orderly for a goblin lair. Two bedrolls and packs are in this area as well as a fire pit. 345 silver pieces, 19 gp are here.

5) Storage: Various household goods taken from the Morun farm are piled up here including a copper tea set, some rolls of fine cloth and a very fine saddle. Although the good here are worth about 220 g.p., the Morun family has a clear expectation of the return of the 120 gp worth of goods that belong to them. Additionally, the PCs can also find enough nails, wood, etc. to fabricate one 10 foot by 10 foot barricade. Do not volunteer this to the PCs. However, cagey PCs may attempt to fabricate cover as the prepare for the next encounter.

6) Animal Pen: The goblins drove the Moruns two cows and two of their pigs to Split rock. The pigs have already been dispatched. The cows will soon follow. A shallow trough has been cut into the floor that serves both as a place to water the beast and feed them. This area is lit by a torch as Pol will either be feeding, or have just fed the cows, based on how the PCs engage the goblins.

7) Slave Pen: A crude wooden gate locks this area. It is secured by a simple lock. Kuft has the key to this room. Inside the PCs will find Jillim and Undarin, and Pol

depending on how the PCs enter the cave. They are in good physical location.

8) Common Room: This is where the bulk of the goblins sleep. The area is a bit rank, smelling of unwashed bodies and rotten meat. Searching the goblins gear yields 1 gp, 19 sp and 21 cp.

APL 2(EL 4)

Nushik: male goblin level 2 rogue; hp 12 see Appendix

Leska: male goblin level 1 rogue; hp 7; see Appendix

Ming: male goblin level 1 fighter; hp 12; see Appendix

Kuft, Okka and Pej: male goblin level 1 warriors; hp 5 ea.; 12 see Appendix

Encounter 5: Skin Trade

The goblins move in tight formation, one of the leather clad warriors facing each point of the compass. There is a look of fatigue to them that speaks of days on the road. A goblin with a raven on his shoulder walks in the center of the formation. Two dwarves trudge to his left and right, struggling in manacles, and weighted down under the mass of huge packs.

They stare in stunned surprise as you launch your attacks.

This encounter is straightforward. The goblins will respond to the attack with a fighting withdrawal. Their goal will be escape. They will fade as quickly as they can in the face of ambush, although the warriors will not abandon their adept.

The dwarves, Gunnar and Jarvin, with them are battered and exhausted. These two are captured miners. They were bushwhacked with two of their cousins while working their claim. Their cousins resisted the adepts sleep spell and were slain. These two awoke to manacles and torment.

APL2 (EL3)

Quoga: male goblin 3rd level adept; hp 20; see Appendix

Rejik, Skaji, Tug, and Uxim; male 1st level goblin warrior; hp 9 ea.; see Appendix

Conclusion A

Use this conclusion if the PCs defeat the goblins at Split Rock and rescue both the Moruns and the dwarves. It is strongly suggested that the PCs roleplay this last bit if time allows, and that the DM only resort the use of unaltered box text if you are out of time.

Victory, sweet and won well. The trip back to the Modun's farm is uneventful. Jillim has graciously extended the hospitality of her household to you anytime you need. To her credit, she is a fine cook, and her pork stuffed meat pie is exquisite.

Neighbors and cousins arrive over the course of the coming days. Lumber comes on draft horse drawn wagons. Free farmers and relatives descend on the farm en masse. Your hands are a welcome addition to the task and the barn goes up quickly.

Apple Blossom and Grendun arrive during the second day of the barn raising. "Well done, friends," Grendun tells you when he greets you. "Your valor has not gone unnoticed by my superior officer. I told her you volunteered to pursue the goblins. She would meet you."

Soon after, a troop of dwarves and humans, about twenty-five strong move into the valley. These are hardened men and women, their gear bears the wear and tear of many months and years spent in the field. With their sweat and blood, it is these

men and women who shield the farms and families of Ulek from the depredations of the Pomarj.

Grendun leads a female dwarf towards you. She is stunning, and easily the most attractive dwarven woman you have ever seen. Long blonde braids, bright blue eyes and a dusting of freckles give her a youthful vigor and beauty. Slung across her back is a phoenix winged battle ax. This must be forged of legendary adamantium.

She surveys the work in progress at the farmstead and smiles at you. "Citizens," she says, "Let me extend the Prince's thank you for the good work you have done here. Every lost homestead weakens us. We cannot be everywhere and it is the activity of people such as yourself that make Ulek truly great."

She pauses and looks each of you over. Although she is a young dwarf, there is a look in her eyes that tells you this one has seen and been through much. There is a wisdom to her that speaks of experience beyond her years. Her spirit has been touched somehow.

"Cedric Morun is the patriarch of this family and a sometime shield brother of mine. That you have risked much to save his family is something I respect and that earns you the respect of us all. The army needs such as you. If you choose to join, use my name as recommendation. I am Nohey Brightsilver daughter of Colonel Krusac Brightsilver, and leader of this patrol. I thank you!"

Nohey extends her hand to you and grasps yours fiercely. Her blue eyes are bright like steel. She smiles. You cannot help but feel that with such woman as this guarding the border, Ulek will prevail.

The End

Conclusion B

Use this conclusion if the PCs do not have a final confrontation with the goblins of Wounded Fox and return the Morun's to their farm. It is strongly suggested that the PCs roleplay this last bit if time allows, and that the DM only resort the use of unaltered box text if you are out of time.

It has been a bloody path to this point. You have left goblin raiders afoot in the hills but your best efforts have simply not been enough this time. That has a bitter taste to it. Still, this family is safe because of your deeds.

"Hail friends!" comes to you from your left, and your eyes scan the hillside looking for the source of the greeting. Apple Blossom stands and waves to you.

She whistles, and you hear a whistle in response. Soon, she and Grendun join you. Grendun listens to your story and says, "Well fought. Our unit can carry on the pursuit of these scavengers." He rests his hand on your shoulder and smiles. "Your valor has not gone unnoticed by my superior officer. I told her you volunteered to pursue the goblins. She would meet you."

Soon after, a troop of dwarves and humans, about twenty-five strong, descend the hillside. These are hardened men and women, their gear bears the wear and tear of many months and years spent in the field. With their sweat and blood, it is these men and women who shield the farms and families of Ulek from the depredations of the Pomarj.

Grendun leads a female dwarf towards you. She is stunning, and easily the most attractive dwarven woman you have ever seen. Long blonde braids, bright blue eyes and a dusting of freckles give her a youthful vigor and beauty. Slung across her back is a phoenix winged battle ax. This must be forged of legendary adamantium.

She looks at you with the steady eye of a veteran. "Citizens," she says, "Let me extend the Prince's thank you for the good work you have done here. Every lost homestead weakens us. We cannot be everywhere and it is the activity of people such as yourself that make Ulek truly great."

She pauses and looks each of you over. Although she is a young dwarf, there is a look in her eyes that tells you this one has seen and been through much. There is a wisdom to her that speaks of experience beyond her years. Her spirit has been touched somehow.

"Cedric Morun is the patriarch of this family and a sometime shield brother of mine. That you have risked much to save his family is something I respect and that earns you the respect of us all. The army needs such as you. If you choose to join, use my name as recommendation. I am Nohey Brightsilver daughter of Colonel Krusac Brightsilver, and leader of this patrol. I thank you!"

Nohey extends her hand to you and grasps yours fiercely. Her blue eyes are bright like steel. She smiles. You cannot help but feel that with such woman as this guarding the border, Ulek will prevail.

The End

Conclusion C

Use this conclusion if the PCs never make the trip to Split Rock, either because they are unable to or because they choose not to. It is strongly suggested that the PCs roleplay this last bit if time allows, and that the DM only resort the use of unaltered box text if you are out of time.

You march north towards Thunderstrike, the Spring air bright about you.

Rounding the corner a column of infantry marches. Apple Blossom and Brendun, the halfling scout, lead the unit from the back of their riding dogs. They nod at you in casual indifference as you march past. Apple Blossom looks over her shoulder and points to you.

Striding towards you is a female dwarf towards. She is stunning, and easily the most attractive dwarven woman you have ever seen. Long blonde braids, bright blue eyes and a dusting of freckles give her a youthful vigor and beauty. Slung across her back is a phoenix winged battle ax. This must be forged of legendary adamantium.

At each elbow are two human warriors, glaives held at the ready and greatswords over their shoulders. They regard you with glaring vigilance.

“I am Nohey Brightsilver, leader of this patrol and an agent of the Prince. Tell me, what have you seen along the road.”

Nohey listens to the PCs story.

Nohey nods as you conclude your tale. “Well, we cannot all be soaked in valor and dreams of glory, can we? I understand your desire for self-preservation. These times are trying for us all. Know that the

Royal Army is a shield for you. The road north has been cleared. You should be safe on your journey. Ulaa protect and Moradin guide you.”

With that the band moves off to the south., the fate of the helpless in their hands, and theirs alone.

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 1: Raiders

Defeat the orcs

APL 2 – 30 xp.

Encounter 2: Up in Flames

Defeat the goblins at the Morun farm

APL 2 – 60 xp.

Encounter 3: Sentries

Defeat the goblin sentries at Split Rock.

APL 2 – 60 xp.

Encounter 4: Split Rock

Defeat the goblins slavers in their base camp.

APL 2 – 120 xp.

Encounter 5: Skin Trade

Defeat the returning goblins slavers.

APL 2 – 90 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good role-playing

APL 2 – 90 xp.

Total Possible Experience

APL 2 – 450 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s 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*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of

the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed 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, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 1: Raiders

Strip and sell the orcs’ gear.

APL 2: L: 35 gp; C: .9 gp; M: 0 gp.

Encounter 2: Up in Flames

Strip and sell the goblins gear.

APL 2: L: 10.8 gp; C: 1.8 gp; M: 0 gp.

Encounter 3: Sentries

Strip and sell the goblins gear.

APL 2: L: 12.2 gp; C: .1 gp; M: 0 gp.

Encounter 4: Split Rock

Strip and sell the goblins gear.

APL 2: L: 54.8 gp; C: 9.4 gp; M: 0 gp.

Encounter 5: Skin Trade

Strip and sell the goblins gear.

APL 2: L: 65.3 gp; C: 3.9 gp; M: *Scroll of Bless* 4.2 gp, M: *Scroll of Cure Light Wounds* 4.2 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2 L: 178.2 gp; C: 27 gp; M: 8.3 gp

Total: 213.5 gp (213.5 gp).

Special

These items may appear on the adventurers record. They should be crossed out if the PC did not encounter them or earn them on the adventure.

Favor of the Moruns – For assisting the Moruns and saving them from slavery, you have earned the favor of this human family. This favor may be redeemed in one of the following ways.

Cedric: Cedric Morun will use his contacts in the army to give you a one time +4

|

unnamed bonus to a gather information check involving the royal army.

Eben: Eben Morun is grateful to you for saving his nieces and nephews. He will provide a one time service for you and help you negotiate a 10% discount on the purchase of any mount.

Jillim: Jillim will put you up at her house and treat you like a king. Get free standard upkeep in any adventure occurring in the province of Ironhelm.

Recommendation for the Principality of Ulek Army: For successfully defending the frontier from orc and goblin raiders, Nohey Brightsilver is willing to sponsor your entrance into the royal Army.

Appendix 1

Encounter 1: Raiders

APL 2 (EL 1)

Orcish Warriors (4): Male Orcs Warrior 1; HD 1d8+1; hp 5 each; Init +0; Spd 30 feet; AC 13, Touch 10, Flat Footed 10; Base atk: +1; Grp: +4; Atks +4 melee (2d4+4 [crit 18-20], falchion) or +1 ranged (1d6+3 [crit 20], javelin); Full atk: same; Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft., Light sensitivity (dazzled in bright sunlight); AL: CE; SV: Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

Skills and Feats: Listen +1, Spot +1; Alertness

Possessions: 4 suits of Studded Leather, 4 falchions, 12 javelins, 4 daggers, 16 sp, 4 gp.

Grendun and Apple Blossom: Male and Female Halfling Ranger 2; HD 2d8+4; Init +4 (dex); Spd: 20 feet; AC 18, Touch 15, Flat Footed 14; Base Atk: +2; Grp: -1; Atks +4 melee (1d6+1 [crit 19-20] long sword) or +7 ranged (1d3 [crit 20] sling); Full atk: Melee same or +5/+5 ranged (1d3 [crit 20] sling); Space/reach: 5 foot/5foot; SA: Orcs are favored enemy; AL: LG; SV: Fort +5, Ref +7, Will +1; Str 12 Dex 18 Con 14 Int 10 Wis 12 Cha 10

Skill and feats: Ride +9, Survival +6, Hide +11, Move Silently +11, Spot +6, Listen +6; Track, Point Blank Shot, Rapid Shot

Possessions: Studded Leather armor, Long Sword, sling and 20 bullets, Riding Dog and Tack, dagger, 12 gp.

Encounter 2: Up in Flames

APL 2 (EL 2)

Puin and Creka: Male Goblin Rogue 1; HD 1d6; hp 6 each; Init +3 (dex); Spd 20 feet;

AC 17, Touch 14, Flat Footed 14; Base Atk: +0; Grp: -3; Atks +0 melee (1d4 [crit 20], club) or +3 ranged (1d6 [crit 19-20], light crossbow); Full atk: same; Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft; AL: NE; SV: Fort +0, Ref +5, Will +1; Str 11, Dex 16, Con 11, Int 13, Wis 12, Cha 6

Skills and Feats: Listen +7, Spot +7, Move Silently +11, Hide +7, Climb +4, Tumble +7, Disable Device +6, Open Lock +7; Alertness

Possessions: 2 suits of Studded Leather, 2 clubs, 2 light crossbows, 10 bolts, 4 daggers, 28 sp, 8 gp.

Encounter 3: Sentries

APL 2 (EL 2)

Idra and Jeka: Male goblin warrior 1; HD 1d8; hp 7 each; Init +3 (dex); Spd 20 feet; AC 15, Touch 12, Flat Footed 14; Base Atk: +1; Grp: -2; Atks +3 melee (1d6+1 [crit 20], morning star) or +3 ranged (1d6 [crit 19-20], light crossbow); Full atk: same; Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft; AL: NE; SV: Fort +2, Ref +1, Will +0; Str 12, Dex 13, Con 11, Int 10, Wis 10, Cha 6

Skills and Feats: Listen +2, Spot +2, Move Silently +6, Hide +2; Alertness

Possessions: 2 suits of Studded Leather, 2 morning stars, 2 light crossbows, 10 bolts, 4 daggers, 6 sp.

Encounter 4: Split Rock

APL 2 (EL 4)

Nushik: Male Goblin Rogue 2; HD 1d6; hp 12; Init +3 (dex); Spd 20 feet; AC 17, Touch 14, flat footed 14; Base Atk: +1; Grp: -2; Atks +4 melee (1d6+2 [crit 20], Morning Star) or +3 ranged (1d6 [crit 19-

20], light crossbow); Full atk: same; Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft; AL: NE; SV: Fort +2, Ref +6, Will +1; Str 14, Dex 16, Con 14, Int 13, Wis 12, Cha 6

Skills and Feats: Listen +8, Spot +8, Move Silently +12, Hide +8, Climb +5, Tumble +8, Disable Device +7, Open Lock +8; Alertness

Possessions: 1 suit of Studded Leather, 1 morning star, 1 light crossbows, 10 bolts, 2 daggers.

Leska: Male Goblin Rogue 1; HD 1d6; hp 7 each; Init +3 (dex); Spd 20 feet; AC 17, Touch 14, flat footed 14; Base Atk: +0; Grp: -3; Atks +0 melee (1d6 [crit 20], Morning Star) or +3 ranged (1d6 [crit 19-20], light crossbow); Full atk: same; Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft; AL: NE; SV: Fort +1, Ref +5, Will +1; Str 11, Dex 16, Con 13, Int 13, Wis 12, Cha 6

Skills and Feats: Listen +7, Spot +7, Move Silently +11, Hide +7, Climb +4, Tumble +7, Disable Device +6, Open Lock +7; Alertness

Possessions: 1 suit of Studded Leather, 1 morning star, 1 light crossbow, 10 bolts, 2 daggers.

Ming: Male Goblin Fighter 1; HD 1d10+2; hp 12; Init +3 (dex); Spd 20 feet; AC 18, Touch 14, Flat Footed 15; Base Atk: +1; Grp -2; Atks: +3 melee (1d6+1 [Crit 19-20], long sword) or +5/6 under 30 feet (1d6/1d6+1 under 30 feet [crit 20], long bow); Full atk: same; Space/reach: 5 ft./5 ft.; SQ: Darkvision, 60 ft; AL: NE; SV: Fort +4, Ref +3, Will -1; Str 12, Dex 16, Con 14, Int 10, Wis 8, Cha 6

Skills and Feats: Listen +1, Spot +1, Move Silently +6, Hide +2; Point Blank Shot, Precise Shot

Possessions: 1 chain shirt, 1 long sword, 1 long bow, 20 arrows, 1 dagger, 8 gp.

Kuft, Okka and Pej: Male Goblin Warrior 1; HD 1d6+1; hp 7 each; Init +3 (dex); Spd 20 feet; AC 15, Touch 12, Flat Footed 14; Base Atk: +1; Grp: -2; Atks +3 melee (1d6+1 [crit 20], morning star) or +3 ranged (1d6 [crit 19-20], light crossbow); Full atk: same; Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft; AL: NE; SV: Fort +2, Ref +1, Will +0; Str 12, Dex 13, Con 11, Int 10, Wis 10, Cha 6

Skills and Feats: Listen +2, Spot +2, Move Silently +6, Hide +2; Alertness

Possessions: 3 suits of Studded Leather, 3 morning stars, 3 light crossbows, 10 bolts each, 6 daggers.

Encounter 5: Skin Trade

APL 2 (EL 3)

Quoga: Male Goblin Adept 3; HD 3d6+3; hp 20; Init +1 (dex); Spd 20 feet; AC 12, Touch 12, Flat Footed 10; Base atk: +1; Grp: -2; Atks: +1 melee (1d6 [crit 20] Quarter staff) or +1 ranged (1d3 [crit 20] dagger); Full atk: same; Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft; AL: NE; SV: Fort +2, Ref +2, Will +6; Str 10, Dex 13, Con 12, Int 12, Wis 16, Cha 12

Skills and Feats: Listen +2, Spot +2, Move Silently +5, Hide +1, Heal +9, Concentration +7, Spellcraft +7; Scribe Scroll

Spells: Spells known [3/3; base DC =13 + spell level]: 0- cure minor @ 2, detect magic: 1st – cure light wounds, sleep, protection from good.

Possessions: scroll- cure lights wounds, scroll – bless, quarter staff, dagger, silver chain necklace (500 gp), 18gp, 24 sp.

Scritch: Male Raven Familiar: HD 3; hp 10; Init +2 (dex); Spd 10 feet, 40 foot fly; AC 15, Touch 14, Flat Footed 13; Base atk: +1; Grp -13; Atks: +4 melee (1d2 -5 [crit 20] Claws); Full atk: +4/+4 melee (1d2 -5 [crit 20] Claws); Space/reach: 2- ½ foot/0 foot; SA: improved evasion, share spells, empathic link; AL: NE; SV: Fort +2, Ref +4, Will +6; Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 6

Skills and Feats: Listen +4, Spot +6; Alertness

Rejik, Skaji, Tug, and Uxim; Male Goblin Warrior 1; HD 1d8+1; hp 9 each; Init +3 (dex); Spd 20 feet; AC 15, Touch 12, flat footed 14; Base Atk: +1; Grp: -2; Atks +3 melee (1d6+1 [crit 20], morning star) or +3 ranged (1d6 [crit 19-20], light crossbow); Full atk: same; Space/reach: 5 ft/5ft; SQ: Darkvision, 60 ft; AL: NE; SV: Fort +3, Ref +1, Will +0; Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 6

Skills and Feats: Listen +2, Spot +2, Move Silently +6, Hide +2; Alertness

Possessions: 4 suits of Studded Leather, 4 morning stars, 4 light crossbows, 10 bolts, 4 daggers, 28 sp.

Appendix B

The Morun Family

Jessan: Female Human Ranger 1 (child - small sized); HD d8: hp 5; Init +4 (dex); Spd 20 feet; AC 15, Touch 15, flat footed 11; Base Atk: +1; Grp: -3; Atks +0 melee (d3-1 [crit 20], unarmed attack) or +4 ranged (1d3-1 [crit 20], stone); Full atk: same; Space/reach: 5 ft/5ft; SA: favored enemy goblinoids; AL: LG; SV: Fort +2, Ref +6, Will +1; Str 9, Dex 18, Con 11, Int 12, Wis 12, Cha 12

Skills and Feats: Hide +8, Move +8, Listen +5, Spot +5, Survival +5, Handle Animal +5, Swim +3, Use rope +8: Survival, Point Blank Shot, Precise Shot

Possessions: 5 really good rocks

Jillim: Female Human Commoner 2: HD 2d4; hp 6; Init +1 (dex); Spd: 30 feet; AC 11, Touch 11, Flat Footed 10; Base atk: +0; Grp +1; Atks +1 melee (d3 [crit 20], unarmed atk) Full atk: same; Space/reach 5foot/5foot; AL: LG; SV: Fort +1, Ref +1, Will +1; Str 12, Dex 12, Con 11, Int 12, Wis 12, Cha 15

Skills and Feats: Profession: Farmer +9, Spot +6, Handle animal +8, Heal +4: Skill focus – farming

Undarin: Male Human Warrior 2(old): HD 2d8; hp 13; Init +0 ; Spd: 30 feet; AC 10, Touch 10, Flat Footed 10; Base atk: +2; Grp +2; Atks +2 melee (d6 [crit 20], club) or +2 ranged (d8 [crit 19-20] light crossbow); Full atk: same; Space/reach 5foot/5foot; AL: LG; SV: Fort +3, Ref +0, Will +; Str 10, Dex 11, Con 11, Int 10, Wis 9, Cha 10

Skills and Feats: Ride +5, Profession farmer +5, Swim + 5: Rapid reload

Pol: male human commoner 1 (child – small sized); HD d4: hp 1; init +2 (dex); Spd: 20 feet; AC 13, Touch 13, Flat Footed 11: No combat stats: AL: LG; SV Fort +0, Ref +2, Will –1; Str 8, Dex 14, Con 10, Int 11, Wis 9, Cha 12

Skills or Feats: None