

URC5-S02

Playing for Keeps

A One-Round D&D LIVING GREYHAWK[®] Introductory County of Urnst Regional Adventure

Version 1.1

by Chris Palmberg

The County's peaceful neighbor has become a dangerous sleeping giant. With the Forces in Defense of the Realm focused on protecting the long border with the Nyronid Imperium, it falls to new (and expendable) adventurers to map a series of abandoned and long-forgotten keeps along the Franz River. Are they worth the effort to refurbish into a defensive barrier? An Introductory County of Urnst Regional Adventure for first level characters only.

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

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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

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

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

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

This is an Introductory scenario. Only first level characters are permitted to play.

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

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

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in the County of Urnst. Characters native to the County of Urnst pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Adventure Background

On the first day of Fireseek, CY 595, the lawful government of the Kingdom of Nyrond was overthrown during a mostly bloodless coup by the First Prince of the Kingdom, Sewardt. The rightful ruler, Lynwerd, as well as his wife

and unborn heir, vanished in the ensuing chaos, and Sewardt produced documents of dubious authenticity declaring that King Lynwerd was abdicating the throne in favor of his brother. Upon taking the throne, Sewardt set aside the Kingdom, renaming it the Nyrondium Imperium, declaring himself it's Emperor, or rather Magnificus Supremos, Emperor Sewardt of the Nehron Imperium, and pronouncing that finally, Nyrond would take it's place as "the pillar of the Nyrdi-Aerdy people."

Obviously, this statement, as well as the strange way in which the new "Emperor" had come to the throne disturbed many of Nyrond's neighbors, specifically the Duchy of Urnst, who's Duke is Lynwerd's brother-in-law, and the County of Urnst, which fears that the Imperium has designs towards re-absorbing the County into the Kingdom to which it once belonged. And so Contessa Elone, at the behest of her advisors, has begun to take steps to prepare the County for what she sees as an inevitable war with Nyrond. One of the most bold steps she has taken is to sign a non-aggression pact with the Imperium which includes the annexation of a 20 mile-wide strip of Nyrond along the Stone Road, in order to emplace a defensive barrier between the County's border and her less-than-scrupulous neighbor to the east.

It falls to adventurers, as often seems the norm here on Oerth, to scout out the remaining border with Nyrond. Once, the County maintained an active garrison along this border, and the keeps where the troops who guarded against Nyrondian incursion have long since fallen into disrepair. Now, the Contessa has elected to re-garrison these small fortresses along the Franz to prevent Nyrond from annexing any of the County lands along the Franz.

Adventure Summary

The PCs are charged with a mission by Lord Duncombe to scout out the banks of the Franz River from New Dosseldorf to Trigol, and to identify and appraise the structural integrity of the keeps they find along the way.

ENCOUNTER 1: The PCs, while traveling along a little used, and in some places long forgotten road that follows the Franz to the south of New Dosseldorf, are set upon by creatures of the wild.

ENCOUNTER 2: The PCs locate (and explore) a keep down the river from Kerrinn. It has been inhabited by a small band of river-pirates who are troubling shipping along the Franz.

ENCOUNTER 3: The PCs find another keep, this time inhabited by a giant arachnid.

ENCOUNTER 4: The PCs find a keep that already has a new garrison...goblins.

CONCLUSION: The party arrives in Trigol, where they present a report of their journey to Lord Duncombe.

Introduction

A call has gone out throughout the County of Urnst, summoning would-be heroes to the small town of New Dosseldorf, along the Franz River, in the southeastern borderlands. It is this call that has drawn you, and some new companions, here, to the auxiliary office of the Lord of the East. Charged by Contessa Elone with upgrading the defense of the County-Imperium border along the Franz, from Crystal Springs, the headwaters of the Franz, to Trigol, Lord Duncombe has begun recruiting scouting parties willing to search the mostly abandoned lands throughout the valley of the Franz for the keeps which once guarded the County from incursion from the East, long before Nyrond became a peaceful nation. Now with the renewal of tensions with Nyrond, in its new form, the Nyrondium Imperium, it has been deemed necessary to re-garrison these keeps that, since the cessation of border tension with Nyrond, have fallen, it is believed, into great disrepair.

A middle-aged Oeridian man, bearing the mark of the Red Bull on his tunic, calls you forward from where you wait amongst the other would-be adventurers, to stand before his desk in the small store-front office that serves as the headquarters of the Lord of the East here in New Dosseldorf. A scribe, dressed in the livery of House Duncombe, perches on a stool near his shoulder, pen poised over parchment, apparently awaiting to hear what is said next.

"I am Captain Gonquin, Lord Duncombe's deputy. You will each, in turn, take a seat here which lies at the center of a Zone of Truth. You will then recite your given and surnames to me, as well as the qualifications that you perceive make you eligible for undertaking this mission which we have yet to assign," he says, "and

Rastarn, here, will log you into our books as having freely volunteered to serve Lord Duncombe, and the County, without compulsion or coercion. Of great importance to us is your stance on the Nyrond Imperium and its rightful leader. If you are deemed worthy of the mission, you will be further briefed on its details."

DM's Note: (DC 15 Will save to avoid telling the truth.) Due to the sensitive nature of this mission, any PCs who are not considered to be loyal subjects of the Contessa (i.e., PCs who have a home region other than the CoU) must defend their fitness for this duty. Any Nyrond PCs who wish to play this scenario must submit to questioning about their loyalties to Lynwerd or Sewardt under a *Zone of Truth*. Any who are truly allied with Sewardt may not play this scenario.

At this opportunity, the party members should introduce their PCs, giving at a minimum the name, race, and class of character that they have brought to the adventure, as well as who they support as the rightful ruler of Nyrond. Because this module is an introductory, of course, all players are required to be first level.

After reciting your curriculum vitae for Rastarn, the scribe, to dutifully note in his log, you are dismissed for a couple of hours, while the other applicants are interviewed and decisions are made. About three hours after your initial meeting with Lord Duncombe's deputy, you are summoned by an escort to a small, well-lit conference room on the second floor of the headquarters.

"What is said here is to be considered of utmost secrecy, since we have reason to believe that within New Dosseldorf are agents and spies of the so-called Emperor, who wish to learn of the plans the Contessa has for the region. The mission you are being tasked with is one that includes great personal risk, and could, truthfully, lead to your early demise. If you wish to withdraw from this briefing, you have exactly one minute to do so. Know that declining Lord Duncombe's mission will in no way reflect on your integrity or valor."

A brief pause here while the PCs consider Gonquin's words, before he continues (read or paraphrase the following:)

"I thank you for showing the courage to remain. The mission that m'lord Duncombe

has tasked me with, and I am assigning to you is one of great import to the defenses of the County, though we believe it is suitable for adventurers of your obvious inexperience.”

“Many years ago, long before any of us were born, save a few elves, Nyrond was viewed to be a threat to the County. To counter this threat, a number of keeps were built overlooking the Franz in locations where the garrisons could monitor the river for Nyrondian troops moving against the County. But in the last several decades, especially in the years of the Greyhawk Wars, these keeps were abandoned by the County's military for more threatened locales, such as Charn and its castles. Now the Contessa has decided that because she cannot, in good faith, trust Sewardt to stay on his side of the Franz, that the County needs to re-garrison these keeps with troops who will help us keep the Imperial troops on their side of the river. Here is where you come in.”

“Since their abandonment those long years ago, the keeps along the Franz have fallen into disrepair. Furthermore, our archives are unable to accurately place them on the map. We need you to scout out the Franz River valley, from here to Trigol, locate as many of these keeps as you are able, to mark them on the map, and to appraise the amount of work it will take to make them habitable. One keep only are we certain of its location and that is the Franzgard, across the Franz from Kerrin at the Locks. This keep is already being prepared by our forces and is not of your concern. Be forewarned, our soldiers have ventured out before you on this self-same mission, and have failed to return. We know not what demise they met, only that they have not been heard from in a number of weeks. It is possible that some of the keeps have new occupants which will need to be evicted before they can be deemed habitable.”

“Provisions for your journey will be provided to you by the government of the County, as will the use of mounts, and a few other useful items. Unfortunately, with the number of recalled military personnel gathering here these days, my resources are a bit inadequate, but I shall help you as best I can to prepare for your journey. Have you any questions for me at this time?”

At this point, the PCs may question Captain Gonquin about many things. For the most part, he will only reiterate what he has already said, with a few notable exceptions.

- If asked, he will mark general areas that are believed to hold keeps on the PCs furnished map. (See Player's Handout #1.)
- If the PCs so request, he will provide appropriate mounts (riding dogs, ponies, light and heavy horses--NO MARTIAL MOUNTS) for their use during their mission.
- If asked, he can also spare **2 CLW potions per party member, and no more than one scroll (PC choice) per PC caster of first level or lower** will be given for utilization during the mission. Only core spells (per LGCS4.2) will be provided. Any unused provisions must be returned to Lord Duncombe's garrison upon their arrival in Trigol. He does not volunteer any of these supplies, but if asked will grudgingly admit that he might have a few spare items.
- The payment for services amounts to 40 gp, and will be delivered to each party upon completion of their mission and debriefing.

DM's Note: If the players seem to be missing some of the more obvious questions, use Captain Gonquin to lead them, such as: “Do you have your own maps?”, “How will you be traveling?”, “Can our clerics or mages be of any assistance?”

“Very well,” Gonquin says, “if you have no further questions or requests, I would suggest you prepare yourselves for your mission. I expect you to have left New Dosselford en route to Trigol no later than an hour after first light on the morrow.” With that, Gonquin turns, and claps his hands twice. The man who escorted you to the conference room opens the door, and escorts you back to your inn. As he turns to depart, he speaks softly to the innkeeper. “These fine folk are in the employ of Lord Duncombe and the County of Urnst. As such, their billeting will be paid for out of Lord Duncombe's coffers, although should they wish to engage in revelry, it is on them to pay for it.” Turning, then, he salutes you and walks through the door.

The party departs the next morning. With each of the encounters, an opportunity to “scout” the area in which it occurs should be allowed.

If the party asked for a map, Captain Gonquin has marked general areas for them to search for abandoned keeps. They should be allowed to make one check per PC to locate the keep or other challenge listed for a particular encounter. These may either be Search, Spot, or Survival checks. Additionally, if the PCs are in a position where they will be attacked regardless of their behavior, they should be afforded Listen/Spot/Survival checks to avoid being caught unawares, and thus negating the surprise their opponents may otherwise have used

Encounter One: A Long Winding Road (EL3)

As the sun crests the trees that line the far bank of the Franz River, your party works its way southward along the old Frontier Road, which parallels the river from New Dosseldorf to Trigol. The Frontier Road, once heavily traveled by military patrols, merchants, and other denizens of Oerth, has fallen into disrepair over the last half-dozen decades. As a result, it is a bit of a challenge, but not impossible, for you to make your way down the ancient roadbed, although occasionally, you come across areas where the stones that once paved it have been upturned by tree-roots, and geological disturbances, as well as the simple passage of time. It has been nearly two centuries since this road was commonly used, and its state of disrepair makes that fact quite evident.

[DC 10 Knowledge (Engineering) or Knowledge (Geography), or DC 15 Intelligence check]

With a successful check, the appropriate PC notices that although the road never comes within half a mile, and is sometimes as far as a half league from the banks of the Franz, the road winds along the back sides of the hills that denote the beginning of the Franz's flood plain, allowing a horse-born human or elf to keep the river in view at all times while never silhouetting himself to watchers on the far shore. It occurs to the PCs that this route was chosen to maximize the natural cover provided these hills while allowing the rider easy observation of activity along both banks of the Franz.

The farther from New Dosseldorf that your party travels, the more the disrepair of the Frontier Road worsens, until finally, about a

day's ride from New Dosseldorf, the road's path is only discernable by the gap in the trees that the road created, and an occasional paving stone poking up from the underbrush.

[DC 15 Listen/Spot/Survival check] Successful party-members notice the sounds/signs/tracks of a small band of wolves stalking the party. Failure to make the DC means that the wolves are able to act in a surprise round.

Wolf (3) 13 hp. (See Monster Manual pg 283.)

Tactics: One wolf will attack the PC at the front of the party, especially if the PC is scouting a little ahead, and the other two will attack the rear-most party member and attempt to flank. They will flee when they reach half hp.

Treasure: None

Encounter Two: Pirates of the Franz (EL5)

Another day and a half's ride south from where the wolves attacked you, you begin to approach the locks which control the Franz near the Nyronese city of Kerrinn, in the Duchy of Orberend. Up on the ridgeline, a large rectangular stone keep stands in stark silhouette. This must be the Franzgard.

DM's Note: If the PCs wish to investigate, they will be stopped enroute by a unit of cavalry troops from the army who will summarily turn them back without discussion.

About 30 miles or so after passing the locks, you begin to notice a large shape in the distance, whose smooth, straight lines seem to hint at something ahead which doesn't normally occur in nature. [DC 8 Search/Spot check. For each additional +2 by which the DC is exceeded, the party spots the walls of the keep from an additional 25 yards away. DC 8 discerns the keep from a distance of only 25 yards. At the point at which the party realizes a keep lies ahead, they should be expected to make plans for approaching the keep. PCs who choose a stealthy approach can make Hide/Move Silently rolls versus the NPCs Spot/Listen checks. The PCs should be given a +4 modifier to this roll due to the fact that the pirates have lived here for nearly a year, and never seen anyone on Frontier Road, and in fact, don't even realize for certain that it is even a road at all.

Pirate (2): Human Rog 1; CR 1; Medium humanoid (human); HD 1D6+1; hp 5; Init +2; Spd 30 ft. (base 30 ft.); AC 14 (+2 armor), touch 12, flat-footed 12; Base Atk +0; Grp +1; Atk +1 melee 1d6+1/19-20x2, (shortsword); Full Atk +1 melee 1d6+1/19-20x2, (shortsword); SA sneak attack 1d6, trapfinding; SQ —; AL CN; SV Fort +1, Ref +4, Will +0; Str 12, Dex 15, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Skill Appraise +4, Balance +6, Bluff +5, Climb +5, Jump +5, Listen +4, Profession (sailor) +4, Tumble +6, Use Rope +6; Dodge, Mobility.

Possessions: Leather armor, *shortsword*.

Alonzo Dreadblade: Half-Elf Rog 3; CR3; Medium humanoid (half-elf); HD 3D6+3; hp 15; Init +7; Spd 30 ft. (base 30 ft.); AC 18 (+4 armor, +1 deflection), touch 14, flat-footed 15; Base Atk +2; Grp +3; Atk +6 melee (1d6+1/18-20x2, rapier); Full Atk +6 melee (1d6+1/18-20x2, rapier); SA evasion, sneak attack 2d6, trapfinding; SQ —; AL CN; SV Fort +2, Ref +5, Will +2; Str 12, Dex 17, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Appraise +6, Balance +9, Bluff +6, Listen +8, Profession (sailor) +6, Swim +4, Tumble +9, Use Rope +9; Improved Initiative, Weapon Finesse.

Possessions: Masterwork chain shirt, +1 *ring of protection*, masterwork rapier.

Tactics: The pirates will resolutely fight on until they are dead, and Dreadblade will take the opportunity to flee if he falls below 8 HP, and is not cornered.

With the pirates defeated, you take a couple hours to look through the keep. You find that the pirates had worked to restore a couple of the rooms, and that the largest room on the first floor is now home to a large cache of their plunder. Merchant goods, such as cloth, food, wine, and flour make up the great majority of the spoils that are readily noticeable.

[DC 15 Search check] Success allows the PCs to discover a small bag containing 3 small red garnets and 2 golden yellow topaz. Tucked away in the corner beneath some canvas is a nearly empty keg of ale. [DC 12 Knowledge (Local)] Success reveals it is the famous porter known throughout the Nyr Dyvian states as Rothberry Black.

[DC 20 Search check] Success turns up a small, leather-bound journal written in Elven. PCs who are able to read it discover that it is

the journal of Alonzo Dreadblade, detailing the pirates activities over the last year. Furthermore, on the last page of the journal is a schedule detailing the routines of the Imperial troops that patrol this stretch of the Franz River.

Treasure: Loot – 51 gp; Coin – 218 gp; Magic – 83 gp (+1 *ring of protection*).

Upon further inspection of the keep, you note the repairs that are obviously needed, and deem that it is restorable. With the waning sunlight, and taking into consideration the defensibility of the location, it seems that this keep would make a prudent place to laager for the night.

Encounter Three: What a Tangled Web We Weave... (EL2)

With the fresh morning breeze bringing the scent of the rushes that bloom along the banks of the Franz to your nostrils, you set out along the now dimly visible path that parallels the river on towards the west. You ride for another day, and a couple more hours on the next day, your fifth since leaving New Dosseldorf, before your path turns south, still following the Franz River's valley. It is in this area, you believe, that the next keep you are required to find and inspect, should lie. [DC 12 Search/Spot/Survival] ***After scouring the countryside for a couple hours in search of the keep, you spot it's tall walls stretched out against the azure blue sky above. As you approach it from the north, it appears to be completely abandoned.*** [DC 15 Survival check notes that there is no sign of life for several hundred yards around the tower] The PCs will probably be more cautious this time, using stealth to approach the keep. Presume that they are successful, but roll dice to throw them off a bit, and make them think that someone awaits them within as they approach. Upon a search of the keep's courtyard, they will notice no apparent signs of recent passage (which is true, the monster that resides here hasn't left for a number of weeks.) After the PCs enter the keep, they will find nothing of value in the first couple of rooms, until they approach the main windowless room in the keep's center. [DC 18 Spot in the dark, modified as appropriate for light source] PCs entering this 25'x30' room without having spotted the web first, should

make reflex saves [DC 13] to avoid becoming entrapped in the web of a monstrous spider which inhabits this room. PCs who fail the save may make an Escape Artist check [DC 13] or Strength Check [DC 17], or attack the web to free themselves [HP 12, DR 5/]

Monstrous Spider (Large) 22 hp. (See Monster Manual pg 289.)

Tactics: The entire room has been spun into a giant web to trap prey, and after the first round, the spider who wove it will use its tremor-sense to approach the entangled PC and attempt to prepare it for an early lunch.

Searching the keep after defeating the spider turns up 6 cocoons in the room where the spider lived. Four of these are egg-sacks, which the PCs may opt to destroy, and most likely will. The other two contain the withered corpses of the spider's last two victims. On these bodies are an elven thinblade, and three silver daggers. If the PCs asked in the Introductory encounter for descriptions of the soldiers who had failed to return, then these corpses are recognized as meeting the descriptions of two of those ill-fated souls.

Treasure: Loot – 14 gp; Coin – 0 gp; Magic – 0 gp.

Encounter Four: Lions and Tigers and... Goblins? (EL2)

Another day's journey, and you approach the final keep for which you are searching. You feel certain that soon, your journey will be at an end, a successful end. The final keep sits atop a bald-topped hill about 6 miles from the banks of the Franz, easily visible from both the river and the Frontier Road. The road, over the course of the day's ride, has begun to improve in appearance, and here and there signs of travel show themselves, leading you to believe that perhaps this portion of the road is still traveled by local farmers and rangers. The road to the keep winds its way around the hill, frequently obscuring your view of the stately structure atop this its crest.

[DC 12 Search/Spot/Survival check notices a fairly significant quantity of small tracks along the road up the hill. DC 10 Knowledge (Nature) or Rangers with favored enemy (Goblinoid) easily discern that these tracks are made by a small band of goblins.] PCs may choose to attempt a stealthy approach to the keep, but the keep sits far enough from the

edge of the forest to make it impossible to approach the keep without being seen.

As you break out of the trees onto the grassy knoll that makes up the clearing in which the keep sits, you see a pair of goblin sentries 50 yards ahead, flanking the main door to the keep. Despite your efforts to avoid notice, upon entering the clearing, you are able to discern that your approach has indeed been noticed, as one of the goblins begins to shout something not quite understandable in the Goblin tongue.

Goblins (6) 5 hp. (See Monster Manual pg 133.)

Note: All goblins are equipment as per the MM.

Tactics: During the first round of the combat, the two sentries will attempt to close within javelin range. An additional goblin, wielding morningstar and shield, will emerge from the keep, one during the second and another during the third round. On the fourth round, the last two goblins in the keep will emerge, also armed with javelins and morningstars.

After defeating the goblin band, the PCs will find that they had no possessions beyond their basic armament and armor, but a Search check [DC 10] will find a small chest of mixed coins whose total value is 200 GP.

Treasure: Loot – 11 gp; Coin – 33 gp; Magic – 0 gp.

Conclusion

After departing the bald-knob keep, you ride for an additional day, and soon find yourself approaching the outskirts of Trigol. As you are entering town, you are approached by a young Suel man in livery that denotes he is a Squire of a Knight of the Swan who asks you to follow him. Finding a quiet corner in a local common room, he speaks to you. "We had a message delivered by courier just yesterday appraising us of your mission from Captain Gonquin, who told us to expect your arrival, although, I must confess we did not expect you for a few more days. What have you to report concerning the keeps of the Franz?"

The party will, at this point, be thoroughly debriefed, and should explain the location (which they should have marked on their map) of the keeps, the state of repair of said keeps, and what threats they faced there. So long as

the first two items are mentioned, and the PCs remembered to mark the keeps on their map, full XP is granted for the module. **Failure to accurately describe the condition of the keeps, or to mark their location, results in a 10% XP penalty per failure, as their mission was not to go and kill things, but rather to gather information about the keeps.** The DM may use his/her discretion in prompting players concerning these points, as any de-briefer would do so as well. At the conclusion of the debriefing, read the following. The de-briefer will also request return of any supplies or mounts loaned to the party.

“Because of your service to the Lord of the East, the County and the Contessa, you have proven yourselves to be worthy subjects of her Grace, Elone, and true heroes in your own right. Here is the promised payment for your services. You should be proud of your accomplishments, minor though they may appear. Without your successful completion of your assignment, we would continue to devote unnecessary efforts to repair keeps along the Franz which are not worth the effort.”

Treasure: Loot – 0 gp; Coin – 40 gp; Magic – 0 gp.

The End

Experience Point Summary

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

Encounter One

Defeat wolves

APL2 90 xp

Encounter Two

Defeat pirates

APL2 150 xp

Encounter Three

Defeat spider

APL2 60 xp

Encounter Four

Defeat goblins

APL2 60 xp

Story Award

Objectives met: map locations of 3 keeps and note condition of disrepair (10% penalty per failure – 3 locations, 3 conditions)

APL2 60 xp

Discretionary roleplaying award

APL2 30 xp

Total possible experience:

APL2 450 xp

Treasure Summary

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

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Two:

APL 2: L: 51 gp; C: 218 gp; M: 83 gp —
+1 *ring of protection* (83 gp each)

Encounter Three:

APL 2: L: 14 gp; C: 0 gp; M: 0 gp

Encounter Four:

APL 2: L: 11 gp; C: 33 gp; M: 0 gp

Conclusion:

APL 2: L: 0 gp; C: 40 gp; M: 0 gp

Total Possible Treasure

APL A: L: 76 gp; C: 291 gp; M: 83 gp - Total:
450 gp

Player's Handout #1

