

FUR2-02



THE BEST LAID PLANS

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

Version 1

by Jeff Detweiler

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

While returning from a false tale of adventure, your group finds itself seeing smoke billowing over the hills. Where there is smoke, there is fire.... An adventure for characters 3-8.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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

PREPARATION

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

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

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

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

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

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

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

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

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

SCORING

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

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

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

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" 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 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 Website (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

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

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

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

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

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

TIME UNITS AND UPKEEP

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

ADVENTURE SUMMARY AND BACKGROUND

A few years ago, during the siege of Chendl, the Empire of Iuz sent orders to its generals to throw the goblinoid hordes against the walls to create a breach, and bring Chendl down. One hobgoblin leader, Banrg, knew the folly of a direct assault, and also began to see how the hobgoblins were simply pawns in Iuz's plans. The hobgoblin leader hatched a plan and deserted, taking others with him, and wandered around for a bit until he found a suitable vale in the Vesve forest. He became their chief, and humans would come to think of him as a rather intelligent and neutral hobgoblin chief.

On the other side, Oor-Gormar, the Bugbear was at the siege also, but he and his troupe were routed when the siege was lifted and fled back to the lands of Iuz proper. When divisions of the dark armies were disbanded, the bugbear leader gathered up his tribe and

decided to set out doing evil deeds, growing stronger for when next they are called to fight against the humans.

As luck would have it, the bugbears happened upon the hobgoblin outpost. The bugbears have decided to force the hobgoblins to attack the local human town of Grafton, thus making it easier for them to kill all the survivors (on both sides) and make off with all the spoils. When the hobgoblin chief saw the bugbears, he thought they had been sent to exact revenge for his desertion, and out of fear agreed to the bugbears plans.

He has since come to his senses and has hatched a plan that he thinks will lead to the best possible outcome. Banrg has convinced Oor-Gormar that they should build some battering rams and wall scaling ladders, and lay siege to Grafton. Banrg has convinced Oor-Gormar that the town is very well defended.

Banrg believes there is only one farm between his people and the town and has sent a small scouting party south in front Oor-Gormar's party with instructions to scare away the inhabitants and burn the farm. Banrg knows this may anger the humans he is relying upon, but it is a necessary evil. Banrg has studied humans and has decided that his best option is to use the humans to defeat his real enemies, the bugbears. He is betting that the humans will come with force to break the siege, and he has ordered his loyalists to turn on the bugbears and surrender to the humans. Of course, any "slaves" that were captured at the farm site will be freely returned and in good shape as a token of his good will.

Banrg realizes that his plan has more than a few risks. Notably, what if knights appear and just wipe out the hobgoblins? What if the leaders of Grafton have forgotten about Banrg and their agreement to be peaceful and think he is out to kill them all? What if his people really do end up wiping out Grafton? Banrg is in a difficult position, and has taken the only course of action he can imagine will help save his people. To help rid himself of the most violent among his people, Banrg has sent his most bloodthirsty hobgoblins to the front. This increases the likelihood they are killed and maintains a front to help fool the bugbears.

Sadly, the best-laid plans often go awry, and Banrg has a few complications to deal with. First, the bugbear chief Oor-Gormar has imprisoned him to ensure his hobgoblins obey. Secondly, another human farm has been built directly in the path he set for his army to take and will be dealt with by bloodthirsty scouts (plus an agent of Banrg known as Saawar. (see Encounter 1) sent by Oor-Gormar. Lastly, the relieving human force is further away than he thinks and may not make it to Grafton in time. His plan depends on the human military arriving in time and being merciful in their dealings with his people, if he is not at the battle, he fears his people will be wiped out.

The characters are on the road from Laurelinn in Highfolk, to the Royal highway near Baranford in the Barony of Kalinstren in Furryondy. They are only about five miles from the edge of the Vesve forest when they see billows of smoke coming from the west about a mile or two away.

The characters should go and investigate, and when they get within sight they see a farmhouse burning, and a bunch of hobgoblins cavorting about gleefully. The Barnich family is trapped inside, waiting to meet their fate. The characters hear a mother wailing for help and crying out for her daughter and son, which are trapped in the barn. Being heroes the characters should intervene. In the barn they discover a hobgoblin (Saawar) and the son and daughter of the Barnichs'. Saawar is the lone "good" hobgoblin in this group, the rest are the bloodlusty ones that Banrg had sent for the siege, they spotted this farm and decided to burn it down and kill everyone.

Saawar is trying to keep the children safe. He spotted them playing in the barn while the others were busy trapping the Barnich family, and setting the house on fire, and he is not missed by the others. Ideally, Saawar survives the fight since he knows much of the events. He only really provides plans for the siege, and that Banrg "always told us to strive to be peaceful." He does not think the other information is significant.

The characters are then faced with their first major decision: scout the war party or fly forward to alert the town. Saawar goes with them, whichever way they wish to go if the characters ask him to, otherwise he returns to the hobgoblin fort if allowed. If the characters scout the war party, they must then decide if it is wise to attack the large force (DMs should stress the danger of this course of action). The most expedient course of action is for the characters to race ahead to Grafton and warn the residents.

In Grafton, the characters may learn from the townspeople that the hobgoblins are peaceful and would never attack. The characters should convince the mayor of the danger (Saawar is of great help here) and he sends for aid, which takes several days to arrive. Now the characters have many choices to help resolve the situation. Their choices help define how the adventure is resolved:

- 1) Wait: If the characters wait and see what happens. Later that night, a small group of hobgoblins tries to sneak over the walls to warn the leaders of Grafton and reveal the plans of Banrg. If the humans can somehow rescue Banrg, he may be able to stop the siege.
- 2) Investigate: If the characters head out to investigate the war party they are able to learn just how much danger the small town is facing. It is possible (but foolish) to wage a guerilla war on the war party, and any outright attack probably gets the characters killed. If a guerilla war begins, the hobgoblins and bugbears use all of their cunning to deal with the threat.

Eventually, the characters hopefully rescue Banrg and arrive in time to end the siege. There is considerable damage done to the town and many on both sides are dead, Banrg and the hobgoblin's fate is left to the people of Grafton and the characters.

ADVENTURE TIMELINE

This summary is based on the anticipated resolution of each encounter. If the characters are required to rest, they have some flexibility, but groups that do not return to Grafton by Day 4 find the town in ruins.

Day One:

- Burning farm rescue
- Investigate the war party
- Arrive In Grafton
- Messengers on the wall

Day Two:

- Leave Grafton
- Bugbear ambush
- War party arrives at Grafton – Siege begins
- Arrival at the hobgoblin fort

Day Three:

- Siege continues
- Characters return to Grafton
- Hobgoblins turn on bugbears

Day Four:

- Grafton falls is siege not broken by noon

Day Five:

- Reinforcements arrive

INTRODUCTION

Leaving the dark reaches of the Vesve forest for the hilly plains of Furyondan lands brightens your mood considerably. Soon you can be back adventuring, successfully! As you head down the road, you cannot help but think about what would have transpired if there had actually been a manticore harassing the town of Laurelinn, as that crazy barkeep Hamdan had mentioned back in Highfolk. You remind yourself to not always believe everything heard in a tavern.

The journey back toward the heart of Furyondy seems pleasant enough. The company is at least passable, and soon, you will reach the small town of Grafton, where you should be able to find a soft bed and perhaps a cool mug of ale.

Allow the players a chance to introduce and describe their characters. This module assumes that the characters were all north of the border chasing tavern rumors. It is possible, but not required, that these characters know one another and were making this journey together. It is also possible, that they have simply joined together on the road for safety and company and have not gotten to know one another well.

If the players ask about Grafton, DMs should describe the small town elaborating with some of the details if their characters have either traveled in this area before or are from the local area. Grafton is a town of about 400 people, mostly commoners and farmers and does not have a garrison of Furyondy army.

After the players are comfortable with their traveling companions, ask each player to make a Spot check (DC 8) to notice the smoke from a burning farm.

Looking ahead, you see smoke billowing over one of the low hills in the distance. It appears to be a mile or two away, to the Southwest. The amount of smoke is far more than a simple campfire and there are no towns in that area you are aware of...

As the players move closer to the burning farm, proceed to Encounter 1.

ENCOUNTER 1: FARMHOUSE

The smoke gets thicker as you approach. Cresting a small hill and off in the distance you can see what appears to be a farmhouse in flames.

If the characters continue to close on the house, describe their approach and then read the following:

The single level farmhouse has just begun to burn intensely, with billows of smoke and fire rising from the rooftop and a few of the windows. There appear to be creatures cavorting and howling from around the structure, watching gleefully as it burns.

Any character within 200 feet gets a Spot check if they so desire, to attempt to learn more about the creatures. Consult the following for results:

(DC 5) They look like humanoids of some sort.

(DC 10) They look like humanoids of some sort, about 6 feet tall.

(DC 15) They look like humanoids, about 6 feet tall, either orcs or hobgoblins.

(DC 20+) They're definitely hobgoblins

DMs should add a +1 circumstance bonus to check for every 10 additional feet closer the characters close. Thus, at melee range, the characters definitely know what they are up against.

Also give the characters the opportunity to make a Listen check as well. As the characters get closer add a +1 circumstance bonus to check for every ten feet, again standing in front of the house and you can hear the woman. You should consult the following for characters that attempt a Listen check.

(DC 10) They hear hobgoblin cackling and cheering. Characters that speak goblin recognize words like "die, burn, roast", etc.

(DC 15) Same information as above, but they also hear high-pitched cries coming from inside the house.

(DC 20+) All information listed above as well as the ability to identify the voice from the house as a human female crying out, "My babies, my babies, you monsters, you'll burn them alive. Gods save them..."

Creatures: The hobgolins names are: Frarg, Reszs, Arblam, G'bangrah, Horgull, Rask, Kogorsk, Grunk, Horth, Verth, Gorkr, Hurull, Qup, and Gedm.

APL 4 (EL 6)

🔥 **Hobgoblin Leader:** Male hobgoblin Ftr3; hp 30; see Appendix I.

🔥 **Hobgoblin Shaman:** Male hobgoblin Clr3 (Maglubiyet); hp 21; see Appendix I.

🔥 **Hobgoblins (6):** hp 7 each; see *Monster Manual*.

APL 6 (EL 8)

🔥 **Hobgoblin Leader:** Male hobgoblin Ftr5; hp 46; see Appendix I.

🔥 **Hobgoblin Shaman:** Male hobgoblin Clr5 (Maglubiyet); hp 33; see Appendix I.

🔥 **Hobgoblins (6):** Male hobgoblin Ftr1; hp 11 each; see Appendix I.

APL 8 (EL 10)

🔥 **Hobgoblin Leader:** Male hobgoblin Ftr7; hp 60; see Appendix I.

🔥 **Hobgoblin Shaman:** Male hobgoblin Clr7 (Maglubiyet); hp 45; see Appendix I.

🔥 **Hobgoblins (6):** Male hobgoblin Ftr2; hp 18 each; see Appendix I.

Tactics: The hobgoblins forces are taking quite a bit of enjoyment out of burning the farmhouse and hearing the farmers scream in despair. They continue to watch the farmhouse burn and then turn their attention to the barn unless the characters intervene. The farmhouse is completely destroyed in 5 minutes (50 rounds). If the characters attack, the hobgoblins turn and face them and fight to the best of their ability, throwing javelins before engaging in melee. The shaman starts combat by drinking his potion of haste, and then using his additional partial action for an offensive or defensive spell, as appropriate. He continues to cast two spells per round, alternating between offensive and defensive spells, until all his defensive spells are in place.

If the hobgoblins are reduced to half of their number, they attempt to flee from the characters, heading northeast back toward a rendezvous point.

Development: There are several important development angles at work within this encounter. The most pressing element, other than the hobgoblins, is the burning farmhouse. The farmhouse continues to burn for a total of 50 rounds from the time the characters arrive until it is destroyed.

Locked inside the farmhouse are Lilia, and Hermann Menchall who are screaming for help for their children in the barn. They are both hog-tied but have managed to work their gags free, but are unable to escape their tight bonds. Both Lilia and Hermann succumb to the smoke

and flames 15 rounds after the characters arrive. If rescued, and untied, while the farmhouse is still on fire, they rush into the barn in an attempt to rescue their children.

Characters that enter the flaming house do so at considerable risk. Each round a character is within the burning house they must make a successful Fortitude save (DC 15, +1 per previous check) or spend that round choking and coughing. A character that chokes for two consecutive rounds takes 1d6 points of subdual damage. Smoke obscures vision, giving one-half concealment (20% miss chance) to characters within it.

Details on the encounter within the barn are contained in Encounter 2.

ENCOUNTER 2: SAWAAR

The doors to the two-story barn are closed and so far this building appears to have been spared from the fire sweeping through the farmhouse. The sounds and smells of livestock can be heard from within and there appear to be cows and chickens within the barn.

In the barn, a hobgoblin named Sawaar is hiding with the two children, Tovi and Teleth.

🔥 **Sawaar:** Male hobgoblin. (hp 12; AL NG)

🔥 **Tovi:** Female human child. (hp 2; 4 years old)

🔥 **Teleth:** Male human child. (hp 3; 7 years old)

If the characters enter the barn with the rescued parents, Sawaar releases them to their family immediately and raises his arms above his head in the gesture of surrender, speaking "friend" in the goblin tongue. If only the characters enter the barn, they do not see anything at first. Sawaar and the children are hiding in the hayloft. A successful Listen check (DC 15) alerts the character to muffled sounds coming from the hayloft.

Sawaar tries to keep hidden from the characters as long as possible, until he is sure that they are not hobgoblin troops. When he feels that he has been spotted he waves his hands quickly saying "friend" in Goblin. Sawaar has Tovi, who is crying, in his arms, and Teleth stands next to him. He is not acting in a hostile manner, and although armed with a short sword, his weapon is in its sheath.

Tactics: If combat starts, Tovi is providing Sawaar cover and confers a +4 cover bonus to his AC. Errant attacks may strike the girl. On Sawaar's first action, he drops Tovi and attempts to leap from the loft (suffering 1d6 point of damage) and runs screaming away. Teleth tries to stop the nearest character from attacking Sawaar if he can by shouting, "Don't hurt him!"

Development: Capturing Sawaar is a very important plot element for this adventure. Since he only speaks goblin, the characters may find it difficult to communicate with him. Sawaar is somewhat afraid of humans, but he knows that killing innocent children is

wrong. When questioned, Sawaar may reveal some helpful information. DMs should keep in mind that without a translator, much of this information has to be pantomimed. Information that cannot be acted out, should not be revealed to the characters at this time.

- Hobgoblins live in peace with humans of Grafton for few years since wars ended.
- Banrg wise leader who saved hobgoblins by avoiding Chendl walls. Hobgoblins leave to build own city (a fort actually, but its home).
- Banrg likes peace, and tells warriors to try and keep peace with humans of Grafton. No fights for many years.
- Many hobgoblins want to fight, but Banrg stops them.
- When bugbears arrive, Banrg change mind and plan to attack human city. Sent scouts to clear farms and take slaves.
- Sawaar not feel right about killing children so try to help by hiding them.
- War party not far behind the scouts. They arrive at town tomorrow before the sunset. Many hobgoblins and bugbears in war party.

Sawaar does not know what happened to Banrg after he left the hobgoblin fort. He is unaware that Banrg is actually a prisoner. He knows very little about the bugbears, but can describe the chief as being a very large bugbear with dark black fur, spotted with gray.

Depending on what the party wishes to do with Sawaar and the information they have learned, they may pursue a couple courses of action. If they wish to investigate the war party, proceed to Encounter 3. If they wish to rush to Grafton to alert the town, proceed to Encounter 4.

ENCOUNTER 3: WAR PARTY

Given the information they may wish to head northeast to spy on the war party. If they take this route, they find the war party is still several hours to the northeast. The force is very large and poses a significant threat to the people of Grafton, especially if they are taken unaware.

Given the local terrain, and provided they are cautious, the characters are able to find any number of places to set up a watch to get a good look at the war party without being spotted. When they get a look at the force, read the following:

Looking carefully through cover, you see the large force mentioned by the hobgoblin. You see well over 100 creatures making their way southwest toward Grafton.

The band appears fairly well organized and is comprised of mostly hobgoblins, with some bugbears carrying whips and acting like sergeants. They have posted scouts and runners who come back periodically to report what must be happening ahead of the band.

They are also driving a number of ox carts that are loaded with barrels, spears, and crude ladders, all weapons of war.

The war party is definitely on the move, but not moving as fast as it possibly could. Occasional shouting matches between the hobgoblins and bugbears can be witnessed and they tend to slow the group down considerably. At their present pace, the characters estimate that the war party will reach Grafton some time late tomorrow afternoon.

If the characters wish to look specifically for the leaders of the troop, they notice that the bugbears are definitely in charge, although several hobgoblins are also keeping the troops in line. There is no sign of the large black and gray bugbear described by Sawaar and if present, Sawaar is able to tell the characters that the chief is not with them.

Creatures:

APL 4

👉 **Hobgoblin Leader (8):** Male hobgoblin Ftr3; hp 30; see Appendix I.

👉 **Hobgoblins (90):** hp 7 each, see *Monster Manual* page.

👉 **Bugbears (30):** hp 16 each, see *Monster Manual* page.

APL 6

👉 **Hobgoblin Leader (10):** Male hobgoblin Ftr5; hp 46; see Appendix I.

👉 **Hobgoblins (100):** hp 7 each, see *Monster Manual* page.

👉 **Bugbears (40):** hp 16 each, see *Monster Manual* page.

APL 8

👉 **Hobgoblin Leader (12):** Male hobgoblin Ftr7; hp 60; see Appendix I.

👉 **Hobgoblins (120):** hp 7 each, see *Monster Manual*.

👉 **Bugbears (45):** hp 16 each, see *Monster Manual*.

Tactics: Although not the most organized band, these creatures are far from stupid. The column is spread out about 300 feet in length and tends to be about 8 creatures across (40 ft. wide). If attacked, they respond quickly by attempting to circle whatever is attacking them, sending runners to cut off any escape route. Any character that is encountered is attacked, as is Sawaar. If a character is knocked unconscious, they are taken back to the main force and stripped of any goods. Characters at 0 or less hit points receive one crude bandaging attempt (Heal +5). If this first aid does not stabilize the character, they either recover without help as per the rules on *Player's Handbook* page 129, or bleed to death.

Development: Sawaar is very agitated if the characters take him along to see the war party. He tells

the characters he warned them about the size of the band, and he is concerned they are wasting too much time. Other than this initial protest, Sawaar is very quiet and does not draw attention, nor does he try to escape from the characters unless they attack the war party. If the characters do attack, Sawaar attempts to escape from them and head to the hobgoblin fort far to the northwest. Sawaar does not attack any character in his escape attempt, but he runs until captured, or until he reaches the fort.

It is possible for the characters to lead a guerilla war against this band, but due to the sheer number of creatures involved, they should realize the futility of this action. The humanoid war party responds to any threat in a very cunning manner including using fallen characters as bait for traps and negotiations. Assuming the characters are unable to significantly reduce the war party's numbers, they should travel to Grafton to warn the village of the impending dangers.

ENCOUNTER 4: GRAFTON

Whether or not the characters have witnessed the war party first hand or not, they should eventually reach the small village of Grafton. When they approach it is either late afternoon or early evening, read the following, assuming they arrive prior to the siege that starts on Day Three.

The village of Grafton is fairly small with only around 300-500 people living in and around the village. A simple 10-foot wooden palisade surrounds the main part of the village. There are many farms and such outside of the wall, and unless the people are moved inside before the war party arrives, they face a horrid fate.

Once inside the town, the characters should look for the town officials and relay their story. If they still have Sawaar in tow, they draw some strange looks but no one takes action against them.

🏰Grafton (village): Power center type: Conventional; AL NG; 200 gp limit; Assets 410 gp; Population 410; Isolated (human 94%, dwarf 3%, elf 2%, half-orc 1%).

Authority Figure: Mayor Biddle Gildedchalice, male human Ari4.

Important Characters: 1 6th level rogue, 1 3rd level rogue, 1 4th level fighter, 2 2nd level fighters, 1 1st level fighter. A 7th level commoner, 2 4th level commoners, 1 2nd level commoner. A 7th level Expert, 2 4th level experts, 1 2nd level expert. A 3rd level warrior, a 1st level warrior.

Town Militia: 20 1st level warriors.

Others: 373 commoners.

Development: When the characters arrive at the town it will be relatively quiet. They are able to enter through the gates and find their way to the village square where the town mayor is usually found, along with the leader of the local militia.

The leader of the Village is Biddle Gildedchalice. Biddle is a middle-aged man with salt and pepper hair, and a little bit of a potbelly. After only a few moments of waiting,

the characters are able to speak with him directly. He talks very proper, but gets flustered easily, such as when the characters relay the story of the attack on the farm. When he gets excited he often stutters and stammers a little. He dresses the part of a town mayor, but does not take himself too seriously. Biddle is familiar with the hobgoblin chief (Banrg) and does not think that he would ever break the truce and attack. When he realizes the grave nature of the characters visit, he immediately calls for Geldrin.

🛡️Geldrin: Male human Ftr4.

Geldrin is the sergeant at arms of the town. He is very "townsfolky" a real pleasant chap who venerates Heironeous. He is neither brash nor abrasive, and carefully listens to the characters story. He will insist that Sawaar is treated kindly, but still considered a prisoner and is excluded from the conversation. If the characters have not been able to actually talk with Sawaar, Geldrin sends for Kundor Hardstone a stonemason who speaks the goblin language. Characters are able to interview Sawaar through Kundor to learn any of the information contained in Encounter 3 above.

🛡️Kundor Hardstone: Male dwarf Com2.

Once he is convinced of the characters story and their competence, he asks for their assistance. Geldrin dispatches a messenger on horseback to the nearest garrison, but he knows that help cannot be brought back for at least five days. He sends his militia to construct any sound defenses the characters mention as well as gathering up the surrounding farmers to protect them from the upcoming battles. He also cautions the characters against any guerilla attacks and instead asks for their assistance in manning the walls until the militia is done with its preparation.

Geldrin is versed in tactics, but he is a little shaken at being so terribly unprepared for the siege that lies outside of the town. He feels that he is partly to blame. He believes they must be able to weather the siege for 5 days so that reinforcements can arrive.

The characters are able to rest and eat common level food for free at one of the local inns. Geldrin asks them to please report to the north wall just after first light to assume a watch. When the characters are on watch, proceed to the next encounter.

ENCOUNTER 5: ON THE WALLS

Manning the walls at this stage may be premature, but Geldrin's orders were to make a show of force to benefit the morale of the village. Most of the members of the local militia are either helping to evacuate the surrounding farms or going through hasty drills on how to repel invaders or reload crossbows. What the defenders lack in skill, they make up for in determination, but that will probably not be enough once the war party arrives.

Watch duty is rather boring and as the evening begins to wind down, you see the last of the reluctant farmers entering the relative safety of the town. The population of the town has greatly increased as farmers have brought all the food and livestock they could within the palisade wall.

During the characters watch, they may notice of three hobgoblins approaching and eventually climbing the wall very silently. The hobgoblins are fairly well hidden and require a successful Spot check (DC 14) to see. They are quiet as well, and require a successful Listen check (DC 14) to hear. If spotted, the hobgoblins are seen carrying what appears to be a large white sack in their hands.

Creatures:

☛ **Griff, Thag, and Hunda:** Hobgoblins; hp 7 each; see *Monster Manual*. (AL N; Speak Goblin, Common).

These hobgoblins have been sent by Banrg to deliver a message to Biddle. If they are attacked, they immediately wave their white tunics, if possible, and drop to their knees in the universal gesture of surrender. They are unarmed and can speak the common tongue.

If the characters fail to spot the hobgoblins during their approach, give them another chance to do so once they are inside the wall. If the hobgoblins enter the village, they then walk upright with their hands above their heads toward the nearest guardsman (a character) and surrender. The hobgoblins were sent to relay the plight of Banrg and beg the humans for their assistance. They are very excited to see Sawaar if he is still alive and in the town, but they do not think to ask for him. When allowed to tell their tale, the hobgoblins reveal the following:

With a strange look of fear and shame on his face, the hobgoblin begins to tell why he was sent to Grafton.

“Banrg is our leader and for many years we live in peace with humans. Then the bugbears and Oor-Gormar came, and took over the fort. Banrg thought they may be from war sent to punish us for not fighting at Chendl, he was wrong, they just took over.

Now the bugbears are making the hobgoblins march to Grafton to destroy the town and take what they want. Many hobgoblins will die, as well as many humans. Banrg wanted to resist bugbears, but they beat him and threw him in chains at fort. He will die if hobgoblins don't fight and take Grafton.

Banrg wants to ask humans for help. Most hobgoblins will turn on bugbears if they know that chief Banrg is safe. We surrender if human knights show up to save town, leaving bugbears on their own.

The hobgoblins are telling the truth and are following Banrg's orders. They know the approximate size of the war party in case the characters did not check it out. They do not know where Oor-Gormar, the bugbear chief is currently located, but they know he left with the war party and is not in the siege camp.

Development: The characters now have two choices regarding their next course of action. Since they know the make up of the war party, it should be clear that their

best bet is to try and free Banrg and convince the hobgoblins to turn on the bugbears. If the characters wish to travel to the hobgoblin fort and try to rescue Banrg, any or all of the hobgoblins (Sawaar, Griff, Thag and Hunda) are willing to guide them. If this is not acceptable, they are also willing to draw the characters a map on how to reach the fort. The journey to the fort takes the characters a full day provided they use riding horses that Biddle provides them.

In order for the characters to avoid the army, the hobgoblins suggest a route through the hills that is more direct, but not feasible to move a war band through. If the characters take this option, they avoid the war party but run into an ambush set by Oor-Gormar (See Encounter 6). If they travel along the route of the war party, they are required to spend an extra half-day circumventing the war band to avoid being discovered.

If the characters do not think to free Banrg, Biddle comes up with it, quite surprised and pleased for doing so! If the characters decide to leave to try and free Banrg, Geldrin suggests they use a small tunnel at the back of town to take their leave. Proceed to Encounter 6 below.

The second option, which is much less desirable, is to wait for the siege and fight. If they wait for the siege, the town of Grafton is doomed. The war party arrives late the following afternoon and begins to wage war on the small town. The village defenders put up a valiant fight, but in the end, the humanoid forces breach the walls and put the town to fire. The humanoid forces break through on the fourth day of the siege (day five of the adventure). The characters are faced with difficult odds and the might of the war party is brought to bear on any pockets of resistance. DMs should run the battle by describing (narrating) the horrid scene, only actually rolling dice where the characters are taking direct action. Eventually, the characters are faced with a flood of humanoids that attempt to overrun their position. By this time, huge gaps in the walls exist and the humanoids enter the town in large waves. Sooner or later, the characters most likely die. If by some stretch of fate, they possess enough power to kill of 75% of the war party, the siege is broken but the town is almost entirely destroyed. The characters are viewed as saviors of what is left of the town, but that is little consolation in this ending.

ENCOUNTER 6: AMBUSH!

Most characters leave the town early in the next morning after a full nights rest. If they leave before dawn, they do not see any signs of the war party. Biddle and Geldrin see them off and the mayor lends them a potion of *cure light wounds* (brewed by a 4th level cleric 1d8+4 hp) to help them in case something unfortunate happens. When the characters leave, read the following (DMs may modify this based on when the characters actually leave Grafton).

Before the morning sun begins to rise on the horizon, your riding horses and made ready for your trip to the hobgoblin fort. Biddle and Geldrin are both present with worried looks on their faces; obviously neither slept last night. Biddle steps forward and looks at you.

"Well, this potion isn't much, but it is about all we can spare given what is coming toward us. Any reinforcements will probably not arrive for many days, so you are our best hope to weather the coming storm. May Fharlanghn watch over the roads you travel."

With that, the mayor and Geldrin take their leave, showing you the small tunnel, just wide enough for the horses that lead outside a hidden exit of the town.

The journey to the hobgoblin fort takes the characters the bulk of a day. The ride is not too difficult, but there are parts when the characters are forced to walk their horses through narrow passes. At a very narrow part of the trail, the bugbear leaders have planned an ambush for anyone trying to reach the fort by the back paths. This encounter happens about one hour away from the fort.

The travel thus far has been relatively easy as you make your way into the hills overlooking Grafton. After a few hours, the path grows narrow and begins to wind back and forth among the larger hills. The hills are steep and there are several times where you are have to dismount, and walk the horses to avoid a misstep...

As the party reaches the hidden bugbears, they are required to travel in single file. The hills are very steep and require a successful Climb check (DC 8) to climb up or on the slopes. Movement along the slopes is very difficult and reduces character movement to 1/2 normal. It is impossible to ride a horse or other mount on these slopes.

The front three characters should each make an opposed Spot check against Oor-Gormar and his groups' Hide check to determine if they notice them. Characters that fail this check are surprised (those in the rear of the group are automatically surprised), giving the bugbears a free partial action before initiative is determined.

Creatures:

APL 4 (EL 7)

🐾 **Oor-Gormar:** Male bugbear Ftr4; hp 54; see Appendix I.

🐾 **Bugbears (2):** hp 27 each; see *Monster Manual*.

APL 6 (EL 9)

🐾 **Oor-Gormar:** Male bugbear Ftr6; hp 70; see Appendix I.

🐾 **Bugbears (2):** Male bugbear Rog2; hp 37 each; see Appendix I.

APL 8 (EL 11)

🐾 **Oor-Gormar:** Male bugbear Ftr8; hp 86; see Appendix I.

🐾 **Bugbears (2):** Male bugbear Rog4; hp 47 each; see Appendix I.

Tactics: At APL 4 if the characters are surprised, Oor-Gormar attempts a partial charge and attempts to use the Sunder feat on the leader's weapon, if drawn, otherwise

he simply attacks. His bugbear companions flank characters in order to take advantage of flanking bonuses in combat. At APL 6, surprise or not, he starts combat by throwing his *javelin of lightning*, striking the characters that are in a single file line, and then follows up with the *sleep arrow* before charging into combat. At APL 8, surprise or not, he starts combat by throwing his *javelin of lightning*, striking the characters that are in a single file line, and then follows up with the *slaying arrow* on the toughest looking human, and the *sleep arrow* on the next toughest looking, before charging into combat. At APL 6 and 8, the rogue bugbears prefer to sneak attack targets that are wearing medium or heavy armor or any other powerful looking opponents.

If any of the hobgoblins are present during this attack, they cower and take cover behind the horses or characters as appropriate. They only fight the bugbears if no other choice exists. They do not flee however, unless it is clear that the characters are overwhelmed by the bugbears.

Development: The bugbears fight to the death as long as their leader is still in battle. If the characters manage to kill Oor-Gormar, the rest of the bugbears lose confidence and attempt to flee. If the characters manage to capture one of the creatures, it is very unwilling to talk to the characters (none of them speak common). If forced to talk through use of enchantments (charm spells, etc.) or successful intimidate checks, they reveal little useful information. They can tell the characters the general layout of the fort, which they should already have from the hobgoblins and continue to brag how the town will be burned and the humans taken for stewpots, etc.

The hobgoblins recognize Oor-Gormar and tell the characters about the chief if he is killed. After the bugbears are dealt with, the characters have no additional encounters en route to the fort. Proceed to Encounter 7.

ENCOUNTER 7: HOBGOBLIN FORT

Characters that follow the map or the hobgoblins instructions reach the camp via a path that leads along a ridge above the camp. The trail is very narrow and far too dangerous to move an army through, but it does provide an excellent vantage point to observe the fort. The trip should take them the rest of the day, and the characters arrive in the late afternoon unless they stop to rest. Upon reaching the area, read the following:

The hobgoblin fort is a simple, but well designed structure. The wooden walls enclose a fairly large area with several small buildings. From this vantage, you can see a central hall, a smithy, several dwellings, livestock pens, and other basic structures.

The fort has only one gate, a large wooden structure guarded by a pair of alert looking hobgoblins. There are also several bugbears located near the main hall and you notice the hobgoblins are giving them a wide berth...

The fort is a well-defended outpost. The walls are cut from timbers and stand around 10 feet high. They are very rough and easy to climb (DC 10). There are currently over 100 hobgoblins here, mostly women and children. Banrg and his shaman, Huu-Rulla, are currently being held in the central hall, the building being guarded by the bugbears until Oor-Gormar's return. (See creatures below for the number of bugbears guarding the hall).

There are two hobgoblins at the gate that are alert but not too bright. If any of the hobgoblins are with the party and they approach openly, they summon their commander Jornt. If the characters approach without a hobgoblin escort, they sound an alarm bringing a small group of bugbears and a larger number of hobgoblins to the scene.

Jornt is very loyal to Banrg and realizes that if the hobgoblins lead the characters to the area, they are friends. He opens the gate and allows them to enter, trying to keep them out of site of the bugbears. He is able to sneak them into the camp to a nearby dwelling without drawing attention to them, but after that, the characters are on their own. Jornt and his guards do not attack the remaining bugbears. None of the hobgoblins speak common so unless they brought the messengers from the wall or can speak goblin, they are unable to converse with these creatures!

Creatures:

APL 4 (EL 6)

🐾 **Bugbears (4):** hp 16 each; see *Monster Manual*.

APL 6 (EL 8)

🐾 **Bugbears (8):** hp 16 each; see *Monster Manual*.

APL 8 (EL 10)

🐾 **Bugbears (8):** Male bugbear Ftr2; hp 30; see Appendix I.

Tactics: At any given time, half of these creatures are guarding the central hut where Banrg is imprisoned. The others are in a nearby hut resting and can respond within one round if alerted to the characters presence.

If an alarm is sounded, the hobgoblins also muster to protect their home. However, if the characters have already been allowed entrance into the fort peaceably, the hobgoblins stand back, and wait to see what happens. If the characters threaten the women and children, they fight to the death.

APL 4 (EL 6)

🐾 **Hobgoblins (12):** hp 6 each; see *Monster Manual*.

APL 6 (EL 8)

🐾 **Hobgoblins (12):** Male hobgoblin Ftr1; hp 11 each; see Appendix I.

APL 8 (EL 10)

🐾 **Hobgoblins (12):** Male hobgoblin Ftr3; hp 30 each; see Appendix I.

Development: The characters goal in this encounter is to rescue Banrg and bring him back to the town of Grafton. They can accomplish this goal in many ways, but time is of the essence. Clever characters either sneak in and take out the bugbear guards using stealth and magic, or use the hobgoblins to get them inside where they can launch a sneak attack.

If the characters try and sneak into the camp, they still have to deal with the guards at the gate and the bugbear guards in the camp. In addition, a number of hobgoblins also move about the camp. These creatures tend to bed down at night but are often alert for sounds of trouble. If the characters attempt a sneak attack (a very plausible option), make Listen checks to see if the hobgoblins detect the characters. The DC for this check is an opposed Move Silently check, modified by any circumstance modifiers for the characters actions. If the hobgoblins hear something out of the ordinary, two hobgoblins (see stats above) will come to investigate.

If Banrg is rescued, he is very gracious, but unwilling to leave the fort without making sure the bugbears are dealt with. He fears that if he disappears, the hobgoblins will be tortured by the bugbears to reveal where he may be hiding. The characters are forced to deal with the bugbear threat one way or another.

Once Banrg is convinced of the safety of the fort, the characters are able to convince him to leave. If asked why his people simply did not rise against the bugbears, he admits sheepishly that his people have always greatly feared the bugbears and are too terrified to defend themselves.

If the characters traveled straight through to the fort, it is late in the evening by the time they have liberated Banrg. He warns them that traveling the narrow paths at night and exhausted is very dangerous. He offers the characters the hospitality of the fort and promises to leave before first light the next morning.

Huu-Rulla, the hobgoblin shaman, offers to cast his two *cure light wounds* spells (1d8+2 each) on any of the characters who need magical healing before they leave.

ENCOUNTER 8: GRAFTON UNDER SIEGE

The morning after the characters free Banrg, they are able to leave the hobgoblin fort and rush to Grafton. The journey takes the bulk of the day, but the characters do not encounter any signs of the war party. When they arrive at Grafton (assuming they arrive on day 3 or early on day 4), they see a grisly site.

If they arrive too late (after noon on day 4), the town is in ruins. DMs should describe the horrid battle site, the burned walls, and the reek of death that fills the air. Pass out voting sheets and end the adventure. Assuming the heroes arrive in time, use the following description:

The walls of Grafton are badly damaged but are still standing. The large force of hobgoblins and bugbears has been unable to

fully breach the walls and many of their number lie dead on the ground. Most of the casualties appear to be hobgoblins...

The fighting has significantly reduced the overall number of the war party, and nearly one third of the hobgoblins are dead, and only a small number (10%) of the bugbears are dead. The force is still in fairly decent shape and judging from the condition of the walls, they should breach the town defense soon. How soon depends on how much time the characters take to complete their mission.

The characters have many options on how they try and break the siege. The key event that must take place here is to show the hobgoblin leaders that Banrg is alive and at the battlefield. Then, and only then, the hobgoblins turn on the bugbears. Once the bugbears are defeated, the hobgoblins throw down their arms and surrender to the humans of Grafton. Ways the characters can prove Banrg is alive include (but are not limited to):

- Sneaking back into the town through the tunnel and placing him on the wall during an attack. The hobgoblins see him and the word spreads like wild fire
- Infiltrating the ranks of the war party using stealth to pass the word around.

Either of these options works and clever characters may come up with several other tactics on how to communicate that Banrg is safe. If the characters are unable to reveal Banrg, the siege continues and on its fourth day the town falls. At this time, any characters within the town walls are subject to attack from the remaining humanoids as if they waited for the siege to occur (see Encounter 5 above). If this occurs, DMs should throw everything the humanoids have left at the characters (assume one third of the hobgoblins and one half of the bugbears survive). When the fight is over, pass out the score sheets and end the adventure.

CONCLUSION

Although the exact circumstance of the ending of this adventure can vary significantly, it is generally assumed that the characters are able to stop the siege on the town. On the fifth day, military troops from the Barony of Kalinstren arrive to take over the defense of the town. The troops are under the command of Taladar Rhinlen. Taladar is a stern and dour commander who has seen many of his friends and fellow soldiers die at the hands of Iuz's troops and he is quite stern in dealing with them.

❖ **Taladar Rhinlen:** Male human Ftr8.

When the siege ends, the characters and townspeople may be faced with a difficult choice. Many of the hobgoblins have surrendered to the humans including Banrg. The Mayor (Biddle) and the military chief Geldrin are at a loss for what to do when Banrg tells his entire story. On one hand, they realize how the hobgoblins were used, but even more potent is the memory of the men

who died defending the town from the war party. Biddle and Geldrin look to the characters for some insight on what to do with the hobgoblins.

Development: Biddle and Geldrin's first thought is one consumed by vengeance. They wish to hold the hobgoblins as enemies of the state and execute them for their crimes after a fair and speedy trial. If the characters do nothing, or wait until the troops arrive, this is exactly the fate that awaits Banrg and his troops. The military, under Taladar's command, also send a force to the fort to clear out any remaining hobgoblins and bugbears from Furyondan soil.

Banrg's only hope to maintain his current existence is if the characters manage to convince Biddle and Geldrin that the hobgoblins should be allowed to return to their fort. This is exceptionally difficult due to the recent suffering of the town. Characters that wish to plead this case may attempt a single Diplomacy or Bluff check to win over Biddle and Geldrin. The fate of the hobgoblins depends on how persuasive the characters can be. DMs should allow up to a +2 adjustment on the roll based on the quality of the arguments the character makes. Multiple characters may be arguing different viewpoints, and this should also be taken into consideration. When the skill check is made, consult the following:

(DC 0-15) The NPCs are unconvinced and proceed with their plan to try and execute the hobgoblins.

(DC 20) The NPCs are somewhat swayed by the character arguments. Banrg and his people are allowed to leave Grafton and return to their fort, provided they swear to move north of the Furyondy border within a fortnight. Troops will be sent to enforce this agreement. This is equivalent to banishment.

(DC 25+) The NPCs are convinced that the hobgoblins are innocent pawns in the plot. They will allow Banrg to return to his fort and resume his normal life, provided they renew their vow of peace.

Regardless of the success of any final DC check, any character may notify the military (Taladar) directly if they are still in town when the army arrives on Day 5. If this occurs, the Taladar immediately takes control of the situation and proceeds to march against the hobgoblin fort with all 150 soldiers. Over any potential objection from Biddle or Geldrin, the army routs the hobgoblins from Furyondy.

If the characters are exceptionally foolish and try and oppose the will of the lawful army acting under the Lords orders, they are in grave danger. DMs should provide ample warning to players contemplating these actions regarding the guard's tenacity and skill level. Potential tactics include things like trying to free the hobgoblins so that they can flee. These attempts automatically fail. Characters attempting any of these rash actions are caught and executed as traitors to the country. Their bodies are burned along with the hobgoblins and their ashes scattered. Characters killed in this manner cannot

be brought back from the dead by any good aligned cleric, and require a *true resurrection* spell to be brought back.

Following the battle and any debates regarding the hobgoblins, Biddle thanks everyone profusely for saving the town. He happily gives them a scroll that was given to the town in years passed to help defend it. This divine scroll contains a single spell, *summon nature's ally* III. The spell was not used in the battles since there was no one in town capable of casting the spell.

In addition to the boon from the town, Banrg also attempts to show his gratitude unless he is being tried and executed. If he is going to be saved, he produces a gift for the characters, an arcane scroll. This scroll contains a single spell, *magic missile*, written by a 9th level caster. If he is going to be executed, the guards find the scroll and give it to the characters to thank them for their heroism.

If the party saved the town, they also earn the favor of Grafton, and their names are recognized in Kalinstren for their fine deeds (see Treasure Summary). Of course, should the characters fail to save the town, they are branded cowards in Kalinstren (the people who escape talk about them) and earn the animosity of the Barony Of Kalinstren (see Treasure Summary).

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1: Farmhouse

Defeat the hobgoblins and save the family.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 6: Ambush!

Defeat Oor-Gormar and bugbears.

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

Encounter 7: Hobgoblin Fort

Defeat the bugbear guards.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 8: Grafton Under Siege

Successfully retrieve Banrg and use him to break the siege at Grafton.

APL 4	30 XP
APL 6	90 XP
APL 8	120 XP

Total Possible Experience

APL 4	600 XP
APL 6	840 XP
APL 8	1050 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

Encounter 1: Farmhouse

Defeat hobgoblins and strip them of their gear. It is likely that the shaman uses the potion. If this is the case, deduct the value from the total.

APL 4: L: 40 gp; C: 0 gp; M: *potion of haste* (Value 75 gp per character)

APL 6: L: 97 gp; C: 0 gp; M: *potion of haste* (Value 75 gp per character)

APL 8: L: 205 gp; C: 0 gp; M: *potion of haste* (Value 75 gp per character)

Encounter 6: Ambush!

Defeat Oor-Gormar and bugbears, and strip them of their gear. It is likely that Oor-Gormar uses many of his magic items. If this is the case, deduct the value from the total.

APL 4: L: 50 gp; C: 16 gp; M: *potion of vision* (Value 15 gp per character); *sleep arrow* (Value 13 gp per character)

APL 6: L: 50 gp; C: 16 gp; M: *potion of vision* (Value 15 gp per character); *sleep arrow* (Value 13 gp per character); *javelin of lightning* (Value 75 gp per character)

APL 8: L: 50 gp; C: 16 gp; M: *potion of vision* (Value 15 gp per character); *sleep arrow* (Value 13 gp per character); *javelin of lightning* (Value 75 gp per character); *slaying arrow* (Value 228 gp per character)

Encounter 7: Hobgoblin Fort

Defeat bugbear guards and strip them of their gear.

APL 4: L: 10 gp; C: 0 gp; M: 0

APL 6: L: 19 gp; C: 0 gp; M: 0

APL 8: L: 19 gp; C: 0 gp; M: 0

Conclusion

Break the siege at Grafton.

APL 4: L: 0 gp; C: 0 gp; M: *scroll of summon nature's ally* III (Value 38 gp per character); *scroll of magic missile* (9th) (Value 23 gp per character)

APL 6: L: 0 gp; C: 0 gp; M: *scroll of summon nature's ally* III (Value 38 gp per character); *scroll of magic missile* (9th) (Value 23 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: *scroll of summon nature's ally* III (Value 38 gp per character); *scroll of magic missile* (9th) (Value 23 gp per character)

Total Possible Treasure

APL 4: 280 gp

APL 6: 421 gp

APL 8: 757 gp

Favor of Kalinstren

For their heroic efforts in the defense of the town of Grafton, this character is known as a hero of the lands. This benefits the hero in the form of a +4 circumstance modifier to Bluff, Diplomacy, or Intimidate skill checks if the target is familiar with their heroic status. In addition, these heroes are welcomed by the common folk of Kalinstren and treated to a common lifestyle without charge whenever they are within the Barony's boundaries. They may also call upon either the Mayor of Graton (Biddle) or his chief military commander (Geldrin) for favors during future adventures (effects are listed in modules as appropriate). Fame is fleeting, however, and this boon expires one year from the date on the certificate.

Animosity of Kalinstren

Characters who earn this certificate failed in their mission to protect the village of Grafton from the humanoid war party. The town was sacked and nearly all of its inhabitants were killed or taken as slaves. Still, some folks survived to

spread the names of those who failed. Bearers of this certificate are shunned in Kalinstren and suffer a -4 circumstance penalty to Bluff, Diplomacy, and Intimidate skill checks. They are also known by reputation and are not trusted by officials and members of the military. Any favors purchased with influence by or for a character with this certificate cost double the normal amount. Animosity burns strong and it is a full two years before the heroes' names fade into history and this certificate expires.

APPENDIX I: NPCS

ENCOUNTER 1: FARMHOUSE

APL 4 (CR 6)

➤ **Hobgoblin Leader:** Male hobgoblin Ftr3; CR 3; Medium-size humanoid; HD 3d10+6; hp 30; Init +1 (Dex); Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +7 melee (1d8+3/19-20, long sword); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +9, Jump +9, Swim +9; Dodge, Mobility, Power Attack, Weapon Focus (long sword).

Possessions: long sword, chain shirt, small wooden shield.

➤ **Hobgoblin Shaman:** Male hobgoblin Clr3 (Maglubiyet); CR 3; Medium-size humanoid; HD 3d8+3; hp 21; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +3 melee (1d8+1/x3, battleaxe); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +2, Will +5; Str 13, Dex 13, Con 13, Int 10, Wis 15, Cha 10.

Skills and Feats: Concentration +7, Spellcraft +6; Combat Casting, Martial Weapon Proficiency (battleaxe).

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0 – detect magic, detect poison, read magic, resistance; 1st – bless, cause fear, inflict light wounds*, shield of faith; 2nd – hold person, invisibility*, sound burst.

*Domain spell. *Domains:* Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: battleaxe, studded leather armor, small wooden shield, *potion of haste*.

APL 6 (CR 8)

➤ **Hobgoblin Leader:** Male hobgoblin Ftr5; CR 5; Medium-size humanoid; HD 5d10+10; hp 46; Init +1 (Dex); Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +9 melee (1d8+3/19-20, long sword); SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Climb +11, Jump +11, Swim +11; Dodge, Expertise, Mobility, Power Attack, Weapon Focus (long sword).

Possessions: long sword, chainmail, small wooden shield.

➤ **Hobgoblin Shaman:** Male hobgoblin Clr5 (Maglubiyet); CR 5; Medium-size humanoid; HD 5d8+5; hp 33; Init +1 (Dex); Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +4 melee (1d8+1/x3, battleaxe); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +2, Will +7; Str 13, Dex 13, Con 13, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +8, Hide +3, Spellcraft +6; Combat Casting, Martial Weapon Proficiency (battleaxe).

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – cure minor wounds, detect magic, detect poison, read magic, resistance; 1st – bless, cause fear, cure light wounds, inflict light wounds*, shield of faith; 2nd – hold person (2), invisibility*, sound burst; 3rd – contagion*, dispel magic, protection from elements.

*Domain spell. *Domains:* Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: battleaxe, chain shirt, small wooden shield, *potion of haste*.

➤ **Hobgoblins (6):** Male hobgoblin Ftr1; CR 1; Medium-size humanoid; HD 1d10+1; hp 11 each; Init +1 (Dex); Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +4 melee (1d8+2/19-20, long sword) and +2 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will +0; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Jump +6; Power Attack, Weapon Focus (long sword).

Possessions: long sword, 3 javelins, chain shirt, small wooden shield.

APL 8 (CR 10)

➤ **Hobgoblin Leader:** Male hobgoblin Ftr7; CR 7; Medium-size humanoid; HD 7d10+14; hp 60; Init +1 (Dex); Spd 30 ft.; AC 19 (touch 11, flat-footed 18); Atk +12/+7 melee (1d8+5/19-20, long sword); SQ Darkvision 60 ft.; AL NE; SV Fort +7, Ref +3, Will +2; Str 16, Dex 13, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Climb +13, Jump +13, Swim +13; Dodge, Expertise, Mobility, Power Attack, Spring Attack, Weapon Focus (long sword), Weapon Specialization (long sword).

Possessions: masterwork long sword, banded mail, large wooden shield.

➤ **Hobgoblin Shaman:** Male hobgoblin Clr7 (Maglubiyet); CR 7; Medium-size humanoid; HD 7d8+7; hp 45; Init +1 (Dex); Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Atk +8 melee (1d8+1/x3, battleaxe); SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +3, Will +8; Str 13, Dex 13, Con 13, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +10, Hide +5, Spellcraft +6; Combat Casting, Martial Weapon Proficiency (battleaxe), Weapon Focus (battleaxe).

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0 – cure minor wounds (2), detect magic, detect poison, read magic, resistance; 1st – bless, cause fear, cure light wounds, inflict light wounds*, protection from good, shield of

faith; 2nd – bull's strength, hold person (2), invisibility*, sound burst; 3rd – blindness, contagion*, dispel magic, protection from elements; 4th – confusion*, divine power.

*Domain spell. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: masterwork battleaxe, chainmail, large wooden shield, *potion of haste*.

➤ **Hobgoblins (6):** Male hobgoblin Ftr2; CR 2; Medium-size humanoid; HD 2d10+2; hp 18 each; Init +1 (Dex); Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Atk +5 melee (1d8+2/19-20, long sword) and +3 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +1, Will +0; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Jump +7; Dodge, Power Attack, Weapon Focus (long sword).

Possessions: long sword, 3 javelins, chainmail, large wooden shield.

ENCOUNTER 3: WAR PARTY

APL 4

➤ **Hobgoblin Leader (8):** Male hobgoblin Ftr3; CR 3; Medium-size humanoid; HD 3d10+6; hp 30; Init +1 (Dex); Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +7 melee (1d8+3/19-20, long sword); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +9, Jump +9, Swim +9; Dodge, Mobility, Power Attack, Weapon Focus (long sword).

Possessions: long sword, chain shirt, small wooden shield.

APL 6

➤ **Hobgoblin Leader (10):** Male hobgoblin Ftr5; CR 5; Medium-size humanoid; HD 5d10+10; hp 46; Init +1 (Dex); Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +9 melee (1d8+3/19-20, long sword); SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Climb +11, Jump +11, Swim +11; Dodge, Expertise, Mobility, Power Attack, Weapon Focus (long sword).

Possessions: long sword, chainmail, small wooden shield.

APL 8

➤ **Hobgoblin Leader (12):** Male hobgoblin Ftr7; CR 7; Medium-size humanoid; HD 7d10+14; hp 60; Init +1 (Dex); Spd 30 ft.; AC 19 (touch 11, flat-footed 18); Atk +12/+7 melee (1d8+5/19-20, long sword); SQ Darkvision 60 ft.; AL NE; SV Fort +7, Ref +3, Will +2; Str 16, Dex 13, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Climb +13, Jump +13, Swim +13; Dodge, Expertise, Mobility, Power Attack, Spring Attack, Weapon Focus (long sword), Weapon Specialization (long sword).

Possessions: masterwork long sword, banded mail, large wooden shield.

ENCOUNTER 6: AMBUSH!

APL 4 (EL 7)

➤ **Oor-Gormar:** Male bugbear Ftr4; CR 6; Medium-size humanoid; HD 3d8+4d10+14; hp 54; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Atks +11/+6 melee (1d8+4, morningstar) or +7/+2 ranged (1d6+2/x3, mighty composite shortbow); SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 15, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +3, Listen +3, Move Silently +6, Spot +3, Sense Motive +4, Intimidate +3; Alertness, Cleave, Improved Initiative, Power Attack, Sunder, Weapon Focus (morningstar).

Possessions: morningstar, chainmail, large wooden shield, mighty composite short bow (+2), 1 *sleep arrow*, 20 arrows, *potion of vision*, 80 gp

APL 6 (EL 9)

➤ **Oor-Gormar:** Male bugbear Ftr6; CR 8; Medium-size humanoid; HD 3d8+6d10+18; hp 70; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Atks +13/+8 melee (1d8+4, morningstar) or +9/+4 ranged (1d6+2/x3, mighty composite shortbow) or +9 ranged (5d6 electricity, javelin of lightning); SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +6, Will +3; Str 18, Dex 13, Con 15, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +5, Listen +3, Move Silently +6, Spot +3, Sense Motive +4, Intimidate +3; Alertness, Cleave, Improved Initiative, Power Attack, Sunder, Weapon Focus (morningstar).

Possessions: morningstar, chainmail, large wooden shield, mighty composite short bow (+2), 1 *sleep arrow*, 20 arrows, *potion of vision*, javelin of lightning, 80 gp

➤ **Bugbears (2):** Male bugbear Rog2; CR 4; Medium-size humanoid; HD 3d8+2d6+5; hp 37 each; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atks +5 melee (1d8+2, morningstar) or +5 ranged (1d6+2, javelin); SA Sneak attack; SQ Darkvision 60 ft., evasion; AL CE; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +8, Hide +10, Jump +8, Listen +9, Move Silently +13, Search +6, Spot +9, Tumble +8; Alertness, Improved Initiative.

Possessions: morningstar, leather armor, 3 javelins.

APL 8 (EL 11)

➤ **Oor-Gormar:** Male bugbear Ftr8; CR 10; Medium-size humanoid; HD 3d8+8d10+22; hp 86; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 22 (touch 12, flat-footed 20); Atks +15/+10 melee (1d8+6, morningstar) or +12/+7 ranged (1d6+2/x3, mighty composite shortbow)

or +11 ranged (5d6 electricity, javelin of lightning); SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +6, Will +3; Str 18, Dex 14, Con 15, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +8, Listen +3, Move Silently +7, Spot +3, Sense Motive +4, Intimidate +3; Alertness, Cleave, Improved Initiative, Power Attack, Sunder, Weapon Focus (morningstar), Weapon Specialization (morningstar).

Possessions: morningstar, chainmail, large wooden shield, mighty composite short bow (+2), 1 *sleep arrow*, 1 *slaying arrow* (humans), 20 arrows, *potion of vision*, javelin of lightning, 80 gp

🐾 **Bugbears (2):** Male bugbear Rog4; CR 6; Medium-size humanoid; HD 3d8+4d6+7; hp 47 each; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atks +7 melee (1d8+2, morningstar) or +8 ranged (1d6+2, javelin); SA Sneak attack; SQ Darkvision 60 ft., evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +6, Ref +7, Will +2; Str 15, Dex 16, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +10, Hide +13, Jump +10, Listen +11, Move Silently +16, Search +8, Spot +11, Tumble +11; Alertness, Combat Reflexes, Improved Initiative.

Possessions: morningstar, leather armor, 3 javelins.

ENCOUNTER 7: HOBGOBLIN FORT

APL 8 (EL 10)

🐾 **Bugbears (8):** Male bugbear Ftr2; CR 4; Medium-size humanoid; HD 3d8+2d10+5; hp 30; Init +1 (Dex); Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atks +7 melee (1d8+2, morningstar) or +5 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +7, Hide +3, Jump +7, Listen +3, Move Silently +6, Spot +3; Alertness, Power Attack, Weapon Focus (morningstar).

Possessions: morningstar, 3 javelins, leather armor, small wooden shield.

APL 6 (EL 8)

🐾 **Hobgoblins (12):** Male hobgoblin Ftr1; CR 1; Medium-size humanoid; HD 1d10+1; hp 11 each; Init +1 (Dex); Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +4 melee (1d8+2/19-20, long sword) and +2 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will +0; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Jump +6; Power Attack, Weapon Focus (long sword).

Possessions: long sword, 3 javelins, chain shirt, small wooden shield.

APL 8 (EL 10)

Hobgoblins (12): Male hobgoblin Ftr3; CR 3; Medium-size humanoid; HD 3d10+6; hp 30 each; Init +1 (Dex); Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +7 melee (1d8+3/19-20, long sword); SQ Darkvision 60 ft.;

AL NE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +9, Jump +9, Swim +9; Dodge, Mobility, Power Attack, Weapon Focus (long sword).

Possessions: long sword, chain shirt, small wooden shield.

APPENDIX 2: REGIONAL NOTATIONS

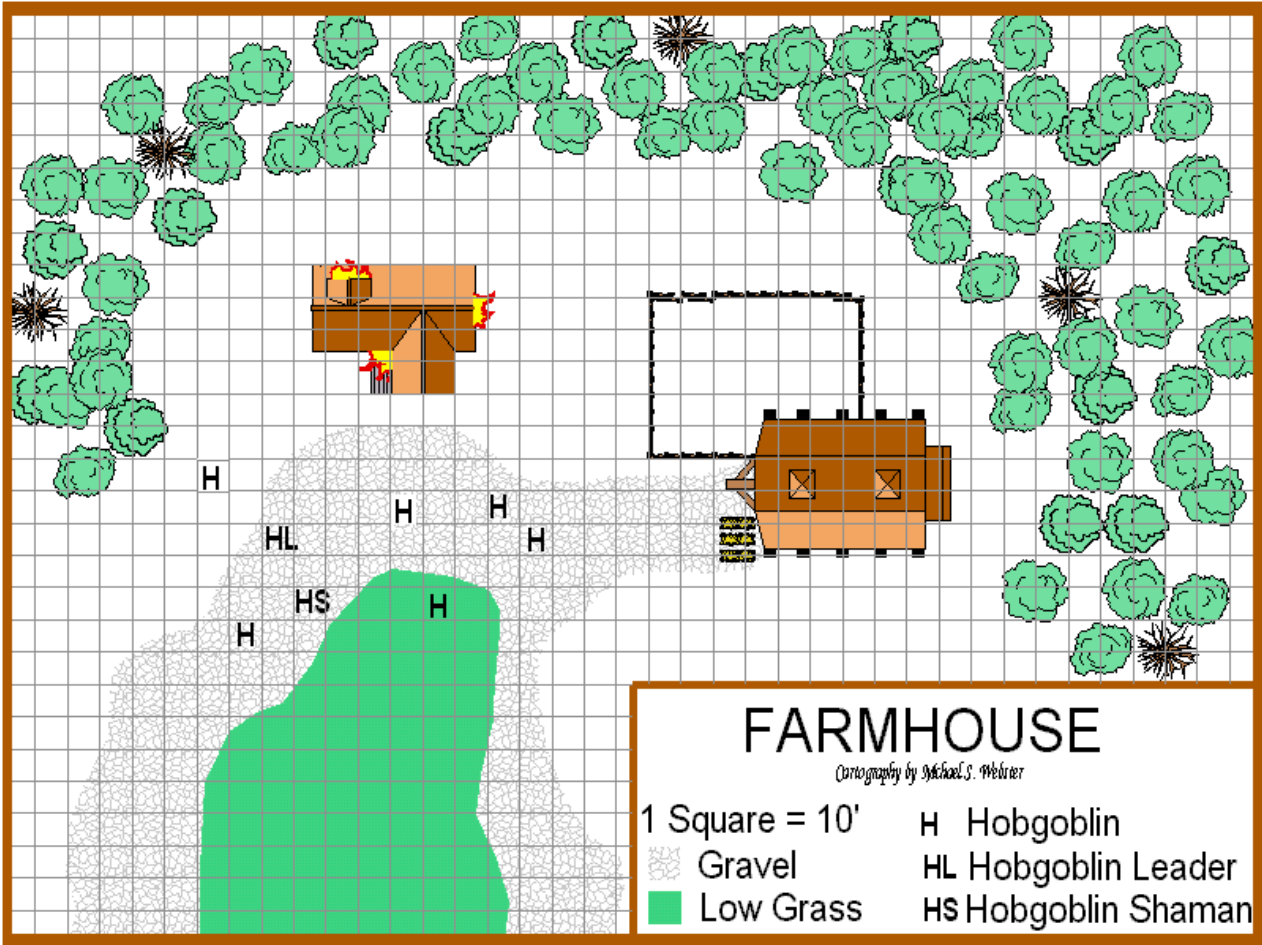
NPC SPELLCASTING

The availability of divine spellcasting aid varies by location. If there is not a sufficiently high level spellcaster in the character's area, he or she may journey, or have others carry the body if he is incapable of travel, to an area with a higher-level caster. In such circumstances, if the trip takes longer than 4 days, one Time Unit must be spent in addition to the costs below. Each traveler who makes this journey must pay the Time Unit cost. Unless specifically stated in the scenario, characters are able to find clerics capable of casting 1st and 2nd levels spells without having to spend TUs in travel. Higher level spells are available within modules or by traveling to one of the churches outlined below (in which case travel time must be calculated if required to reach a temple).

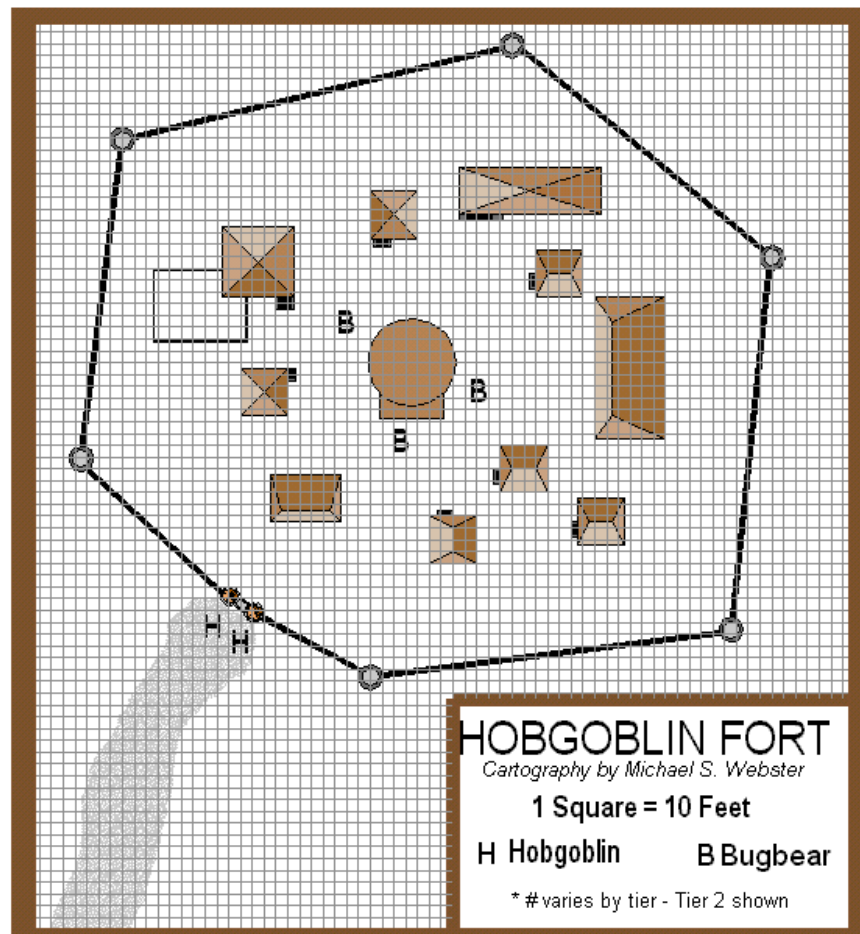
This adventure occurs in Chendl and the Fairwain Province Clerics of the following faith and levels are available for purchasing spells: Heironeous (15th), Pholtus (12th), Pelor (12th), Istus (10th), Rao (14th), Delleb (10th), St. Cuthbert (14th), Kord (9th), Allitur (11th), and Trithereon (13th)

Spell	Cost	Infl.	Cost
Cure minor wounds	5 gp	0	5 gp
Cure light wounds	10 gp	0	10 gp
Endure elements	10 gp	0	10 gp
Goodberry	60 gp	0	60 gp
Cure moderate wounds	60 gp	0	60 gp
Gentle repose	60.02 gp	0	60.02 gp
Lesser restoration	60 gp	0	60 gp
Cure serious wounds	150 gp	1	250 gp
Dispel magic	150 gp	1	250 gp
Remove blind/deafness	150 gp	1	250 gp
Remove curse	150 gp	1	250 gp
Remove disease	150 gp	1	250 gp
Cure critical wounds	280 gp	1	380 gp
Neutralize poison	280 gp	1	380 gp
Restoration	380 gp	1	480 gp
Break enchantment	450 gp	2	650 gp
Healing circle	450 gp	2	650 gp
Raise dead	950 gp	2	1150 gp
Greater dispelling	660 gp	5	N/A
Heal	660 gp	5	N/A

MAP: FARMHOUSE



MAP: HOBGOBLIN FORT



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.