

HIG1-08

What's a Half-Orc to do?

**A One-Round D&D LIVING GREYHAWK®
Highfolk Regional Adventure**

Version 1

by Greg Marks

Strange occurrences plague farms of the Western High Vale. Farm animals have disappeared, crops are burned, and odd scrawling has been painted on barns. A young half-orc is accused and only the PCs can prove his innocence. Recommended for open-minded PCs. For characters levels 1-6

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

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the

players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

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

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 game masters 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" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th
T5:	43-52	47-57	51-62	55-67	12 th
T6:	53-64	58-70	63-77	68-83	14 th
T7:	65-76	71-84	78-92	84-100	16 th
T8:	77-88	85-97	93-107	101-116	18 th
T9:	89-100	98-111	108-122	117-132	20 th
T10:	101+	112+	123+	133+	<none>

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Is it a Full Moon?

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

Lifestyle

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

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

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

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

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

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

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

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

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

DM's Introduction

Jilly, a local farmer in the Highvale, gave birth during the depredations of Iuz's minions, to a half-orc son through no fault of her own. Being a resilient and independent human woman typical of the Highfolk region, she decided to raise the child on her own, at her farm. Her neighbors

never cared much for her boy (Wilem) but they kept to themselves most of the time.

Unfortunately, the stress of frontier life eventually got to Jilly and she passed on, leaving a teenage Wilem to inherit the farm; which he now intends to work all by himself. Unfortunately strange occurrences have plagued neighboring farms, and the farmers blame the half-orc "who no longer has his human mother to reign him in." They are of course, wrong.

The truth is that Wilem isn't behind the occurrences at all, but he does make a convenient scapegoat. In fact, Wilem is not immune to the strange events and he is suffering as well. It all started, as these things often do, with greed. One of Jilly's neighbors, Durin McDouw, noticed flakes of gold in a stream that runs through his property. Looking into it, he discovered that the stream began as a small spring on Jilly's property. He tried to buy Jilly's farm from her (without mentioning the gold), but she refused; and shortly thereafter, died.

Two days after her death, Durin tried to buy the farm from Wilem, but the "stupid half-orc" also refused to sell. It was then that Durin decided that if he couldn't buy the farm directly, he would have to acquire it after the half-orc had been run off. Durin hired an unrepentable man (Telak) from Highfolk to force Wilem off the property. Telak, in cooperation with some goblins he knows of in the woods west of the farm, are causing the accidents and strange occurrences in an effort to seize the property. At the rate the odd events are occurring, the farmfolk will rise up and forcibly remove Wilem any day now. Only the intervention of a wandering band of adventurers can save Wilem and his farm.

Adventure Summary

Encounter One: The PCs are returning to Highfolk from whatever adventure they had previously been on, and witness the beating of a young half-orc by a gang of farmhands on the side of the road near a group of farms. The half-orc is clearly trying to cover his face, crying, and is not fighting back. Hopefully some of the PCs are good hearted enough to intervene; otherwise they can get information from Wilem after the ruffians leave him for dead; or from the farmhands themselves.

Encounter Two: Wilem thanks the PCs for the smallest show of kindness, and takes them into his home for some breakfast. He explains that weird things have been happening around his and his neighbor's farms, and asks if the nice people can help him. He offers them a place to stay and some fresh fruit and vegetables from his farm if they will attempt to help him.

Encounter Three: The PCs investigate the strange events. Some neighbors refuse to assist those

who are helping the meddling half-orc and treat the PCs rudely. Other neighbors explain that all the neighboring farms have had some weird occurrences and at least one viscous attack - except for Wilem (he hasn't told any one about the attacks on his farm because he fears his neighbors) and the farmer Durin, who they have only heard of weird events, but no attacks. (The attack on Durin was there to cover his involvement, but it was very minor, e.g. they painted his cows blue.) Further investigations reveal a mundane man-made force caused the strange events.

Encounter Four: Nightfall comes and two events happen at the same time. The PCs can experience one (or both if they split up). The PCs that stay with Wilem may notice a group (goblins) attempting to burn Wilem's grove of fruit trees where Wilem has been building irrigation troughs (diverting some of the water that is flowing toward Durin's property). It is possible to capture some of the goblins. Those that stake out Durin's farm (because he hasn't been the victim of a vicious attack yet) witness Telak (with goblin support, depending on the tier) arrive and demand more money for his efforts. The farmer refuses and Telak roughs him up. He then goes back to his hideout in the hills.

Encounter Five: Now the PCs possibly know the truth, and if not they have an opportunity to figure it out through several routes. The PCs can track Telak or a goblin back to the hideout. Captive goblins can be interrogated for information. Or, following the beating, Durin's wife fears for his life and comes to the party, hoping they have a healer who can help him. In exchange for saving his life, she comes clean about what she knows and asks the PCs to save the local farms from the rampages of the goblins and their leader, a shaman she heard Telak call Grubnik.

Encounter Six: The PCs follow a trail into the woods where they come upon a small cave. After subduing the entrance guards, they go inside, move through a small cave complex and deal with the goblins, their shaman Grubnik, and possibly the thief Telak.

Encounter Seven: The PCs recover the treasures of the goblin tribe, come back to the farms, and fill in the farmers about really happened, bringing Durin to justice and saving Wilem's reputation.

DM Note: Please note, that this adventure gives the players great freedom to decide their course of action. The author has made an attempt to anticipate the paths an adventuring party might wander and provide you with all the information necessary. Because of this, there are likely more encounters given that a party could reasonably

finish in one round. This is intentional. Not all of the possibilities per encounter are necessary or required for the PCs to successfully solve the mystery. Feel free to limit the choices, or use as many as you like, depending on the rate at which the players are progressing through the adventure.

Players' Introduction

The road is dry and dusty. Normally it wouldn't take this long to get home to Highfolk, but the horses just don't seem to have the energy to move. You don't blame them; it's a hot one today despite the occasional shade offered by roadside trees. In fact it seems as if everyone on the road has slowed to a crawl. Several other travelers trek beside you under the morning sun.

The PCs are on the road traveling toward Highfolk after whatever adventure they have been on. Give the PCs a chance to introduce themselves to each other, ask any questions they feel the need to know, and then proceed.

Encounter 1: Roadside Assistance

As your group continues along on your journey, you can see a crowd of men gathered up ahead. It appears they have encircled something. As you approach closer, you can see a young half-orc boy, probably not more than fifteen summers old, crying and attempting to cover his face as the men kick and beat him with sticks. Other travelers take notice, but continue to pass by.

A group of seven local farm hands (all human) have decided that Wilem is the cause of the local problems and needs to be taught a lesson. They ambushed him at the edge of his field near the road. While they are quite willing to beat a single half-orc, they have no intention of fighting a well-armed party of adventures who stick their nose in where it doesn't belong.

As the PCs approach, the leader belligerently tells them to move along and mind their own business. PCs who seem enthused by the beating actually get further with the bullies than those who initially stick up for the boy. The bullies, in particular their leader Samiel, are all to willing to brag about how they are making Highfolk safe for normal people. Samiel goes so far as to say that Wilem is responsible for attacks in the night on their farms. He encourages the PCs to take a swing. Hopefully, the PCs are better people than this. If this is so, Samiel says "to each his own," gives Wilem another boot to the head, and the farm hands move along.

PCs that respond by ordering the attackers to stop are presented with an entirely different situation. If the PCs use force, the farm hands

attempt to flee in random directions. They are willing to beat up a defenseless boy, but not risk their lives with a large group of combatants. If the PCs attempt to reason with the mob, they respond with braggadocio and threats, with Samiel saying, "Who are you to protect this monster? Go home before we have to deal with you as well!" This could well elevate to the level of force as above. If combat begins, the farm hands scatter as above. Adventurers that kill the farm hands are likely to face Constable Paxana Eventhil.

Wilem, male half-orc Com2: HD 2d4, hp 6, Init +0; Spd 30 ft; AC 10; Atks +3 melee (1d3+2 subdual, punch); AL CG; SV Fort +2, Ref +0, Will +2; Str 15, Dex 10, Con 15, Int 8, Wis 10, Cha 8.

Skills: Craft (carpentry) +1, Handle Animal +2, Profession (farmer) +4, Ride +2, Use Rope +1. **Feats:** Endurance.

Possessions: Rough clothing, and Belt.

All Tiers

Samiel, male human Com2: HD 2d4, hp 8, Init +1 (Dex); Spd 30 ft; AC 11 (Dex); Atks +2 melee (1d4+1 [crit 19-20], dagger); AL CN; SV Fort +1, Ref +1, Will +2; Str 13, Dex 12, Con 13, Int 10, Wis 10, Cha 11.

Skills: Handle Animal +2, Profession (farmer) +4, Ride +2, Swim +1, Use Rope +1. **Feats:** Toughness, Iron Will.

Possessions: Rough clothing, Belt, Dagger, and 5 cp.

Farmhands, male human Com1 (6): HD 1d4, hp 2, Init +1 (Dex); Spd 30 ft; AC 11 (Dex); Atks +2 melee (1d3+1 subdual, punch); AL CN; SV Fort +1, Ref +1, Will +2; Str 13, Dex 12, Con 13, Int 10, Wis 10, Cha 11.

Skills: Handle Animal +2, Profession (farmer) +3, Ride +2, Swim +1. **Feats:** Toughness, Iron Will.

Possessions: Rough clothing, Belt, and 5 cp.

Tactics: The farmhands run if things turn violent on them.

Encounter 2: An Offer He Couldn't Refuse

The young half-orc looks up at you with wide eyes after he wipes away the tears and blood. "Thank-ya soos much! They-sa gonna kill me ifa you hadn't helped Wilem. Come with Wilem, and eyes'll thanks ya for what you've done for me." With that he runs off toward a near-by farmhouse.

Wilem is wildly grateful; even if the PCs appeared like they were going to hurt him, because the end the result is the beating ended and he still lives. The PCs are the first people to show him the slightest kindness since the passing of his

mother, Jilly. He intends to do everything he can to please them and make friends.

Wilem immediately runs to his home, despite his wounds. Assuming the PCs attempt to follow they see a pristine yard and an excellent farm. What the young half-orc lacks in brains he makes up for in patience and persistence. Wilem listened to his mother carefully when she was around, and she always made him do things until they were done right. It was a lesson he never forgot. By the time the PCs follow him through the swinging screen door, he has plates and mugs on the table and is pouring fresh cider into the mugs. A few minutes later he has a bountiful meal prepared.

Wilem is happy to have the company, and it is clear he has more food than he needs, so the PCs are only hurting his feelings if they do not partake. Once everyone is seated, Wilem happily answers questions over a meal of cheese, bread, and fresh produce. He can fill in the PCs as to why he was attacked (the farmers blame him for the attacks) as well as describe what has happened to his farm. Wilem knows the following, in addition to any background about his past the PCs might ask about:

- The farmers don't like him because he's different, but

"Mama always said it was okay to be different 'cause it's the differences that make people special."

- Strange things have been happening lately. Someone dug up and stole all the turnips in his western field. (The goblins were trying to cause trouble by destroying part of his crop.) Also, there has been someone in his home. Wilem knows this

"'cause Mama always made him keep a right perfect house, and one morning Eyes woke up to find several things mixed-up, as if somebody had been going through m-eyes tings. Eyes knows it twasn't Mama, 'cause she's gone away." (Telak was looking for any proof that Jilly knew of the gold before her death.)

- Wilem knows that something isn't right on the other farms either as he has smelled smoke when there shouldn't have been any, and saw blue cows in the McDouw's pasture a few days ago. He doesn't know exactly what's going on, as the other farmers never talk to him.
- If the PCs can help him, Wilem gladly offers up all the turnips and apples they can carry away, in addition to his eternal gratitude.

"Eyes don't have-sa much, but I promise twos give-sa as many apples and turnips asa youse can caries."

Encounter 3: Something is Rotten in Highfolk

While it is late morning when the PCs leave Wilem's farm, assume the players can investigate three of the possibilities below before nightfall unless the party splits. If the party is split into two groups, each group can investigate three things, provided they do not stop to inform each other of what they have found before nightfall. If they do, assume they can investigate only two possibilities each. Should the players decide to split into three or more groups, allow them to investigate one or two possibilities as appropriate.

Investigating the Disturbances

It's now up to the players to decide how best to proceed. There are several possible avenues of investigation (In no particular order, keyed on the map, DM aid #2):

1. Wilem's Home

There are several things that can be found in and around Wilem's home if they are looked for. If the PCs question Wilem about the things he has noticed to be out of place in the house, he shows them Jilly's old desk. The roll top desk was left up, when it is normally down. In addition, Wilem isn't sure, but he believes that some of the papers appear to be out of place. The papers range from detailed reports about the amount of produce grown each year to the cost to repaint the barn. A Search check (DC 15) finds a document in which McDouw offers to buy Jilly's northern field, and the amount he was offering (1000 golden solars to be paid over five years). (See Handout #1)

2. Wilem's Farm

Wilem can take the PCs to the turnip crop that has been dug up. In all truth there is not much to find. A successful Track check (DC 15) discovers several sets of tracks. One set can quickly be matched to Wilem, but in addition to him, there are half a dozen booted feet that are slightly smaller than a human. If the check is made by more than 10, the PC can tell a being about 4 feet tall and about 100 pounds made the tracks. The boot prints themselves are not especially descriptive, but could not be human, unless a human child made them. (Which of course, they were not.) Wilem's prints about the scene make following the other prints to their source impossible.

Far more interesting than the turnip field, is what can be found in the apple orchard where a stream is originated by a spring. Wilem has been using the remains of a large apple tree that was recently felled in a storm to make troughs to irrigate his crops. The construction is plain, but what is caught amongst the boards is not. A Search roll (DC 15) for those actively looking, or a

Spot check (DC 20) if no one thinks to look, allows the PCs to notice something shiny caught on the edge of the boards where they meet the stream. Closer inspection reveals golden metallic flakes. An Alchemy skill check (DC 15), Appraisal roll (DC 10), or wild guessing will reveal that the flakes are indeed real gold.

3. McDouw's Farm

As the PCs approach the McDouw farm, they note that it is in good repair, and looks larger than its neighbors. In fact very little appears out of place here, on the surface. The response the PCs receive from Durin and his wife (May) depend on how the PCs treated Wilem when they encountered the farmhands (many of whom worked for Durin). If they were rough with Wilem, Durin is happy to regale the PCs with invented stories of how he saw Wilem committing the various crimes, but he just didn't have the heart to turn the boy in, "out of respect for 'is dear departed mother." If, on the other hand, the PCs were generous and helpful toward Wilem earlier, Durin runs them off his property and refuses to talk to "orc-lovin' hooligans!"

Regardless of how the encounter goes, there is little to find on the farm, as the goblins haven't been up to much here. If the PCs inspect the cows, they have in fact been painted blue. A Search check (DC 15) of the McDouw barn finds the can of paint and brush used to do it. If Durin is confronted with Player Handout #1 (Jilly's records of Durin's offer to buy the farm), he lies and says he was hoping to expand his farm. Those that wish can make a Sense Motive check (DC 20) to realize that there is something wrong with his explanation.

4. The Widow Alkins

The poor widow Althea Alkins is a virtual prisoner of fear in her own home. Upon approaching her farm, it is obvious that someone has taken an axe to her fencing and her chickens run free about her farm. In addition, her buggy rests nicely in her barn, flipped upside-down. She refuses to answer the door, terrified that the PCs have come to harass her like the "*little men in the night*." If the PCs try to force their way in, she runs screaming through the house attempting to flee down the middle of the road in her bathrobe. While there is little that can be learned from her, her hysterical ramblings may give some idea as to the fear that the goblins have created in the simple farm folk.

5. Billows' Farm

This farm is home to Zerus Billows and his family. This friendly gnome is a friend to the Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters despite his humble farming appearance. As such, Zerus has an interest in equality for non-humans, and this interest greatly colors the way Zerus and his family reacts to the PCs. If the PCs are open about

their friendship with Wilem, and their intent to clear his name, Zerus invites them in for tea, and shares what he knows. If the party sided with the bigoted farm hands, or act as though they believe that Wilem may be guilty because of his race, Zerus curtly says he knows nothing of use to them and asks that they leave his farm immediately.

If the PCs are agreeable to Zerus, he tells them (between muffins) that two acts of vandalism have occurred on his farm. His barn was burned down over a week ago (a point evidenced by the burnt timbers visible from the road), and he recently found graffiti painted on his house in blue paint, spelling out things like "Go home little digger," and "Get out while you can big nose." His wife has painted over the graffiti already, so there is nothing for the PCs to inspect. In addition, if questioned about what he thinks is really going on, he would point his finger toward someone from the McDouw farm. There has been a lot of activity there during the last few nights, and Durin has been known to hire plenty of unsavory men. Any one of them could be behind these odd occurrences. Without any proof, Zerus stops short of accusing the McDouws themselves.

6. Huddle's Farm

Yan Huddle has taught his seven boys to believe just as he does. Orcs are rabid animals, and what do you do with rabid animals? You put them down. He feels pretty close to the same about half-orcs. As such, he behaves as Durin McDouw with respect to the PCs. If the PCs support Wilem's innocence and are open about their association, he orders the "pig loving scum" off of his property. If the PCs appear to share his bigoted views he can tell them what has happened to his farm and how he believes Wilem is responsible.

"It all started a week ago, or so when I woke to find someone had shorn all my sheep and spread the wool all about the yard. Took my boys the better part of a day to pick it all up. But then two days ago, that monster killed all my precious sheep. There were bits and pieces of them all over the farm. When I can prove it, I'm gonna string that half-orc up from the nearest tree, and we'll all be the better for it."

7. Bustlebrow's Farm

This is the farm of young Eander Bustlebrow, a large, good-natured man with a crush on Anna Huddle, his neighbor's oldest daughter. Eander doesn't really know Wilem, as the boy rarely leaves his farm, but he knows he distrusts McDouw. ("He's greedier than a shade after your soul!") He is happy to answer the party's questions to the best of his ability. A little over a week ago, someone burned his entire wheat field. He doesn't know who did it, but at the time he did find some small boot prints around the edge of

the field. The prints were too small to belong to Wilem. Then a few days ago, someone broke into his shed and stole all his hand tools. He asks that if the PCs find his tools, he'd gladly offer them a few good loaves of bread to get them back. He is generally helpful to the PCs, going so far as to introduce them to any of his neighbors.

8. Salin Nordas, Scribe of Highfolk

It is possible that the PCs will decide to follow up on the notation at the bottom of Player Handout #1, and seek out the scribe Salin Nordas in Highfolk. Anyone making this trip there and back will take the entire day and be unable to search out any other avenues of investigation. Inform the PCs of this if the entire party plans to go to Highfolk.

Those arriving in Highfolk can locate Salin in a shop near The Council's Choice Tavern. Any inn, tavern, or temple can point the way. If the PCs are unwilling to ask for help from a reputable source, a Gather Information check (3 wheats (cp) and DC 5) or a Knowledge (local) check (DC 10) can locate Salin's shop after a short time of searching.

Upon entering the small shop you see the tools of a scribe, available for sale all about you: paper, inks, quills, and scroll tubes. An elderly human male sits over a broad desk, copying a book. He looks up as you enter, "Eh, come in. Can I help you?"

Once the party arrives, Salin sees to them immediately in a shop filled accoutrements typical of a scribe. If anyone wants to purchase standard writing equipment, use prices from the *Player's Handbook*. Salin is straightforward and answers any questions honestly. He recalls Durin coming to him about a month ago. He requested the scribe's services to draw up a legal document to sell Jilly Danalin's farm to him. He was very insistent that the document included a transfer of ownership of anything that may come from the land in the future to him as well. Salin assumes Durin planned to farm the land and wanted it to be clear he was not renting. He finished the document shortly before Jilly died, so he assumes Durin never had a chance to give it to her.

Encounter 4: Bumps in the Night

As night falls, the characters likely have enough information to seek out the McDouw farm. If not they likely stake out Wilem's farm. Either way trouble will find them. It is also possible that the party splits up.

The PCs can experience one (or both if they split up) encounter. The PCs that stay with Wilem may notice a group (goblins) attempting to burn Wilem's grove of fruit trees where Wilem has been building irrigation troughs (diverting some

of the water that is flowing toward Durin's property). It is possible to capture some of the goblins. Those that stake out Durin's farm, because he hasn't been the victim of a vicious attack yet, witness Telak arrive and demand more money for his efforts. The farmer refuses and Telak roughs him up. He then goes back to his hideout in the hills.

Wilem's Farm

It's a lazy late summer evening as a stiff breeze blows away the heat of the day. Trees sway gently and somewhere in the night, a dog howls under the moon. Wilem's house is comfortable and clean. Perhaps someday fate will bring a home like this to you.

During the night, a group of goblins working for Telak steal onto Wilem's farm with the intention of setting fire to his grove of fruit trees near the irrigation troughs. The night is still, and the moon full, making it easy for a lookout (Spot DC 10 for those actively looking, or listen DC 20 for those inside and awake) watching for trouble to see the small forms slip into the trees.

Those moving out to the orchid find a group of short "men" attempting to start a fire using the wood Wilem has gathered to build the irrigation troughs. They are, of course, not friendly.

Tier 1 (EL 3)

At Tier One, all eight goblins are visibly working on gathering wood. Have them make Spot rolls (with a -2 situation modifier for concentrating on the work at hand) vs. the parties lowest Move Silently. If successful, they draw their weapons and attack. If they fail, the party gets a free round of surprise.

Goblins (8): CR 1/4; Small Humanoid (Goblinoid); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft; AC 15 (+1 size, +1 Dex, +3 studded leather armor); Atks +1 melee (1d8-1, morningstar); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3. **Feats:** Alertness.

Possessions: Studded leather armor, morningstar, dagger, boots, and 3 sp, 2 cp.

Tier 2 (EL6)

At Tier Two, four goblins are visibly working on gathering wood. Four goblins are actively watching for trouble from inside separate bushes. In addition, the two rogues are hidden in trees and attack the party with missile fire once they are detected. Have the lookouts make Spot/Listen rolls vs. the parties lowest Hide/Move Silently. If successful, they shout an alarm and attack. If they fail, the party gets a free round of surprise. Don't forget the sneak attack

bonus to damage for the rogues if the party is not watching the trees, or if the rogues win initiative.

Goblin scoundrels, Rog2 (2): CR 2; Small Humanoid (Goblinoid); HD 2d6; hp 10; Init +2 (Dex); Spd 30 ft; AC 16 (+1 size, +2 Dex, +3 studded leather armor); Atks +2 melee (1d6 [crit 19-20], short sword) or +4 missile (1d6 [crit x3], short bow); SA Sneak attack +1d6; SQ Darkvision 60 ft., evasion; AL NE; SV Fort +0, Ref +4, Will +0; Str 10, Dex 15, Con 11, Int 10, Wis 11, Cha 8.

Skills: Disable Device +3, Hide +6, Listen +4, Move Silently +6, Search +6, Spot +4. **Feats:** Alertness.

Possessions: Studded leather armor, shortbow, quiver w/12 arrows, short sword, cloak, boots, and 8 sp.

Goblins (8): CR 1/4; Small Humanoid (Goblinoid); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft; AC 15 (+1 size, +1 Dex, +3 studded leather armor); Atks +1 melee (1d8-1, morningstar); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3. **Feats:** Alertness.

Possessions: Studded leather armor, morningstar, dagger, boots, and 3 sp, 2 cp.

Tier 3 (EL 8)

At Tier Three, six goblins are visibly working on gathering wood, with the adept directing them. Four goblins are actively watching for trouble from inside separate bushes. In addition, the two rogues are hidden in trees and attack the party with missile fire once they are detected. Have the lookouts make Spot/Listen rolls vs. the parties lowest Hide/Move Silently. If successful, they draw their weapons and attack. If they fail, the party gets a free round of surprise. Don't forget the sneak attack bonus for the rogues if the party is not watching the trees, or if the rogues win initiative.

Goblin scoundrels, Rog4 (2): CR 4; Small Humanoid (Goblinoid); HD 4d6; hp 18; Init +3 (Dex); Spd 30 ft; AC 17 (+1 size, +3 Dex, +3 studded leather armor); Atks +4 melee (1d6 [crit 19-20], short sword) or +7 missile (1d6 [crit x3], shortbow); SA Sneak attack +2d6; SQ Darkvision 60 ft., evasion, uncanny dodge (retains Dex bonus to AC); AL NE; SV Fort +1, Ref +7, Will +1; Str 10, Dex 16, Con 11, Int 10, Wis 11, Cha 8.

Skills: Climb +2, Disable Device +3, Hide +9, Listen +8, Move Silently +9, Search +6, Spot +8. **Feats:** Alertness, Point Blank Shot.

Possessions: Studded leather armor, shortbow, quiver w/12 arrows, short sword, cloak, boots, and 8 sp.

Goblins (10): CR 1/4; Small Humanoid (Goblinoid); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft; AC 15 (+1 size, +1 Dex, +3 studded leather armor);

Atks +1 melee (1d8-1, morningstar); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3. **Feats:** Alertness.

Possessions: Studded leather armor, morningstar, dagger, boots, and 3 sp, 2 cp.

Goblin acolyte, Adp2: CR 1; Small Humanoid (Goblinoid); HD 2d6; hp 10; Init +3 (Dex); Spd 30 ft; AC 14 (+1 size, +3 Dex); Atks +1 melee (1d4-1 [crit 19-20], dagger); SA Spells; SQ Darkvision 60 ft., spells; AL NE; SV Fort +0, Ref +3, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 13, Cha 8.

Skills: Hide +6, Move Silently +6, Spot +2. **Feats:** Alertness.

Spells Prepared (3/2): 0—ghost sound, guidance (x2); 1st—burning hands, protection from good.

Possessions: Dagger, cloak, boots, and a pouch with 17 sp.

While not forthcoming with information, captured goblins can be made to divulge the location of the cave, as well as whom they work for, with the proper application of motivation and threats.

Development: Should no one be on watch, and those inside do not hear the approach of the goblins. Wilem will notice something is wrong when he smells smoke and notices a very big light outside. Upon rushing outside, Wilem and the party will notice the orchard ablaze. At this point it is too late to save the trees and the goblins are gone, but efforts will keep the fire from spreading.

A successful Track (DC 20) still allows the PCs to back track the goblins to their lair. If the PCs fail to find the tracks, they need the McDouw's help. Either way, proceed to Encounter Five.

Treasure off of the goblins:

- Money and gear. The goblins' gear is in disrepair, and thus is only worth 30% of standard *Player's Handbook* prices.

Deal Gone Bad at McDouw's Farm

It's a lazy late summer evening as a stiff breeze blows away the heat of the day. Trees sway gently and somewhere in the night, a dog howls. The high full moon provides excellent light to spy on the neighbors.

Given the information the PCs may have gathered during the day, they may have reason to suspect that Durin McDouw, or his hired man, Samiel, may be involved in the incidents against the farmers. It is also possible that they suspect the McDouw farm is likely the next target, as it seems relatively unharmed as of yet. Whatever they reason, if the PCs are watching the McDouw farm this evening, they are able to witness (and

possibly involve themselves in) a dispute between farmer McDouw and Telak.

Have the PCs make Listen checks opposed by Telak's Move Silently. If the PCs are successful, they are able to pinpoint Telak before he gets to the porch of the McDouw house. The PCs have a free round to act before Telak knocks on the door. Note that neither Telak nor any of the goblins have a light source, or have weapons drawn at this point. Telak is simply walking quietly toward the door. Should the party attack, run the combat as normally. Don't forget to have the party make Spot checks versus the goblin's Hide or the goblins get the drop on the party. Durin and his hired help do not become involved in any combat. If the party waits, or does not see Telak until he climbs the steps and knocks on the door, Durin comes to the door with a light. The PCs can now witness the following exchange:

After the dark man knocks on the door, a light appears at the opening accompanied by the face of Durin McDouw. "What tis it you be wanting at this late hour, Telak?"

"I think the time has come for us to renegotiate our contract, old man. You never said anything about scaring off a group of armed thugs in addition to that simpleton orc-child."

Durin steps out into the moonlight, "You'll not be getting a coin more out of me, you greedy son of a ogre, and that's the last word. Now git gone with ya."

"Oh, I think you'll change your mind," the man sneers, and with a gesture you see small humanoids entering the lamplight from the bushes.

If the party waits, Telak and the goblins savagely beat Durin for his greed and put his home to the torch. His wife and children barely escape with their lives. If the party intercedes, Durin tries to escape into the house to rescue his family while the PCs deal with Telak and the goblins. The men in the bunkhouse run off for greener pastures regardless of what occurs. Highfolk will be better off without them.

Tier 1 (EL 3)

Telak, male human Rog2: Medium-size Humanoid (5 ft. 7 in. tall); HD 2d6+2; hp 12; Int +3 (Dex); Spd 30 ft; AC 15 (+3 Dex, +2 leather armor); Atks +2 melee (1d6 [crit 19-20], short sword); SA Sneak attack +1d6; SQ Evasion; AL NE; SV Fort +1, Ref +6, Will +1; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 8.

Skills: Appraise +6, Climb +6, Disable Device +8, Escape Artist +8, Hide +8, Listen +6, Move Silently +8, Pick Pocket +8, Search +6, Spot +6. **Feats:** Dodge, Mobility.

Possessions: Leather armor, short sword, *potion of spider climbing*, cloak, boots, 50' rope, thieves' tools, 23 gp, and 12 sp.

Goblins (4): CR 1/4; Small Humanoid (Goblinoid); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft; AC 15 (+1 size, +1 Dex, +3 studded leather armor); Atks +1 melee (1d8-1, morningstar); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3. **Feats:** Alertness.

Possessions: Studded leather armor, morningstar, dagger, boots, and 3 sp, 2 cp.

Tier 2 (EL 5)

Telak, male human Rog3: Medium-size Humanoid (5 ft. 7 in. tall); HD 3d6+3; hp 17; Int +3 (Dex); Spd 30 ft; AC 15 (+3 Dex, +2 leather armor); Atks +3 melee (1d6 [crit 19-20], short sword); SA Sneak attack +2d6; SQ Evasion, uncanny dodge (retains Dex bonus to AC); AL NE; SV Fort +1, Ref +6, Will +1; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 8.

Skills: Appraise +7, Climb +7, Disable Device +9, Escape Artist +9, Hide +9, Listen +7, Move Silently +9, Pick Pocket +9, Search +7, Spot +7. **Feats:** Combat Reflexes, Dodge, Mobility.

Possessions: Leather armor, short sword, *potion of spider climbing*, cloak, boots, 50' rope, thieves' tools, 23 gp, and 12 sp.

Goblins (8): CR 1/4; Small Humanoid (Goblinoid); HD 1d8; hp 6; Init +1 (Dex); Spd 30 ft; AC 15 (+1 size, +1 Dex, +3 studded leather armor); Atks +1 melee (1d8-1, morningstar); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3. **Feats:** Alertness.

Possessions: Studded leather armor, morningstar, dagger, boots, and 3 sp, 2 cp.

Tier 3 (EL 7)

Telak, male human Rog4: Medium-size Humanoid (5 ft. 7 in. tall); HD 4d6+4; hp 22; Int +3 (Dex); Spd 30 ft; AC 15 (+3 Dex, +2 leather armor); Atks +4 melee (1d6 [crit 19-20], short sword); SA Sneak attack +2d6; SQ Evasion, uncanny dodge (retains Dex bonus to AC); AL NE; SV Fort +1, Ref +6, Will +1; Str 12, Dex 17, Con 12, Int 12, Wis 12, Cha 8.

Skills: Appraise +8, Climb +8, Disable Device +10, Escape Artist +10, Hide +10, Listen +8, Move Silently +10, Pick Pocket +10, Search +8, Spot +8. **Feats:** Combat Reflexes, Dodge, Mobility.

Possessions: Leather armor, short sword, *potion of spider climbing*, cloak, boots, 50' rope, thieves' tools, 23 gp, and 12 sp.

Goblins (12): CR 1/4; Small Humanoid (Goblinoid); HD 1d8+2; hp 10; Init +2 (Dex); Spd 30 ft; AC 16 (+1 size, +2 Dex, +3 studded leather armor); Atks +3 melee (1d8+1, morningstar); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +2, Will +0; Str 12, Dex 15, Con 14, Int 10, Wis 11, Cha 8.

Skills: Hide +7, Listen +3, Move Silently +5, Spot +3. **Feats:** Alertness.

Possessions: Studded leather armor, morningstar, dagger, boots, and 3 sp, 2 cp.

Treasure from Telak and the goblins:

- *Potion of spider climbing.* Value: 50 gp.
- 23 gp and 12 sp from Telak.
- Telak's other mundane gear can be sold for the standard rate (1/2 listed value).
- Money and gear from the goblins. The goblins' gear is in disrepair, and thus is only worth 30% of standard *Player's Handbook* prices.

Encounter 5: Time to Do the Right Thing

The start of this encounter varies based upon the route the PCs took to get here in Encounter Four. See the appropriate subheading.

If the PCs Went to the Orchard

If the PCs went to the apple orchard and encountered the goblins, they may have managed to force any captives to reveal their hideout. If the PCs missed the goblins, they might still have followed their trail back to the cave. And even if they have all this information, they still have one more visit before they leave, from Ilsa McDouw, wife of Durin McDouw. Following the beating her husband receives at the hands of Telak and his goblin thugs, Ilsa comes running to the party, resolved to tell all she knows in hopes that they will be able to heal Durin of his injuries. (2 *Cure Lights* are required from a sympathetic caster) If the PCs agree to help, she tells them:

"Bless Ehlonna for your kindness, gentle sirs and ladies. If not for your compassion, me husband would surely have passed on. I will do what I can to repay ya, and the boy who me husband has wronged. The man you seek is called Telak, and me husband hired him to scare off the young neighbor boy when his mother die. You see, Durin suspected there was gold on his property. He says he even found some of it. It was a foolish ting ta do, hiring one who truck with the goblin folk, and I should'a said it then. It is me fault for not speaking up sooner, but I was scared. Tings were getting out'a hand. Well, now it's time to do what's right. I hear the rogue Telak say that he was staying with the goblins and their shaman Grubnik in a cave just north of the river. If you go there, may the lady of the forest watch over ya."

If the PCs Went to the McDouw Farm

If the PCs went to spy on the McDouw farm and fought Telak and his minions, it is quite likely that they have prisoners. The goblins are just as

easy to break as those caught in the apple orchard (as long as Telak is dead). However, if Telak still lives, they hope he will escape and free them (and refuse to speak). If separated from him, and offered special consideration (like freedom), a goblin might break down and tell the PCs how to find the cave and their **"great and powerful shaman, master of the deep night, and slayer of the elf children- Grubnik."** Telak himself (if he still lives) refuses to be of help and is best turned over to Paxana at the earliest opportunity, as he tries to escape repeatedly, tells lies about where his goblin allies may be found, and generally is unhelpful.

In addition, Ilsa will once again tell the PCs everything she knows (as above) in gratitude for saving her husband and home. Durin is shamefully silent during the entire time.

Hopefully all of this is enough evidence and motivation to get the PCs to deal with the goblin menace; and if he escaped, Telak as well. If the party seems inclined stop and let someone else handle it, Wilem declares that he will go **"ta give 'em a stern talkin' too, just like me mama would'a done."** Hopefully the party doesn't allow Wilem to head off to his death.

Encounter 6: Rats in a Hole

Following the goblin's trail (Track, DC 20), or the directions acquired from any NPC (Direction Sense, DC 10) the PCs are able to move through the woods nearby to the cave where Grubnik and his followers make their home. The forty-foot wide clearing contains a thirty-foot wide mound, approximately 10 feet high.

The sun is rising, and its warmth pulls the chill from your bones. In the shade of the woods, you can see a clearing up ahead. The clearing shelters a large mound, with a gaping cave entrance just out of the shining rays of the sun. This must be your goal.

The Goblin Cave

Each of the rooms is keyed to the map (DM Aid #3)

1. Entrance

Just inside the cave entrance, two goblins are on guard for intruders. Unfortunately for them, during the day they are dozing and not very attentive (-4 situation modifier to Listen and Spot rolls). One of the guards has a hunting horn hanging from his belt to sound an alarm should they spot the PCs moving toward the entrance. Behind the guards, a tunnel descends 20 feet below the ground into the lair. **Excessive noise at the entrance (multiple rounds of combat, sounding the hunting horn, or shouting) may alert the rest of the complex.**

Tier 1 (EL 1/2)

Goblins (2): CR 1/4; Small Humanoid (Goblinoid); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft; AC 15 (+1 size, +1 Dex, +3 studded leather armor); Atks +1 melee (1d8-1, morningstar); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3. **Feats:** Alertness.

Possessions: Studded leather armor, morningstar, dagger, boots, hunting horn (one only), and 3 sp, 2 cp.

Tier 2 (EL 3)

Goblin guards, Ftr1 (2): CR 1; Small Humanoid (Goblinoid); HD 1d10+1, hp 11, Init +1 (Dex); Spd 30 ft; AC 15 (+1 size, +1 Dex, +3 studded leather armor); Atks +4 melee (1d8+1, morningstar); AL NE; SV Fort +3, Ref +1, Will +0; Str 12, Dex 13, Con 12, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Spot +4. **Feats:** Alertness, Weapon Focus (morningstar).

Possessions: Studded leather armor, morningstar, dagger, boots, hunting horn (one only), and 3 sp, 2 cp.

Tier 3 (EL 4)

Goblin guards, Ftr2 (2): CR 2; Small Humanoid (Goblinoid); HD 2d10+4, hp 20, Init +1 (Dex); Spd 30 ft; AC 15 (+1 size, +1 Dex, +3 studded leather armor); Atks +6 melee (1d8+2, morningstar); AL NE; SV Fort +5, Ref +1, Will +0; Str 14, Dex 13, Con 14, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +4, Move Silently +4, Spot +4. **Feats:** Alertness, Power Attack, Weapon Focus (morningstar).

Possessions: Studded leather armor, morningstar, dagger, boots, hunting horn (one only), and 3 sp, 2 cp.

Treasure from the goblin guards:

- Money and gear. The goblins' gear is in disrepair, and thus is only worth 30% of standard *Player's Handbook* prices.

2. Adepts' Chamber

This chamber is home to the acolytes who follow Grubnik. Several sleeping pallets are spread around a large flat rock covered in candle stubs and half-empty ink vials. A scroll case rests on the rock as well. Inside the case is a scroll with the arcane spell *see invisibility* (cast at 3rd level) written on it. If the alarm has been sounded, or the PCs have been loud, this room is empty, as the inhabitants have fled to room 4. If the PCs have managed to get here quietly, this room is occupied. **Combat in this room alerts the rest of the complex.**

Tier 1 (EL 1)

The adepts attempt to keep the PCs at bay by casting *burning hands* and *sleep*.

Goblin acolyte, Adp1 (2): CR 1/2; Small Humanoid (Goblinoid); HD 1d6; hp 6; Init +1 (Dex); Spd 30 ft; AC 12 (+1 size, +1 Dex); Atks +0 melee (1d4-1 [crit 19-20], dagger); SA Spells; SQ Darkvision 60 ft., spells; AL NE; SV Fort +0, Ref +1, Will +3; Str 8, Dex 13, Con 10, Int 10, Wis 13, Cha 8.

Skills: Hide +3, Move Silently +4, Spot +2. **Feats:** Alertness.

Spells Prepared (3/2): 0—ghost sound, guidance (x2); 1st—burning hands, sleep.

Possessions: Dagger, cloak, boots, and a pouch with 17 sp.

Tier 2 (EL 4)

While the zombies block the entrance to the room, the adepts attempt to keep the PCs at bay by casting *sleep*. They follow up with *burning hands* once the PCs breach the zombies.

Goblin acolyte, Adp2 (2): CR 1; Small Humanoid (Goblinoid); HD 2d6; hp 10; Init +1 (Dex); Spd 30 ft; AC 12 (+1 size, +1 Dex); Atks +1 melee (1d4-1 [crit 19-20], dagger); SA Spells; SQ Darkvision 60 ft., spells; AL NE; SV Fort +0, Ref +1, Will +4; Str 8, Dex 13, Con 10, Int 10, Wis 13, Cha 8.

Skills: Hide +4, Move Silently +4, Spot +2. **Feats:** Alertness.

Spells Prepared (3/2): 0—ghost sound, guidance (x2); 1st—burning hands, sleep.

Possessions: Dagger, cloak, boots, and a pouch with 17 sp.

Zombies (2): CR 1/2; Medium-size Undead; HD 2d12+3; hp 16; Int -1 (Dex); Spd 30 ft; AC 11 (+2 Natural, -1 Dex); Atks +2 melee (1d6+1, slam); SQ Partial actions only, undead; AL N; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Feats: Toughness.

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. **Partial Actions Only (Ex)**—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Tier 3 (EL 6)

The goblins and zombies follow the same procedure as Tier Two.

Goblin acolyte, Adp3 (2): CR 2; Small Humanoid (Goblinoid); HD 3d6+3; hp 17; Init +1 (Dex); Spd 30 ft; AC 12 (+1 size, +1 Dex); Atks +1 melee (1d4-1 [crit 19-20], dagger); SA Spells; SQ Darkvision 60 ft., spells; AL NE; SV Fort +1, Ref +2, Will +4; Str 8, Dex 13, Con 10, Int 10, Wis 13, Cha 8.

Skills: Hide +4, Listen +2, Move Silently +4, Spot +2. **Feats:** Alertness, Toughness.

Spells Prepared (3/3): o—ghost sound, guidance (x2); 1st—burning hands, cure light wounds, sleep.

Possessions: Dagger, cloak, boots, and a pouch with 17 sp.

Zombies (4): CR 1/2; Medium-size Undead; HD 2d12+3; hp 16; Int -1 (Dex); Spd 30 ft; AC 11 (+2 Natural, -1 Dex); Atks +2 melee (1d6+1, slam); SQ Partial actions only, undead; AL N; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Feats: Toughness.

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. **Partial Actions Only (Ex)**—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Treasure from the acolytes' chamber:

- Money and gear. The goblins' gear is in disrepair, and thus is only worth 30% of standard *Player's Handbook* prices.

3. Grubnik's Chamber

This room houses Grubnik and his concubines. The cavern is richly appointed with soiled rugs and greasy furs. The shaman is here regardless of the state alarm. If the lair is aware of the PCs, Grubnik and his concubines exit the secret door once the PCs have engaged the goblins in room 4, and attack from behind. The secret door can be found by a Search (DC 20) check. If Grubnik and his concubines are not aware of the PCs, they enter the room through the tunnel once noise can be heard in the main room.

Development: Should the PCs find and enter quietly through the secret door, Grubnik and his concubines are unprepared and the party gains a free round of surprise. Once battle has begun, the half the goblins from the main room arrive one later (on the third round after the party enters), with the other half arriving the next round; supported by the acolytes from room two if they still live.

Tier 1 (EL 3)

Grubnik, male goblin Clr3: Small Humanoid (Goblinoid) (3 ft., 9 in. tall); HD 3d8+3; hp 21; Int +2 (Dex); Spd 20 ft; AC 19 (+1 size, +2 Dex, +2 large shield, +4 scale mail); Atks +4 melee (1d8, masterwork morningstar); SA Spells, SQ Darkvision 60 ft., spells, rebuke/command undead, Domains: Evil and Trickery; AL NE; SV Fort +4, Ref +3, Will +6; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 8.

Skills: Concentration +7, Hide +6, Knowledge (religion) +3, Move Silently +6, Spellcraft +3, Spot +5. **Feats:** Alertness, Weapon Focus (morningstar).

SQ: Domains (Sp)—Grubnik has access to the Domains of Evil and Trickery. Evil: Grubnik casts evil spells at +1 caster level. Trickery: Bluff, Disguise, and Hide are class skills.

Spells Prepared (4/3+1/2+1): o—guidance (x2), resistance, virtue; 1st—cure light wounds, obscuring mist, protection from good*, shield of faith; 2nd—hold person, invisibility*, sound burst.

* Domain spells

Possessions: Scale mail armor, masterwork morningstar, large darkwood shield, boots, 37 gp, and 42 sp.

Tier 2 (EL 4.5)

Grubnik, male goblin Clr4: Small Humanoid (Goblinoid) (3 ft., 9 in. tall); HD 4d8+4; hp 27; Int +2 (Dex); Spd 20 ft; AC 19 (+1 size, +2 Dex, +2 large shield, +4 scale mail); Atks +5 melee (1d8, masterwork morningstar); SA Spells, SQ Darkvision 60 ft., spells, rebuke/command undead, Domains: Evil and Trickery; AL NE; SV Fort +5, Ref +3, Will +7; Str 10, Dex 14, Con 12, Int 12, Wis 17, Cha 8.

Skills: Concentration +8, Hide +6, Knowledge (religion) +3, Listen +4, Move Silently +6, Spellcraft +3, Spot +5. **Feats:** Alertness, Weapon Focus (morningstar).

SQ: Domains (Sp)—Grubnik has access to the Domains of Evil and Trickery. Evil: Grubnik casts evil spells at +1 caster level. Trickery: Bluff, Disguise, and Hide are class skills.

Spells Prepared (5/4+1/3+1): o—cure minor wounds, guidance (x2), resistance, virtue; 1st—command, cure light wounds, obscuring mist, protection from good*, shield of faith; 2nd—desecrate, hold person, invisibility*, sound burst.

* Domain spells

Possessions: Scale mail armor, masterwork morningstar, large darkwood shield, boots, 37 gp, and 42 sp.

Goblins (2): CR 1/4; Small Humanoid (Goblinoid); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft; AC 12 (+1 size, +1 Dex); Atks +2 melee (1d6 [crit 18-20], scimitar); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 10, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3. **Feats:** Alertness.

Possessions: Scimitar, dagger, boots, silver necklace (10 gp), and 4 sp, 2 cp.

Tier 3 (EL 7)

Grubnik, male goblin Clr5: Small Humanoid (Goblinoid) (3 ft., 9 in. tall); HD 5d8+5; hp 33; Int +2 (Dex); Spd 20 ft; AC 19 (+1 size, +2 Dex, +2 large

shield, +4 scale mail); Atks +5 melee (1d8, masterwork morningstar); SA Spells, SQ Darkvision 60 ft., spells, rebuke/command undead, Domains: Evil and Trickery; AL NE; SV Fort +5, Ref +3, Will +7; Str 10, Dex 14, Con 12, Int 12, Wis 17, Cha 8.

Skills: Concentration +9, Hide +6, Knowledge (religion) +4, Listen +4, Move Silently +6, Spellcraft +4, Spot +5. **Feats:** Alertness, Weapon Focus (morningstar).

SQ: Domains (Sp)—Grubnik has access to the Domains of Evil and Trickery. Evil: Grubnik casts evil spells at +1 caster level. Trickery: Bluff, Disguise, and Hide are class skills.

Spells Prepared (5/4+1/3+1/1+1): 0—*cure minor wounds, guidance (x2), resistance, virtue*; 1st—*command, cure light wounds, obscuring mist, protection from good*, shield of faith*; 2nd—*desecrate, hold person, invisibility*, sound burst*. 3rd—*animate dead, dispel magic, magic circle against good**.

* Domain spells

Possessions: Scale mail armor, masterwork morningstar, large darkwood shield, boots, 37 gp, and 42 sp.

Goblin concubines, Ftr2 (2): CR 2; Small Humanoid (Goblinoid); HD 2d10, hp 16; Init +1 (Dex); Spd 30 ft; AC 14 (+1 size, +3 Dex); Atks +2/+2 melee (1d6+1 [crit 18-20], scimitar/1d4 [crit 19-20], dagger); AL NE; SV Fort +3, Ref +3, Will +0; Str 12, Dex 16, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +4, Move Silently +4, Spot +4. **Feats:** Ambidexterity, Alertness, Two-Weapon Fighting.

Possessions: Scimitar, dagger, boots, silver necklace (10 gp), and 4 sp, 2 cp.

Treasure from Grubnik's chamber:

- Masterwork morningstar. Value: 308 gp.
- Large darkwood shield. Value: 257 gp.
- Grubnik's gear (can be sold at the standard rate) and money (37 gp, 42 sp).
- Silver necklaces (10 gp each) and money (4 sp, 2 cp) from the concubines.
- Gear from the concubines can be sold at the standard rate (Grubnik gave the good stuff to his women).

4. Main Cavern

This room houses the rest of Grubnik's band. There are piles of leaves covered by animal furs about the room that serve as beds. Three small cook fires smolder, the smoke filling the room with a slight haze. A pile of hand tools (from Eander's farm) lay in the corner (value 20 gp). If the party has gotten this far without raising the alarm, the inhabitants are unprepared for a fight. The PCs get a free round of surprise. More likely however, is that the goblins have prepared a defense; backed by the acolytes (and their zombies, depending on tier) from room 2.

Tier 1 (EL 2)

Goblins (6): CR 1/4; Small Humanoid (Goblinoid); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft; AC 15 (+1 size, +1 Dex, +3 studded leather armor); Atks +1 melee (1d8-1, morningstar); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3. **Feats:** Alertness.

Possessions: Studded leather armor, morningstar, dagger, boots, and 3 sp, 2 cp.

Tier 2 (EL 4)

Goblins (8): CR 1/4; Small Humanoid (Goblinoid); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft; AC 15 (+1 size, +1 Dex, +3 studded leather armor); Atks +1 melee (1d8-1, morningstar); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3. **Feats:** Alertness.

Possessions: Studded leather armor, morningstar, dagger, boots, and 3 sp, 2 cp.

Skeletons (3): CR 1/3; HD 1d12, hp 6, Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 13 (+1 Dex, +2 natural); Atks +0/+0 melee (1d4, claws); SQ Undead, immunities; AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Feats: Improved Initiative.

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex)—Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Tier 3 (EL 6)

Goblins (10): CR 1/4; Small Humanoid (Goblinoid); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft; AC 15 (+1 size, +1 Dex, +3 studded leather armor); Atks +1 melee (1d8-1, morningstar); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3. **Feats:** Alertness.

Possessions: Studded leather armor, morningstar, dagger, boots, and 3 sp, 2 cp.

Skeletons (5): CR 1/3; HD 1d12, hp 6, Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 13 (+1 Dex, +2 natural); Atks +0/+0 melee (1d4, claws); SQ Undead, immunities; AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Feats: Improved Initiative.

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death

from massive damage. Immunities (Ex)—Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Treasure from the main chamber:

- Money and gear. The goblins' gear is in disrepair, and thus is only worth 30% of standard *Player's Handbook* prices.

Encounter 7: Just Deserts

Upon your return, the farmers come out to meet you, and chief among them is young Wilem, waving wildly toward a wagonload of apples and turnips he has prepared for you. In the crowd you can hear shouts of congratulations and thanks toward your party and whispered apologies toward your young friend. "I should have known it never could have been you, Wilem," one farmer offers; while two others lift Wilem up on their shoulders.

If the PCs were nice to Zerus Billows, and his family, as well as acted generally in favor of equal rights for all, read the following:

Amidst the celebration and commotion someone taps you on the back of your thigh. Turning, you see Zerus Billows, the gnomish farmer. "You have done a good thing this day. The humans in Highfolk have had a rough life at the hands of the Old One, but that doesn't excuse the bigotry some hold for demihumans. By showing how their own hatred was used against them by one of their own, you have taught a valuable lesson that they, or I, won't soon forget. I owe you a great debt. If any of you need the assistance of the Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters, I will do what I can to see to it that they are there for you.

The party earns an Influence Point with the Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters if they have championed the cause of demi-human rights and cleared Wilem's good name.

Wilem happily offers the party as many apples and turnips that they can carry. He won't need it now that gold has been found on his property. In addition, if the party returned Eander's tools, he gives them each a big loaf of bread.

Experience Point Summary

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

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

Encounter One

Rescue Wilem from the farmhands 25 xp

Encounter Three

Discover the document in Jilly's desk 25 xp

Determine "small people are involved" (sub-encounter 2, 5, or 7) 25 xp

Discover Durin's involvement (sub-encounter 3, 4, 7, or 8) 25 xp

Encounter Four

Stop the Goblins from burning the orchard or stop the beating of Durin (defeating the goblins/Telak) 100 xp

or
Stop both the fire and the beating 125 xp

Encounter Five

Find the Goblin Lair 20 xp

Encounter Six

Defeat the entrance guards without raising the alarm 20 xp

Defeat the Goblins 175 xp

Encounter Seven

Return Eander's tools 10 xp

Total experience for objectives 450 xp

Discretionary role-playing award 0-50 xp

Total possible experience 500 xp

Treasure Summary

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 500 gp, that are of personal significance to the owner (including family

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

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

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

Encounter Five or Six

- *Potion of spider climbing* (50 gp)

Encounter Six

- *Scroll of see invisibility* (3rd level) (150 gp)
- Masterwork morningstar (308 gp, 8 lbs.)
- Large darkwood shield (257 gp, 5 lbs.): This nonmagical wooden shield is made of darkwood, so it weighs 5 pounds less and has no armor check penalty.

Encounter Seven

- 1 Influence Point with the Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters to those who championed the cause of demi-human rights.

DM Aid #1 – NPC Summary

What follows is a brief summary of each of the named NPCs the characters may encounter while investigating the mysterious occurrences. These background summaries are meant to assist the DM in role-playing these many different personalities. Don't feel limited or constrained by what is written here.

Anna Huddle: This beautiful and shy young woman is often seen but not heard amidst the clamor of her male siblings. She does her best to keep her three younger sisters clear of her father's way while keeping up with her chores. Anna is kind-hearted and far more compassionate than the rest of her family; a true rose blooming on stony ground.

Quote: "Move aside little miss, let the men-folk take care of it."

Durin McDouw: Durin has lived in the Highvale outside of Highfolk since he was born. His father lived his entire life there as well. In a way, Durin believes that means these lands belong to him and people like him. Outsiders aren't welcome, especially non-humans. Unfortunately, hatred isn't his only character flaw. Durin is greedy. While he realizes that adventuring may be beyond his ability, cheating a boy out of his farm isn't. He sees himself as a family man, willing to do what is necessary to expand his family's wealth.

Quote: "Welcome to Highfolk, do ya think you'll be staying long? I'm sure y'd be more comfortable in someplace more familiar."

Eander Bustlebrown: Eander is as good a man as one is likely to find in Highfolk. He genuinely cares about what happens to others, and he does what he can to help those near him. His one failing may be his infatuation with Anna Huddle. His feelings toward her occupy his thoughts more often than they do not, and that often leaves him unobservant of events occurring around him making him appear naïve. In the end, his strong back is overshadowed only by the strength of his heart.

Quote: "You look like an honest fella', I'll take your word for it. Can I get you something to drink?"

Grubnik: This land is infested with weak humans and frail elves. Grubnik plans to cleanse it with guile and fire. To that end he has agreed to Telak's deal. Telak will deal with the humans, undermine them from within, and Grubnik will lead his goblins, working at them from the outside when night falls. As of yet, the deal has been profitable, and pleasurable. But Grubnik hungers for more.

Quote: "Mmmmm... Elf babies..."

Salin Nordas: Salin is an aging scribe, and his hearing is not what it once was. He makes up for

this deficit by being extremely attentive. He is generally helpful and answers all questions truthfully. Don't expect him to keep any secrets! He is very knowledgeable about the laws of Highfolk, and many people utilize his services to create legally binding documents.

Quote: "Eh, speak up. You say you want how many copies of that scroll?"

Samiel: Samiel is a bigot, bully, and braggart. He is willing to pick on those smaller than him, and occasionally those bigger than him, if he has a mob of thugs behind him. However, he has run from every real fight in his life. When things go from bad to worse, he won't be there to help.

Quote: "Go back to your own kind. We don't want you here."

Ilsa McDouw: Ilsa has lived outside of Highfolk all her life. She grew up in the shadow of her older brothers and married a farmer like everyone she knew. All her adult life she has been the dutiful wife and mother. And all her life she has held her tongue because it hasn't been her place to speak up. All that is likely to change, given the right moment.

Quote: "Bless Ehlonna for this sweet potato pie. It tis your father's favorite."

Telak: Some people just don't care what they need to do to get their next coin. Telak is one of those people. Lie, cheat, steal, burn, kill. If they can't hold that gold piece, they don't deserve it. And if they do hold on, hire some one to beat it out of their hand and split it with your thug.

Quote: "That's a nice ring you've got there."

Widow Althea Alkins: Althea was an attractive young wife many seasons ago. Life on a farm in the wilderness is hard work, and Althea's husband died early, leaving her childless. She has done her best, but the loneliness and rough times have worn her down. Now she is little more than a timid old maid who screams at the slightest howl of the wind.

Quote: "Aaaaaaaahhhhhhhhh!!!! Help! Help!"

Wilem Danalin: Wilem is the Half-orc son of Jilly Danalin, a farmer from the High Vale. He is kind and good-natured with a penchant for hard work. His mother taught him the difference between right and wrong, and while somewhat naïve, Wilem returns the smallest kindness tenfold.

Quote: "Mama always said a clean house is a good house, and I wanna live in the best house I can so my mama would be proud."

Yan Huddle: Yan is big, loud, and generally unpleasant. He cares for his sheep more than his daughters, but values his sons greatly. He doesn't care for non-humans, and believes they should stay wherever it is they come from. He assumes that everyone thinks just as he does, and if anyone disagrees with him, they must be crazy or

dangerous. He is not above vigilante justice backed by his seven strapping boys, of those who suspects have wronged him.

Quote: "Why do I think he did it? He's a half-orc ain't 'e?"

Zerus Billows: Zerus and his family have powerful friends in the Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters. Zerus could have been a gemcutter himself; he certainly has the talent. However, he likes the way the ground feels in between his fingers too much. Unfortunately he has found something more growing in the fields of the Highvale than wheat. There is far more hatred here than Zerus can handle. He had hoped to raise his small children in a wholesome environment, but they are chased home daily by human bullies. Something needs to be done. Someone needs to take a stand.

Quote: "Notice the gentle beauty of the leaves in the wind. More gorgeous than any gem, and twice as valuable to a starving man."

DM Aid #2 – Map of Farmhouses



DM Aid #3 – Goblin Cave Map



Player Handout #1

(Found in desk drawer in Wilem's house)

In exchange for the purchase of forty acres of land, one barn, and one house, I Durin McDouw, agree to pay Jilly Danalin the sum of one thousand gold solars over the term of five years. Jilly Danalin agrees to cede all claims of ownership to that land and anything it might produce. Everything produced from that land will be owned wholly by Durin McDouw or his designees.

X DurinMcDouw_____

X_____



Prepared by Salin Nordas, Scribe of Highfolk

Player Handout #2 (Map of the Farmhouses)

