

HIGC-03

Who Goes There?

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

Version 1.0

Round One

Something is wrong in the Vesve. Being far from civilization, there's no one to turn to—you must solve the problem yourself. Or die trying. An introductory adventure for 1st level characters.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

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

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

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the

highest APL supported by the adventure is APL 12.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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 two things that the group can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs

are considered trained to attack. 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 an introductory one-round Regional adventure, set in Highfolk. Characters native to Highfolk 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

The Vesve Forest provides a home for many different races. The scattered good folk of the Vesve rally to each other's defense when necessary and keep in contact through trade routes during more peaceful times. But, off the beaten path, there are many places to hide, to plan, and to build....places for unusual experiments....places to remain undetected for long stretches of time.

A deranged wizard named Willarke has picked such a spot for himself. Fleeing far-away lands where he is wanted for "crimes against nature," he finally felt secure enough to stop running once he was deep in the Vesve Forest. Here, he could concentrate on his studies, undisturbed. As an added bonus, a nearby family of giant owls made excellent subjects for his first batch of experiments.

One of his experiments, however, has accidentally drawn the attention of a young ranger. Fortunately, the ranger was ambushed by orcs and Willarke remained undetected—for now. Should someone find the ranger before he dies, however, Willarke may be exposed and forced to flee once again.

Adventure Summary

Introduction: Disappointed in the set-up of a local racing competition, the heroes leave the small mining town of Lunadore for home.

Encounter One: The party encounters a wounded ranger stuck in a pit trap. He informs them of strange goings-on and asks them to report the mysterious beast to the Rangers of the Vesve who should be able to take care of it.

Encounter Two: Some goblins have been paid by Willarke to misdirect anyone coming into this part of the forest. They have created a false track leading in the wrong direction. The goblins have just finished their work and are still lurking nearby. They are cowards and easily bullied into giving up information on Willarke.

Encounter Three: The outer ring of Willarke's defenses is guarded by four tiny zombie owls. Since they do not "report back" to their

master and all fight to the death, wounded adventurers can rest up before continuing.

Encounter Four: The strange tracks lead to a small ridge. Apparently, whatever came this way went further on—either by flying or descending the cliff and continuing on foot. The adventurers must decide whether to continue pursuit of the unknown quarry or report their findings to the Ranger of the Vesve.

Encounter Five: Willarke's next defense is a giant owl skeleton. While it may look frightening to inexperienced adventurers, this lumbering monstrosity is not a very effective combatant since it cannot fly.

Encounter Six: The innermost ring of Willarke's defenses is a giant owl zombie. Unlike the skeleton, this owl retains its flight capability, making it a much tougher foe. The sounds of combat serve to prompt Willarke's hasty flight from the area.

Conclusion: The Rangers of the Vesve are grateful for information about Willarke and his creations.

Preparation for Play

This is introductory module set in the region of Highfolk for first-level characters only. Only first level characters may participate. Magic item creation is not allowed at the end of this module. As this module is an introductory module, it is primarily designed as a role-playing introduction to the region of Highfolk. Much of the outcome of the module is left to the imagination and adjudication of the DM. Reasonable plans should be offered a good chance of success.

Introduction: Be a Hero, Not a Zero

You were excited to participate in the Great Race, but nothing has seemed to go right this year. Traveling far to the north, you entered to small mining town of Lunadore, eager for the challenge. Sadly, you were dismayed to learn that the derisive nickname "Race of Zeroes" was more than accurate. The entry fee was quite steep, and it looked like the race was set up only to bilk the participants of their hard-earned gold. And the prize? Why, it was less than the entry fee! Outraged, you declined to participate in the race. Next year, it would be best to stick to the actual Race of Heroes in Highfolk town.

As you depart Lunadore, the sky opens up and rain begins pouring down... Ah, the blessings of Aerdie Faenya are upon you—whether you want them or not. You trudge on, your mood turning sourer by the hour. Raindrops pelt you. Why, the rain drop themselves seem significantly larger than normal—giant-sized, almost. Perhaps it is a “blessing” of Stronmaus!

Tired, cold, wet, and hungry, you plod dejectedly down the road. It soon becomes clear that, you must seek shelter for the night and resume the trek home in the morning.

The PCs should introduce themselves at this point if they have not already done so. They met when all of them decided not to participate in the “Great Race.”

The PCs may want to start a campfire for the night—if anyone has flint and steel, and they can find some dry wood.

Encounter One: Ranger in the Hole!

Thankfully, in the morning the rain has stopped. The sun rises and it looks like it will be a beautiful day. Travel is easy, with the mud a minor annoyance.

A few hours later, you see a strange sight ahead on the path. A pair of orcs are laying on the ground, peering into a hole.

The hole is a pit trap. A human ranger has blundered into the pit trap. He broke his leg in the fall and cannot climb out of the pit.

If the party bull rushes the orcs into the pit, they might kill the ranger at the bottom. The orcs are already dead and pose no threat. The ranger, Briott, has driven off the orcs who ambushed him, slaying these two orcs in the process who fell next to the hole.

“Who goes there?” a voice calls out in the Common tongue as you approach the pit.

At the bottom of the pit, a human male leans against the dirt wall, grimacing in pain but holding his bow at the ready, an arrow nocked into place.

Briott: Male human ranger 2.

The human is a young man named Briott, who wishes to join the Rangers of the Vesve. He was on his way to Quaalsten to petition for entrance

when he noticed some odd tracks in the woods. He had tracked it to a nearby part of the forest, when he heard something. It turned out to be orcs (luring him to the pit trap). In his haste to chase down the orcs and slay them, he failed to notice the poorly disguised trap and fell right into the pit.

Fortunately, Briott had enough arrows to drive off his captors, but he fears they'll be back soon. The rest of the orcs ran off (presumably for reinforcements) after he killed two of them with his bow. He needs the party's help to get out, and to finish an important task. He tells the party that something is lurking in the woods—something not natural. They asks them to track it and report any information about it to Quaalsten while he goes to warn Lunadore.

There are some orcish weapons in the pit. I have no need of them and gladly give them to you as payment for saving my life.

There are 5 javelins and 1 falchion in the pit with Briott. Gear looted from the orc corpses adds two more falchions, and 2 sets of studded leather armor.

Briott can answer the following questions.

- **Who are you?** I am Briott of the Woods
- **What are you doing here?** I was on my way to Quaalsten. I found some unusual tracks and they led me near this spot. I fell into the pit and orcs attacked me.
- **Why were you going to Quaalsten?** I plan to petition the Rangers of the Vesve for entrance.
- **How many orcs were there?** I'm not sure. At least four or five. Two of them I killed; but I fear the others ran off to get reinforcements and will be back soon.
- **What can we do to help?** *(If the party has not yet pulled him out of the pit):* If you could pull me out of this pit that would be a great start. Then, perhaps, you can help with these strange tracks. *(If the party has already gotten him out of the pit):* Perhaps, you can help with these strange tracks.
- **What is strange about the tracks?** They are like nothing I have ever seen. I will show them to you.
- **What do you want us to do about the tracks?** Track them further and see what you can learn about the beast...or beasts. Report your findings to the Rangers of the Vesve in Quaalsten; they will handle matters at that point.

- **Can you come with us to continue the investigation?** “No, I was lamed by the fall,” he says, pointing to his leg. “I must seek treatment for my injuries back in Lunadore before I can be of further use to the Vesve.

If the PCs are insistent that Briott accompany them, he claims that perhaps being a Ranger of the Vesve is not for him, and he plans to retire immediately. Briott has rope if the adventurers do not. Once out of the pit, he thanks the adventurers for saving his life and asks for their assistance with the odd tracks. He also mentions some items that may be of interest to the party.

After spending a few minutes using his longsword as a makeshift splint, Briott hobbles into the woods to show his rescuers the strange tracks.

The tracks are quite puzzling. There are two distinct features of the tracks. They appear to be made by some sort of claw; however, the claw prints are sometimes obscured by something making a wide sweeping track. It should be no problem to follow these tracks (DC 5 Track Check).

Briott insists that he will be able to travel to Lunadore by himself and bids you farewell. He has hobbled only a few yards away, however, when he turns and calls out to you. “Wait! Take this with you.” He holds a small vial in his hands.

It is a potion of *cure light wounds*.

If the PCs refuse his gift, or plead that Briott use it himself

“Very well, then, the task is in good hands with such capable adventurers! May the Forest Mistress watch over you.”

If they accept the potion:

“May the Forest Mistress watch over you.”

Treasure: The PCs may take the orc’s gear, Briott’s rope, and the offered potion.

APL 2: L: 47 gp; C: 0; M: *potion of cure light wounds* 2 gp.

Encounter Two: South by Downeast

The tracks continue through the Vesve. The PCs may notice the following (based on their Track check):

- **Track check, DC 10:** The wide, sweeping track is something light weight; the sweeping track “disappears” where saplings (which are unharmed) are in its path.
- **Track check, DC 15:** The tracks change subtly at one point; now some of the saplings are damaged by the “wide sweeping” track and the track is deeper.
- **Track check, DC 18:** Something has joined the odd tracks: goblins prints, which have been carefully obscured, leaving the original tracks in pristine condition.

The goblins have just finished their task and are lurking nearby. If the PCs are being stealthy, have the goblins make Listen and Spot checks (both are +2 for the goblins) to detect them. If the PCs are not being stealthy, the goblins notice them and try to hide quietly (give the PCs Spot and Listen checks opposed by the goblin’s Hide and Move Silently rolls (both are +5 for goblins) to detect the goblins).

These goblins have been paid by Willarke to misdirect anyone coming into this part of the forest. They have created a false track leading in the wrong direction, using a claw from one of the cleric’s failed experiments and a cloak one of them is wearing. The goblins are cowards and easily bullied into giving up information on Willarke to save themselves—if the PCs can communicate with them. They are more reluctant to part with the gold Willarke paid them, but they will hand it over to save their own skins if asked directly about it. Information they might give to the PCs (as the DM feels appropriate based on the PCs’ actions):

- *A man named Willarke made us hide tracks and make fake track.*
- *The man has many foul beasts to guard him—one of them breathes fire!*
- *The goblins can not go into a certain spot, because the man’s guardians are there and will attack on sight!*
- *Real tracks that way! South by down east!*

If the PCs ask specific questions about money, the goblins will relate the following:

- *The man paid gold.*
- *He said to come back when done for more gold.*

- *He said after we get more gold that we never come back to him or he kill us and take back all the gold!*

APL 2 (EL 2)

Goblins (8): hp 5, 5, 4, 4, 3, 2, 2, 1; see *Monster Manual*, page 133.

Tactics: The goblins ambush the PCs if possible, but the little beasts are cowards. The survivors will quickly surrender if even one of them drops in combat.

Treasure: The PCs can claim the goblins gear.
APL 2: L: 12 gp; C: 16; M: 0.

Encounter Three: Who Goes There?

The outer ring of Willarke's defenses is guarded by four tiny zombie owls. These are the chicks of the Giant Owl family which Willarke captured and has been experimenting on.

APL 2 (EL 2)

Zombie Owls (4): hp 17, 16, 15, 12; see Appendix One.

Tactics: Being mindless undead, they simply attack the nearest PC. Remember that their Maneuverability is "clumsy" which severely hampers their aerial combat (see *DMG*, p. 20), and as zombies, they can perform only a single move action or attack action each round, unless they attempt a charge.

Development: Since the owls do not "report back" to their master and all fight to the death, wounded adventurers can rest up before continuing on if they wish.

Encounter Four: The Forest of No Return

The tracks continue to meander through the Vesve. The path they make is not straight, but it does seem to generally head in one direction, with just the occasional side trek.

After several more hours of travel, the strange tracks lead to the top of a small ridge. Apparently, whatever came this way went further on—either by flying or descending the cliff and continuing on foot.

The PCs have a few options at this point.

1. They can seek out the Rangers of the Vesve to report what they have seen so far. If they do this, the Rangers are grateful for the information and the adventure is over.
2. They can descend the small ridge with Briott's rope (or their own) and look for tracks at the bottom. Though the slope is steep and the ground muddy, with the aid of a knotted rope the climb down is easy and safe (DC 0 Climb check). Climbing back up with the rope is more difficult, due to the slippery mud (DC 5 Climb check).
3. They can attempt to follow the ridge for a while and descend at an easier juncture. If they do this, it will be difficult to recall the exact spot on top of the ridge where the tracks are unless they somehow mark the spot on the top of the ridge. Without such a marking, it will take a DC 20 Track check to find the trail once again. If the PCs fail, they must climb the cliff and attempt to find the trail again (another DC 20 Track check). The adventure may be over if they fail the Track check.

Encounter Five: How Now Foul Owl?

At last—the beast making the tracks is in sight! Directly ahead of you appears to be a large bird—or it once was some type of bird. It is now just the skeleton. The beast is quite large, and one of its dark wings has somehow gotten torn and is dragging on the ground.

Give the PCs a Spot Check (DC 15) to notice that the "wings" are actually made of cloth.

Give the PCs another Spot Check (DC 20) to notice that the "wings" are actually nailed to the skeleton.

APL 2 (EL 2)

Giant Owl Skeleton: hp 27; see Appendix One.

Tactics: While it may look frightening, this lumbering monstrosity is not a very effective combatant since it can not fly. It will attack the nearest PC until it is dead.

Development: A DC5 Track check reveals human footprints leading off to the east.

Encounter Six: Full Screech Ahead!

The tracks lead through the brush for several yards, and continue on to a little used path. Eventually the path opens up into a small clearing, about 30 feet across. On the right edge, exactly halfway across the clearing, is a large bush sculpted into the shape of a boar. Perched high on a branch at the far side of the clearing is a large owl. Its dull eyes notice you and it begins silently flapping its massive wings.

The Giant Owl is the last of the family slain by Willarke. It is chained to the tree (DC 10 Spot check to notice the chain). Attached to the base of the tree is a stone (DC 20 spot check). This is a Stone of Alarm—if anyone or anything touches it, the stone emits a piercing shriek, which can be heard up to a quarter mile away. The bush is actually a Topiary Guardian (DC 30 Spot check to notice that it is actually an animated creature and not just a regular plant). The sounds of combat (or any other loud noise, such as the owl screeching) prompt Willarke's hasty flight from his lair.

APL 2 (EL 3)

Giant Owl: hp 27 (currently 5); see *Monster Manual* p. 205.

Boar Topiary Guardian: hp 32; see Appendix One.

Tactics: The owl cannot attack unless someone (or something) moves next to it. The chain, which binds it to the tree, is very short.

The Topiary Guardian attacks with nonlethal damage (with no penalty), so Willarke can experiment on his captives later. It will not chase PCs that flee.

Development: If anyone enters the clearing, the boar attacks. If the owl makes any noise such as talking or screeching, or the stone of alarm is triggered, the boar attacks anyone within 10 feet of the clearing's edge.

As soon as the owl screeches or combat starts, the paranoid Willarke flees in the opposite direction as the PCs fight the boar from his shack concealed just beyond the clearing. In his haste to save his life, he leaves behind a few items. Any PCs that follow his tracks from the clearing to his camp will find the nothing.

Should the PCs lose this combat with the Topiary Guardian Willarke eventually returns when he notices no one chasing him. Finding

unconscious PCs he ties them up. Deciding that his lair has is no longer safe; he flees with his topiary guardian, leaving the PCs behind. Eventually, Protector Marus Rantill (see **Conclusion**) finds them and frees them. Such PCs lose 2 TUs waiting to be saved.

Treasure: The PCs can claim the stone of alarm for treasure if they defeat the guardian.

APL 2: L: 0; C: 0; M: *stone of alarm* – 225.

Conclusion: Owl's Well that Ends Well

Read or paraphrase the following as appropriate, based on what the PCs do and to whom they tell their tale. There is no way for the PCs to Track the necromancer, as he uses a *teleport* spell to escape after running from his shack.

If the PCs seek out and report to the Rangers of the Vesve, the first Ranger they meet is Protector of the Forest Marus Rantill:

Protector Marus Rantill shakes his head gravely at the party's revelations. "We must strengthen our patrols in the area. Though, if he has fled as you suspect, he has hopefully left our forest for good." He opens his backpack and takes out two very small shields. "I do not have much in the way of reward, but perhaps this will help you out." He hands you two bucklers made of a dark wood. They are emblazoned with a copse of trees on the front and roots of the trees intertwine with the word 'friend' in Sylvan. "I am to deliver these to a merchant in Highfolk town, but I must delay that task and report to Quaalsten immediately. If you would talk them to Highfolk for me, you may collect what the merchant owes as your reward."

Note that the PCs must sell the bucklers for gold. If they keep the bucklers, they are discovered, arrested, and punished for a **Reconcilable Offense** (see **Appendix Two**). Further, they are now known as a thief and can never join the Rangers of the Vesve.

If the PCs do not seek out the Rangers of the Vesve, but report back to Briott:

"Praise Ehlonna you were able to stop the insanity! I must journey to Quaalsten and inform the Rangers. Thank you again for your assistance. The forest is truly blessed to have friends such as you." Briott then gestures toward the door. "Perhaps I can buy you a

drink before we part ways? It is the least I can do for friends of the Vesve such as you."

Treasure: The PCs gain a reward for delivering the bucklers.

APL 2: L: 36 gp (2 MW darkwood bucklers); C: 0; M: 0.

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 Two

Defeat the goblins in combat and/or get information about Willarke from them.

APL 2: 50 xp

Encounter Three

Defeat the baby owl zombies.

APL 2: 100 xp

Encounter Five

Defeat the Giant Owl Skeleton.

APL 2: 100 xp

Encounter Six

Defeat the Boar Topiary Guardian

APL 2: 150 xp

Discretionary roleplaying award

APL 2: 50 xp

Total possible experience:

APL 2: 450 xp

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is

reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter One

Looting the orc bodies

APL 2: L: 47 gp

Accepting the potion from Briott

APL 2: M: 2 gp (*cure light wounds* potion)

Encounter Two

Looting the goblins' gear and gold

APL 2: L: 12 gp; C: 128 gp

Encounter Six

Retrieving the *stone of alarm*

APL 2: M: 225 gp (*stone of alarm*)

Conclusion

Selling the bucklers for Protector Rantill

APL 2: L: 36 gp (2 MW darkwood bucklers)

Total Possible Treasure

APL 2: L: 95 gp; C: 128 gp; M: 227 gp - Total:
450 gp

Special

Enmity of the Rangers of the Vesve: You have attempted to steal from the Rangers of the Vesve and for that you have earned their distrust. You may never join the Rangers of the Vesve meta-organization.

Appendix One – APL 2

Encounter One

Briott, human Rgr2: CR 2; Medium humanoid (human); HD 2d8+4; hp 17 (currently 5); Init +7; Spd 30 ft.; AC 17 [+3 Dex, +4 armor], touch 13, flatfooted 14; BAB/G: +2/+4; Atk +4 melee (1d8+2/19-20, longsword) or +6 ranged (1d8/x3, longbow); Full Atk +4 melee (1d8+2/19-20, longsword) or +4/+4 ranged (1d8/x3, longbow); SA Favored enemy (orc); SQ Wild empathy; AL CG; SV Fort +5, Ref +6, +0; Str 14, Dex 16, Con 14, Int 8, Wis 10, Cha 12

Skills and Feats: Hide +6, Knowledge: Nature +4, Listen +5 (+7 orcs), Move Silently +6, Survival +5 (+7 orcs), Spot +5 (+7 orcs); Improved Initiative, Weapon Focus: Longbow, Rapid Shot, Track.

Languages: Common.

Possessions: Chain shirt, longsword, masterwork longbow, quiver with 4 arrows, dagger, *potion of cure light wounds*.

Encounter Three

Giant Owl Chick Zombies: CR ½; Tiny undead; HD 2; hp 16; Init +2; Spd 10 ft./ fly 40 ft. (clumsy); AC 16 [+2 size, +2 Dex, +2 Natural], touch 14, flat-footed 14; BA/G +1/-10; Atk -1 melee (1d3-2, slam); Full Atk -1 melee (1d3-2, slam) Space/Reach: 2 ½ ft./ 0 ft.; SQ Single actions only; DR 5/slashing; darkvision 60 ft.; undead traits; AL: NE; SV Fort +0, Ref +2, Will +3; Str 6, Dex 15, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Toughness

Encounter Five

Giant Owl Skeleton: CR 2; Large undead; HD 4; hp 27; Init +8; Spd 10 ft. (cannot fly); AC 15 [-1 size, +4 Dex, +2 Natural], touch 13, flat-footed 11; BA/G +2/+10; Atk +6 melee (1d6+4 claw); Full Atk +6 melee (1d6+4, 2 claws) and +1 melee (1d8+2 bite); Space/Reach: 10 ft./ 5 ft.; SQ: DR 5/bludgeoning, darkvision 60 ft, immunity to cold, undead traits; AL NE; SV Fort +1, Ref +5, Will +4; Str 18, Dex 19, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Encounter Six

Boar Topiary Guardian: CR 3; Medium plant; HD 5; hp 32; Init +3; Spd. 40 ft.; AC 17 [+3 Dex, +4 Natural], touch 13, flat-footed 14; BA/G +3/+6; Atk. +6 melee (2d6+4 Gore); Full Atk. +6 melee (2d6+4 Gore); SA Ferocity; merciful; SQ DR 10/slashing; freeze, low-light vision, plant

traits, tremorsense 90 ft., vulnerability to fire; SV Fort +6, Ref +4, Will +1; Str 17, Dex 16, Con 14; Int –, Wis 10, Cha 1.

Skills and Feats: Move Silently +11.

Ferocity (Ex): A boar topiary guardian continues to fight without penalty even while disabled or dying.

Freeze (Ex): A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must success on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Merciful (Ex): A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Orders to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

Skills: A topiary guardian has a +8 racial bonus on Move Silently checks.

Physical Description: A boar topiary guardian stands 3 feet high at the shoulder and is 4 feet long. It weights about 100 pounds.

Appendix Two: The Highfolk Legal System

The Basics

Highfolk Town is not a very stringent, or particularly orderly, community. It does have however, laws that are to be followed. The laws are grouped into general categories, and punishment can be somewhat subjective. It is somewhat rare to have criminal acts go to court in Highfolk. Note that many other settlements in the region employ law enforcement systems similar to the Town of Highfolk.

The Home Guard Police Force

The Home Guard in Highfolk, a militia force, policies the town. This force of approximately 100 men and women (the rest serve with the Defense Force or with the Fifth District, a sort of "special operations") are under the command of Constable Paxana Eventhil. The more law-conscious citizens of the town often sight her as being a bit "soft" on certain crimes. She does not however, go easy on those that commit grievous acts on their fellow townsfolk or those who threaten the safety that Highfolk offers.

The typical response team to a criminal or suspicious act is a group of five men or women, wearing leather armor and armed with clubs. They each wear a sash over their left shoulder, with a pin of Highfolk's symbol (the green-and-white checkerboard shield) attached. Most often, there are 4 guardsmen wearing red sashes (privates) and one in charge of the team, wearing a blue sash (corporal). On particularly large or troublesome disturbances, heavier weapons will be brought to the scene (usually short swords and short bows), and every 2 teams will be lead by a sergeant (wearing a green sash). Every so often, when many teams are dispatched, a lieutenant (wearing a silver sash) or even the captain of a division (wearing gold) will appear on the scene. The constable herself wears the colors of Highfolk itself as her sash (green-and-white checkerboard).

The response team is to neutralize any violent threat upon arrival (through escalation of force- using the minimum necessary to accomplish the mission), and failing that mission, to send for assistance. The Defense Force, Fifth District agents, and even the Velunese garrison have been called in to assist in matters that could not be resolved by the Police Force. This is very rare, however; a single team of five individuals can deal with most criminal elements in the town.

It should also be noted that Fifth District agents might work "undercover" and have the powers of the regular Police Force. It is not uncommon for these agents to work against threats that require "special procedures" to defeat or eliminate.

The Police Force acts as a sort of on-the-spot sentencing committee. After making an arrest, the guardsmen confer to determine the sentence for the lawbreakers, and then state their finding to the criminal. This type of sentence is usually reserved for those that commit crimes of a fineable nature (e.g., burglary or vandalism). Some other crimes, such as assault without grievous injury, are also sentenced as necessary; the punishment for such crimes is usually a jail sentence. A court handles the sentencing of the most violent crimes; in the interim, the prisoner is taken to a holding cell in one of the four Highfolk District Jails.

Such "crimes" as public drunkenness, rude and disorderly behavior, and general mischief, will often be "brushed away" by the guardsmen arriving at the scene. As long as the individual is aware of the fact that they are not acting proper in public, and the situation does not become repetitive, the guardsmen will usually let those involved off with a warning. Townsfolk have more leniencies in this regard; strangers (particularly half-orcs) are dealt with in a more "official" manner.

The Courts

There is but one judge in Highfolk, Hoseik Yellindarth (a human male of thirty-nine years). There is no need in Highfolk for a larger judicial system, as most criminal sentencing is resolved at the scene. Each case is heard, witnesses are called forward, and the judge then makes a determination. Those put on trial are allowed a barrister to defend them, but must pay for the luxury. The witnesses or victims may also pay for a barrister to represent them; this does not occur very often (except for cases involving the elven district). Otherwise, Hoseik makes a sentencing decision after all witnesses have spoken. Cases without witnesses commonly have a member of the community (usually a relative of the victim) pay a barrister to investigate the case and bring the findings. Guardsmen may also be called forward as witnesses, and to reveal their investigation.

Doing Time

Those sentenced by Hoseik, or sentenced on the spot, may wind up behind bars for a while. Criminals sentenced to lockup that have not committed crimes of grievous injury or death of another can expect to serve their stint in one of the Highfolk District Jails. The terms of incarceration are usually less than a few months, in these cases. Many of the criminals that wind up in the District Jails are those merely unable to pay the requisite fine.

Criminals that commit more serious crimes, if not executed, will find themselves locked away in the real prison, the Roots. Underneath a portion of the town, the Roots are a labyrinthine dungeon filled with traps and armed guards. Prisoners are given hard labor during their stay, and are always under close watch. They are treated as criminals, but not entirely inhumanely. After all, those irredeemable to society are usually executed rather than given lengthy prison terms.

Those criminals that society deems too far morally corrupt are sentenced to execution. This is not a common punishment, but occasionally such measures have to be taken to preserve the safety of Highfolk Town. They are commonly lead outside of the city, and are taken to a secluded area. There, a strong tree is used to unceremoniously hang the vile wretch. The body is then burned, after confirming death.

Laws of Highfolk

**Irredeemable Offenses (Punishable by Death)
Usually meted out by the Highfolk Town Judge.**

- Murder with aforethought
- Arson in the elven district
- Treason (this includes aid given to luz's forces that results in a compromise of the town's security)

Grave Offenses

**Punishable by Imprisonment in the Roots;
Usually meted out by the Highfolk Town Judge**

- Murder with intent
- Arson (anywhere in the town except elven district)
- Grievous assault (which results in the victim being unable to continue his/her livelihood)
- Intentionally harming Old Bough

Reconcilable Offenses

Punishable by Fine of usually half or more of the criminal's worth, or Incarceration in the District Jail, Usually meted out by the Home Guard Police Force

- Assault
- Unintentional death
- Bribery
- Forgery of official or religious documents
- Murder or grievous injury of an animal companion
- Burglary or theft of valuable items (100+ solars' worth) or animals of transportation
- Terrorizing the populace (through extortion, strong-arm tactics, etc., over a period of time)
- Vandalism of a recognized holy place (temple, shrine, etc.)
- Unintentionally harming Old Bough

Minor Offenses

Punishable by Fine of usually 5+ solars, or Deeds of Recompense; Usually meted out by the Home Guard Police Force

- Fraud/Deception
- Theft of items
- Vandalism (except holy places)
- Assaulting an animal companion
- Slander

Occasionally, some crimes may warrant a higher or lower sentence based upon the circumstances. Frequency and scope of offenses may lead to a higher sentence. Some minor offenses may even be resolved without any recompense; occasionally, an apology will suffice.