

ULP2-06



FORT STONEWALL

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

Version 1

by Christopher Reed

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

Fort Stonewall is under siege; can you make it inside to deliver some important news and much needed supplies? An adventure for characters level 1-8.

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

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

PREPARATION

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

Read this entire adventure at least once before running the event. 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's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

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

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

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

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

SCORING

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

ADVENTURE SUMMARY AND BACKGROUND

This is the eighteenth scenario for the Principality of Ulek in the Living Greyhawk Campaign. Below is some general background information.

- While a dwarf rules the Principality of Ulek, and all of the nobles are dwarves, the Principality consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj. The territory east of the hills is currently contested, and a large number of the Principality of Ulek's residents, have been forced to flee their homes due to the humanoid invaders of the Pomarj.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins, and the like.

The characters begin the adventure in Havenhill, a city on the eastern portion of the Lortmil Hills. It lies near the edge of the Disputed Territory. This is the same city that ULP1-01 *Find My Son*, ULP1-04 *Downward*, ULP1-12 *Only the Beginning*, ULP2-01 *From All Sides*, and ULP2-02 *Further Downward* all started in. Also, parts of ULP1-11 *Two Heads are Better than One* took place here.

The death of Prince Olinstaad is still having an effect on the entire country. His son, Volimar, who has taken his place on the throne, has sent diplomats to Keoland seeking their aid in the war with the humanoids in the Disputed Territory. Volimar feels Keoland is an essential ally in the conflict with the humanoids in the Disputed Territory and is almost too trusting of them. Volimar hopes to receive some military aid from Keoland especially since the war with the humanoids has not gone well. While there haven't been any major losses, no gains have been seen either and this favors the humanoids. In fact, several small villages have been overrun and some forts have been surrounded thus keeping important supplies from reaching the inhabitants. One of these forts is Fort Stonewall, which is located in the Lortmil Hills and run by Commander Rond Stockbelly. Stockbelly has been the commander of the fort for nearly five years now. He and those stationed at Fort Stonewall have been very valuable in the efforts against the humanoids from the Pomarj. Not only have they guarded this area, they have helped aid the patrol forces that have passed through here. Some of the patrol forces have found some precious and incredible information including the location of Rudd Rockcutter's final resting place, as seen in ULP1-02 *Spies Like Us* and ULP1-03 *Crypt of Promise*, and the location of various humanoid armies.

Thus members of the Principality of Ulek Army are searching for interested heroes to bring supplies to Fort Stonewall plus important information they have learned which could keep the fort from falling into enemy hands.

The characters start the adventure in Havenhill during the dinner hour. They are currently feasting on dinner at a local tavern, the Stuck Pig.

While enjoying a filling dinner, two ranking members of the army, Baren Gorunn and Trudge Bricken, come into the tavern. After looking about the tavern, they approach those they feel could help aid them, namely the characters, in an important mission.

After gathering interested folks, Baren and Trudge proceed to a nearby inn. Here they lead the characters into a backroom where they can discuss details of the mission that lies ahead freely. The mission is to bring supplies plus important military information they have learned to Fort Stonewall. The characters are asked to try and avoid the humanoids if at all possible gaining entrance into the fort by use of an underground tunnel. The cave entrance into the tunnel is about half a mile from the fort. The supplies are loaded into a cart, which the characters are to take when they depart the city of Havenhill in the morning. Directions and some additional information, including humanoids (goblins and norkers) sighted in the nearby area, are provided.

In the morning, the characters head off to Fort Stonewall with the cart of supplies and information vital to those that reside at Fort Stonewall. The characters, if they are looking, start to see humanoid tracks of various sizes, after several days of travel, and as they near Fort Stonewall. If they wish to head off to track down these humanoids (goblins and norkers) they can do so but this could be costly to the task they have been asked to perform.

When the characters proceed onward to Fort Stonewall, they are greeted by a lone halfling (Lurich "Lucky" Longlegs) who has been patrolling the area. While watching the area, Lurich has been getting information on the number and types of humanoids that are in the area. Some characters may well remember him from the adventure ULP1-02 *Spies Like Us*, and of those characters, some may own Lurich Longlegs' Necklace that he give to them in thanks for saving his life. Lurich assists the characters in locating the relatively unknown cave that leads to Fort Stonewall, if needed. If any character owns Lurich Longlegs' Necklace, he also assists the character, if they desire, in getting into the cave. Basically, he assists with the first combat and provides some healing if necessary.

This encounter only takes place if the characters do not follow directions and instead try to get into Fort Stonewall in a different manner than through the use of the cave. This, of course, is a foolish plan but some groups may opt to attempt it none-the-less. A large number of patrolling/raiding goblins quickly spot the characters and attempt to kill them while Commander Rond Stockbelly informs those under this command to keep the front gates closed so the goblins cannot gain entrance into Fort Stonewall.

Characters attempting other ways to get into the fort may have limited success but unless the supplies and information are also brought into the fort, this is only a partial success.

Those characters that investigate the location of the cave quickly find that its entrance is guarded by a small group of nasty worg-riding goblins.

Entering the cave, the characters find that the main area is guarded by several goblins that have dug pits to aid them in the defense of this area. The goblins include a druid and some archers.

If the characters decide to check out one of the side passages, they discover that it leads to a colony of mushroom and fungi. If they investigate further, an assassin vine using the colony of mushroom and fungi to conceal it, attacks the unsuspecting characters. After the assassin vine has been dealt with, the characters find some evidence that several goblins lost their lives here.

Even further down the cave are two goblin guards and an arcane spellcasting goblin. The later is currently placing some magical glyphs to keep the dwarfs from exiting Fort Stonewall through the cave. After the goblins are defeated, the characters have to figure out how to get past the magical glyphs that have already been placed here.

After dealing with the goblins and the magical glyphs, the characters reach the basement of Fort Stonewall greeted by several armed dwarf guards. After a brief moment of discussion, the characters, hopefully, are assisted with the supplies and let inside.

Note: Characters who participate in this scenario do not have to pay the 10% tax that is currently being collected within the Principality of Ulek from all adventurers and caravan guards due to being supported by the Principality of Ulek Army.

INTRODUCTION

The rains in Havenhill have finally ceased allowing folks to head to one of the open taverns for an evening meal. After having done so, you find yourself at the Stuck Pig, a tavern known throughout the Principality of Ulek. The tavern has quickly become a hangout for many mercenaries, adventurers, and heroes.

This evening, the tavern is on the empty side, perhaps due to the rains. One of the serving wenches quickly takes your order before proceeding to the next table to assist them. A short while later you are brought your meal. The portions do not seem as plentiful as usual. You hear from a table next to you that the owner, Rugdenner, has been sick and his wife is currently handling the tavern.

This is a good time for the players to describe their characters and for character introductions.

Havenhill is a city on the eastern edge of the Lortmil Hills near the Disputed Territory.

Rugdenner and his wife run the Stuck Pig. Rugdenner is a dwarf who served many years in the military before his graying beard and aging knees finally caught up to him. He is currently sick and his wife is currently handling the affairs of the tavern.

Elves in the party find that they are generally ignored by other patrons and treated with no disrespect from any of the serving staff but neither are they treated kindly. Half-orcs are looked upon with caution and given cool looks but nothing ever comes of it; this includes a general lack of verbal comments.

ENCOUNTER 1: THE MISSION

While feasting upon your dinner, the door to the Stuck Pig swiftly opens and promptly two ranking members of the Principality of Ulek army step into the tavern.

One of the officers is a hefty dwarf with a full unkempt black beard and a wide belly. In some ways he resembles a teapot. The other is a short bulky dwarf with a gruff graying beard that extends past his belt. He bears a resemblance to a brick with well-worn edges.

Both sternly look over those currently in the Stuck Pig as if assessing them like a warrior would do when selecting a finely crafted weapon.

After a good thirty seconds, their gazes finally pass over the last patron. Then without discussion both dwarfs trudge toward your table. Without any formalities, both sit down and then the

bulky dwarf, in a bold and nearly commanding voice, speaks "For those who do not know, I am Baren Gorunn, an officer in the Principality of Ulek Army. I seek altruistic, brave individuals who are willing to help aid our country and those men who aim to protect it from the forces of the Pomarj in the Disputed Territory. If you are interested, please follow us now." With this, both dwarfs promptly rise from the table, hand the serving wench several gold forges for your meal and head to the door of the Stuck Pig.

The two ranking members of the army are Baren Gorumm (hefty dwarf) and Trudge Bricken (bulky dwarf). After their brief speech to the characters, they depart the Stuck Pig. Characters that follow them outside are asked to follow to a nearby inn, the Iron Axe. Any character that does not follow does not get to partake in the mission and thus the scenario is over for them. Neither dwarf answers any questions the characters have at this point in time.

Baren and Trudge proceed to the Iron Axe. Here they lead the characters into a backroom. Food and drink is brought out after which the two dwarfs start to discuss details of the mission that could lie ahead for the characters if they agree to it.

The mission is to quickly bring supplies plus important military information the army has learned to Fort Stonewall, which resides in the Lortmil Hills. The characters are asked to try and avoid the humanoids if at all possible, gaining entrance into the fort by use of an underground tunnel. The cave entrance that leads to the tunnel is about half a mile from the fort. The supplies are to be loaded into a cart, which the characters are to take when they depart the city of Havenhill in the morning.

Recently, Fort Stonewall has been surrounded by a large number of goblins, so supplies have not been delivered to the fort for several months now. Besides goblins, norkers have been sighted in the nearby area.

The dwarfs do not provide, nor offer any monetary payment for the character's help and any questions about it are met with squinted eyes and a stern face. The dwarfs do not pay for anyone's services and anyone demanding it is excused.

If the characters accept the mission, they are informed that time is of the essence and any delay could result in the fort being overthrown. However, they must depart in the morning and the supplies are still being collected.

The characters are also provided detailed directions and given a chance to ask any questions they might have. Both dwarfs however only provide short brief answers to any questions posed by the characters.

Encounter 2: Trek

Having already woken up and prepared for your trek, you are now heading to the northern gates of the city. Up ahead, you can see two guards safeguarding one heavily filled cart. The cart is hitched to two gray mules.

As you draw nearer, the guards give you a "once over" before greeting you. They hand you a scroll tube that has a mark of some type on it and instruct you not to open it under any circumstance. You are merely to deliver it to Commander

Stockbelly at Fort Stonewall along with the supplies that have been loaded into the cart.

At this point, the characters are to take the cart drawn by the two mules from Havenhill to Fort Stonewall.

If any character opens the scroll tube an *explosive runes* spell is set off. Additionally, if they attempt to read the contents, trigger a *sepia snake sigil* spell as well. The visible text is meaningless, while the important next is hidden by use of an *illusory script* spell. If the characters happen to bypass all of these protections, the paper crumbles so the true contents cannot be read. The scroll is meant for Commander Stockbelly only and the proper precautions have been taken to ensure this occurs.

After four days of slow travel, due to the cart, the characters start to near Fort Stonewall. Characters with the Track feat and who are actively searching for traces of goblinoids (such as goblins or norkers) may make a Track check (DC 11) to find tracks coming from the direction of Fort Stonewall, north of the characters, and then eventually going east deeper into the Disputed Territory. The tracks are quite fresh, being only a day old.

If the characters wish to follow these tracks, they may do so but this certainly delays them from delivering the supplies and note to Commander Stockbelly at Fort Stonewall.

The track heads in an easterly direction for about a half-day travel, but the characters are ambushed by a group of norkers. If the characters make it this far and survive the ambush, then combats from this point forward should be increased by two APLs cumulative. So for example, a group that qualifies for APL 2 should then be run at APL 4 from this point forward. An APL 8 group meets double the number of foes. The reason for this is that additional goblin troops have been sent into the area during the characters' delay.

APL 2 (EL 2)

🔪 **Norkers (4):** hp 10, 10, 8, 8; see Appendix I.

APL 4 (EL 4)

🔪 **Norkers (7):** hp 10, 10, 10, 10, 8, 8, 8; see Appendix I.

APL 6 (EL 6)

🔪 **Norkers (12):** hp 10, 10, 10, 10, 10, 10, 8, 8, 8, 8, 8; see Appendix I.

APL 8 (EL 8)

🔪 **Norkers (12):** Male norker Bbn1; hp 14, 14, 14, 14, 14, 14, 14, 14, 14, 14; see Appendix I.

Encounter 3: Lurich

Before continuing with the following text, have the characters each make a Spot check (DC 30) to notice a halfling about to throw a pebble at the lead character.

As you proceed onward to Fort Stonewall, (lead character) is suddenly hit in the head with a small pebble.

Several of you (those making a successful Spot checks or two characters at random) **notice a small head pop down into the bushes about thirty feet away from you.**

After a few moments, the head pops back up and you notice it belongs to a halfling of average height and build with black hair, sideburns and black eyes.

The characters may have met this halfling, Lurich Longlegs, in one of two previous scenarios, ULP1-02 *Spies Like Us* or ULP1-03 *Crypt of Promise*. In ULP1-02 *Spies Like Us*, Lurich was saved by a group of heroes while he was scouting in the Disputed Territory while in the service of Oldid Silverbeard. Unfortunately, he broke his leg and it took nearly a year to properly heal but now he has returned to his scouting duties. He has even managed to become a halfling slinger, a Principality of Ulek regional prestige class, which first appeared in ULP1-07 *Spyder's Quest*.

Currently, he is gathering information on the number of humanoids currently surrounding Fort Stonewall. He estimates there might be as many as three hundred goblins plus several dozen worgs in the nearby vicinity and a perhaps a few thousand more humanoids (goblins, norkers, gnolls, orcs) within a days travel of here.

Some characters may also have been given, as a gift, *Lurich Longleg's Necklace*. If so, and they are currently wearing it, Lurich looks favorably upon them.

If asked, Lurich gladly assists the characters with finding the exact location of the relatively unknown cave entrance that leads to a tunnel underneath Fort Stonewall. However, once they near the cave entrance, he takes leave of the characters unless he previously (from ULP1-02 *Spies Like Us*) gave him his necklace. If this is the case, he'll assist them with the first fight (Encounter 5), give them his *potion of cure light wounds*, but only if they are injured during the fight, and depart to report back what he has learned.

All APLs

🔪 **Lurich "Lucky" Longlegs:** Male halfling Rog3/Rgr1/Ftr2/Slinger*1; hp 45; see Appendix I.

Encounter 4: Wrong Way In

This encounter only takes place if the characters do not follow directions and instead try to get into Fort Stonewall in a different manner than through the use of the cave/tunnel.

You decide that there is an easier way to get into Fort Stonewall. So bypassing the caves and tunnels you take action with your new plan to successfully deliver the supplies and secret message.

Only the foolish or brave attempt a route other than the one directed. A large number of patrolling/raiding goblins quickly spot the characters and attempt to kill

them while Commander Rond Stockbelly informs those under his command to keep the front gates closed so the goblins won't gain entrance into Fort Stonewall.

Since there are endless possibilities of alternate ways into Fort Stonewall, please run this encounter as you see fit but ensuring the characters have an extremely difficult time with whatever option they take.

The following creatures are available per APL for use against the characters:

APL 2

👉 **Goblin (50):** hp 7 each; see *Monster Manual*.

👉 **Worg (12):** hp 30 each; see *Monster Manual*.

APL 4

👉 **Goblin (100):** hp 7 each; see *Monster Manual*.

👉 **Worg (24):** hp 30 each; see *Monster Manual*.

APL 6

👉 **Goblin (150):** hp 7 each; see *Monster Manual*.

👉 **Worg (36):** hp 30 each; see *Monster Manual*.

APL 8

👉 **Goblin (200):** hp 7 each; see *Monster Manual*.

👉 **Worg (48):** hp 30 each; see *Monster Manual*.

Encounter 5: Cave Entrance

As you make your way to the cave entrance, there is an eerie silence and stillness in the air.

Characters that make a successful Track check (DC 11) find goblin and worg tracks heading to and from the location of the cave. The characters with a successful Wilderness Lore check (DC 20) can determine that approximately two dozen sets of tracks exist. The tracks are quite fresh perhaps only a few hours old.

As the characters near the cave entrance, have them make a Spot check (DC 10) to see that it is guarded by a group of worg-riding goblins. With the brush ending about forty feet away from the cave entrance, the characters may be able to sneak up on the goblins and attack before they alert the rest of the goblins within the caves.

APL 2 (EL 3)

👉 **Goblin:** Male goblin Ftr2; hp 18; see Appendix I.

👉 **Worg:** hp 30; see *Monster Manual*.

APL 4 (EL 5)

👉 **Goblins (2):** Male goblin Ftr2; hp 18, 18; see Appendix I.

👉 **Worgs (2):** hp 30, 30; see *Monster Manual*.

APL 6 (EL 7)

👉 **Goblins (4):** Male goblin Ftr2; hp 18, 18, 18, 18; see Appendix I.

👉 **Worgs (4):** hp 30, 30, 30, 30; see *Monster Manual*.

APL 8 (EL 9)

👉 **Goblins (4):** Male goblin Ftr4; hp 32, 32, 32, 32; see Appendix I.

👉 **Worgs (4):** hp 30, 30, 30, 30; see *Monster Manual*.

Tactics: The worg-riding goblins first charge into melee and then attempt to swarm one opponent. The goblins stay on their worgs attempting to make use of the Mounted Combat feat when possible. Both the goblins and worgs attack until killed. If captured, they say nothing, even trying to provoke the characters into killing them in anger.

ENCOUNTER 6: MORE GOBLINS

When the characters head toward the cave entrance, continue with the following:

The entrance to the cave is covered with moss; the ground, the walls, the ceiling; everything. The moss is so thick that you cannot see the ground, nor can you even feel its hardness. Instead it feels like you are walking upon a soft cushion or perhaps a sponge.

Looking into the cave entrance, it extends for about thirty feet before it becomes dark as the midnight sky.

When the characters enter the cave, there are several goblin archers and a goblin druid on guard. They are each positioned behind the pits. The archers fire their shortbows while lying flat on their stomachs, which provides extra defense against missile fire, while the druid first casts *entangle*, or *briar web* at higher APLs, near the entrance to the cave. See the map for the exact location.

The goblins continue to fire their shortbows from a prone position until the characters move into melee at which point they either attempt to move five feet back each round thus avoiding attacks of opportunity when using their short bow. When pressed, they draw their morningstars and attack in melee.

The goblins all fight to the death. If captured, all they do is wildly grin, laugh, and joke with the characters hoping to provoke them into frenzy.

APL 2 (EL 5)

👉 **Goblins (3):** Male goblin Ftr1; hp 12; see Appendix I.

👉 **Goblin:** Male goblin Ftr2; hp 20; see Appendix I.

👉 **Eark:** Male goblin Drd2; hp 17; see Appendix I.

APL 4 (EL 7)

- **Goblins (3):** Male goblin Ftr2; hp 20; see Appendix I.
- **Goblin:** Male goblin Ftr3; hp 28; see Appendix I.
- **Eark:** Male goblin Drd3; hp 24; see Appendix I.

APL 6 (EL 9)

- **Goblins (3):** Male goblin Ftr4; hp 36; see Appendix I.
- **Goblin:** Male goblin Ftr5; hp 44; see Appendix I.
- **Eark:** Male goblin Drd5; hp 38; see Appendix I.

APL 8 (EL 11)

- **Goblins (3):** Male goblin Ftr6; hp 52; see Appendix I.
- **Goblin:** Male goblin Ftr7; hp 60; see Appendix I.
- **Eark:** Male goblin Drd7; hp 52; see Appendix I.

Encounter 7: Side Passage

As you check this side passage, you see a room containing a colony of mushrooms and fungi. As with the cave entrance, the floor, walls and ceiling cannot be seen due to the thickness of the plant life here. There are several small mounds in the center of the room but the vegetation here covers them.

As for the air, it is moist it starts to slightly dampen your clothes.

If the characters investigate the room, especially the small mounds, an assassin vine(s) attacks them until killed. After they have dealt with the assassin vine(s), the characters can freely explore the room.

The small mounds are the bones of the goblins that lost their lives here. When the goblins first came here they scrutinized each of the rooms carefully examining them. As they did so, the assassin vine(s) quickly attacked and killed the goblins, eating their flesh and leaving their bones to be covered by mushroom and fungi. The goblin's equipment still lies within the room but is rusted due to the heavy moisture here. There are several silver and copper coins here that are worth 1 gp in total.

APL 2 (EL 3)

- **Assassin Vine:** hp 32; see *Monster Manual*.

APL 4 (EL 5)

- **Assassin Vine (2):** hp 36, 32; see *Monster Manual*.

APL 6 (EL 7)

- **Assassin Vines, Advanced (2):** hp 80, 72; see Appendix I.

APL 8 (EL 9)

- **Assassin Vines, Advanced (2):** hp 110, 108; see Appendix I.

Tactics: The assassin vine(s) attacks the closest character until it no longer moves, at which point it moves to the next closest character.

Encounter 8: Just Some Flavor

As you enter this room, you can tell it has been used recently. Scraps of food, bits of metal and pieces of wood litter the ground. With so much waste, there is no activity here at the moment.

This is where the goblins and worgs rest and eat when given the opportunity.

Characters who successfully make a Track check (DC 20) are able to discern that about two dozen goblins' tracks are located here along with several worg tracks.

Nothing else of interest lies here.

Encounter 9: What's That Smell?

Entering this room, your nose easily informs you what the goblins used it for. The smell is nearly unbearable causing your eyes to swell with tears.

This area is filled with dirt, muck and manure. Nothing else of interest lies here but allow the characters to search if they feel so inclined. If any character does search the room, have them first make a Search check (just for fun) followed by a Fortitude save (DC 15). Those that fail the Fortitude save, puke from the dreadful smell.

Encounter 10: Even More Goblins

Continuing your exploration of the tunnels, you press onward. The air is moist and small colonies of fungus can be found on the walls.

The characters can Search (DC 10) the area for any clues or tracks. Those who are successful, find that only three goblin tracks that lead this way.

Ahead around one the bends in the tunnel is a goblin sorcerer, Burg, and his two guards. Burg has just found a secret door and cast both an *alarm* and *arcane lock* spell on it. Behind the secret door is a long passageway that leads underneath Fort Stonewall.

The two goblin guards stand thirty feet bend in the tunnel while Burg just next to the secret door some forty feet away from his two guards.

Once the characters have defeated Burg and his two guards, they'll need to first locate the secret door (DC 20) and open it (DC 25).

APL 2 (EL 4)

- **Goblin Guards (2):** Male goblin Ftr1; hp 12 each; see Appendix I.
- **Burg:** Male goblin Sor4; hp 21; see Appendix I.

APL 4 (EL 7)

👉 **Goblin Guards (2):** Male goblin Ftr2; hp 20 each; see Appendix I.

👉 **Burg:** Male goblin Sor6; hp 31; see Appendix I.

APL 6 (EL 9)

👉 **Goblin Guards (2):** Male goblin Ftr4; hp 36 each; see Appendix I.

👉 **Burg:** Male goblin Sor7; hp 36; see Appendix I.

APL 8 (EL 11)

👉 **Goblin Guards (2):** Male goblin Ftr7; hp 60 each; see Appendix I.

👉 **Burg:** Male goblin Sor9; hp 46; see Appendix I.

Tactics: The goblin guards attempt to use their heavy crossbows until forced to fight in melee. They fight until death. Meanwhile, Burg uses whatever spells would ensure his continued existence even at the expenses of his two guards. If the situation looks bad and possibility presents itself, he attempts to flee.

Encounter 11: Jackpot

Having dealt with the latest group of goblins and found a large secret door, you proceed ahead. Beyond the secret door, you notice that the walls have been worked and these tunnels likely were carved by the dwarfs who built Fort Stonewall.

As you continue forward, the dust beneath your feet rises into small clouds proving that these tunnels haven't been used in some time.

After a thirty-minute walk, you come to a hefty double door. The workmanship is miraculous and it is obvious a great deal of time was spent to create it.

Beyond the door is the basement to Fort Stonewall. When the characters open the door, proceed with the following:

As you start to open the great double door, you hear a deep stern, gruff voice that presents itself in a commanding manner, "Halt and identify yourselves." Then the air goes deathly quite as the speaker awaits your answer.

Inside the basement of Fort Stonewall are several dwarven guards ensuring that no attack on the fort comes from below.

If a half-orc or elf opens the door, they are initially met with resistance and asked to come from where they came, as there are no good half-orcs and no brave elves.

The dwarven guards intensely ask the characters a variety of questions until they are conformable that the characters are here to aid them and others in Fort Stonewall. Once this has occurred, continue with the conclusion.

CONCLUSION

Having successfully made it to the basement of Fort Stonewall, you are helped with the unloading the supplies. After which,

you are greeted with a round of cheers from the dwarfs. Next you are asked to speak with Commander Rond Stockbelly, who is in charge of the activities at Fort Stonewall.

He thanks you for your help and offers you a place to rest your weary muscles.

The characters should then be given the Recommendation for the Principality of Ulek Army for successfully completing the mission.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 5: Cave Entrance

Defeat goblins and worgs.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	270 XP

Encounter 6: More Goblins

Defeat goblins.

APL 2	90 XP
APL 4	180 XP
APL 6	270 XP
APL 8	330 XP

Encounter 7: Side Passage

Defeat assassin vine(s).

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	270 XP

Encounter 10: Even More Goblins

Defeat goblins.

APL 2	90 XP
APL 4	180 XP
APL 6	270 XP
APL 8	330 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every

encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasurer.

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

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

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

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

TREASURE KEY:

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

Encounter 5: Cave Entrance

Strip and sell the goblins' gear.

APL 2: L: 13 gp; C: 0 gp; M: 0

APL 4: L: 26 gp; C: 0 gp; M: 0

APL 6: L: 51 gp; C: 0 gp; M: 0

APL 8: L: 171 gp; C: 0 gp; M: 0

Encounter 6: More Goblins

Strip and sell the goblins' gear.

APL 2: L: 27 gp; C: 0 gp; M: 0

APL 4: L: 27 gp; C: 0 gp; M: 0

APL 6: L: 57 gp; C: 0 gp; M: 0

APL 8: L: 147 gp; C: 0 gp; M: 0

Encounter 7: Side Passage

Collect coins located in the assassin vine's room.

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

APL 4: L: 0 gp; C: 1 gp; M: 0

APL 6: L: 0 gp; C: 1 gp; M: 0

APL 8: L: 0 gp; C: 1 gp; M: 0

Encounter 10: Even More Goblins

Strip and sell the goblins' gear.

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

APL 4: L: 23 gp; C: 15 gp; M: *arcane scroll of lesser sonic orb* (Value 4 gp per character).

APL 6: L: 85 gp; C: 15 gp; M: *arcane scroll of lesser sonic orb* (Value 4 gp per character).

APL 8: L: 85 gp; C: 15 gp; M: *arcane scroll of lesser sonic orb* (Value 4 gp per character); *bardic scroll of fortissimo* (Value 23 gp per character); *necklace of fireballs - type I* (248 gp per character).

Total Possible Treasure

APL 6: 42 gp

APL 4: 96 gp

APL 6: 213 gp

APL 8: 694 gp

Adventure Certificate Items

The following items are received/available for purchase by the PCs after the event is over and are listed on the adventure certificate for this scenario:

Alchemist's Arrows (10) - (Market Price: 750 gp; Frequency: Adventure): Marvels of craftsmanship, each alchemist's arrow carries a deadly load of alchemist's fire in its hollow shaft. When a target is struck the arrow's shaft shatters, releasing the alchemist's fire directly onto the target. One round after impact, the alchemist's fire ignites on contact with air, dealing 1d4 points of damage. The target can take a full-round action to attempt to extinguish the flames before taking this additional damage. It takes a successful Reflex saving throw (DC 15) to extinguish the flames. Rolling on the ground allows the character a +2 bonus. Submerging (such as by leaping into a lake) or magically extinguishing the flames automatically kills the flames.

Druidic scroll of briar web (3rd level caster) - (Market Price: 150 gp; Frequency: Adventure): This spell causes grasses, weeds, bushes and even tress to grow thorns and then wrap, twist and entwine about creatures in the area or those who enter the area, holding them fast. Creatures that stand still are entangled, but experience no other effect and take no damage. Those that attempt actions (attack, cast a spell with a somatic component, move, and the like) take thorn damage of 1d4 points plus 1 additional point per caster level, and must make a successful Reflex save or be entangled. A character who tries to cast a spell must also make a Concentration check (DC 15 + spell level + damage take) or lose the spell.

A creature that fails the Reflex save is entangled, can't move and suffers a -2 penalty on attack rolls and a -4 penalty to effective Dexterity. An entangled creature can try to break free and move at half normal speed by using a full-round action to make a Strength check or Escape

Artist check (DC 20). A nonentangled creature can move through the area at half speed, taking damage as described above. Each round nonentangled creatures remain in the area, the plants attempt to entangle them.

The plants provide one-quarter cover for every 5 feet of substance between a creature in the area and an opponent – one-half for 10 feet of briar web, three quarters for 15 feet and total cover for 20 feet or more.

Arcane scroll of choke (4th level caster) - (Market Price: 200 gp; Frequency: Adventure): A pair of invisible hands made of pure force spring into existence around the target's throat and begin to strangle it. Only aberrations, animals, beasts, fey, giants, humanoids, magical beasts, monstrous humanoids, outsiders and shapechangers can be affected. Creatures without necks, such as beholders cannot be affected. The hands cannot be attacked or damaged.

The target takes 1d4 points of damage per round but can make a Reflex save each round for half damage. All attack rolls and checks the target makes while being choked suffer a -2 circumstance penalty; if the check involves speaking, the circumstance penalty is -4. Spellcasting is possible, but the target must make a successful Concentration check (DC 10 + spell level + 1/2 the last damage dealt) or lose the spell. The -2 circumstance penalty also applies to the check, or -4 if the spell has a verbal component.

Tumbling Bolts (10) - (Market Price: 500 gp; Frequency: Adventure): A tumbling bolt resembles a standard crossbow bolt save for a few tiny holes and vents along the shaft. In fact, a tiny channel allows air to pass through the bolt when it's fired which causes the bolt to tumble when fired. Opponents targeted by a tumbling bolt can apply only half their Dexterity modifier to their AC (round down) due to the unpredictable tumble of approaching missile.

Certificate Items

The following items are certified and should be given to the PCs if they succeed in the mission:

Recommendation for the Principality of Ulek Army - (0 gp; -, no; unusual, -): For helping deliver the supplies and important military information to Fort Stonewall, Commander Rond Stockbelly has given the character a recommendation to join the army if they should ever decide to do so. If the PC is already a member of the Principality of Ulek army, this certificate serves as a commendation. This certificate can only be received and retained by a character whose home region is the Principality of Ulek.

APPENDIX I: NPCS

ENCOUNTER 2: TREK

APL 2 (EL 2)

☛ **Norkers (4):** CR 1/2; Small humanoid (goblinoid); HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 19 (touch 12, flat-footed 18); Atk +2 melee (1d6, club) and -3 melee (1d4, bite) or +3 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +1, Will -1; Str 10, Dex 13, Con 14, Int 9, Wis 9, Cha 8.

Skills and Feats: Listen +3, Move Silently +5, Spot +2; Alertness.

Possessions: club, javelin.

APL 4 (EL 4)

☛ **Norkers (7):** CR 1/2; Small humanoid (goblinoid); HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 19 (touch 12, flat-footed 18); Atk +2 melee (1d6, club) and -3 melee (1d4, bite) or +3 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +1, Will -1; Str 10, Dex 13, Con 14, Int 9, Wis 9, Cha 8.

Skills and Feats: Listen +3, Move Silently +5, Spot +2; Alertness.

Possessions: club, javelin.

APL 6 (EL 6)

☛ **Norkers (12):** CR 1/2; Small humanoid (goblinoid); HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 19 (touch 12, flat-footed 18); Atk +2 melee (1d6, club) and -3 melee (1d4, bite) or +3 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +1, Will -1; Str 10, Dex 13, Con 14, Int 9, Wis 9, Cha 8.

Skills and Feats: Listen +3, Move Silently +5, Spot +2; Alertness.

Possessions: club, javelin.

APL 8 (EL 8)

☛ **Norkers (12):** Male norker Bbn1; CR 1; Small humanoid (goblinoid); HD 1d12+2; hp 14; Init +1; Spd 30 ft.; AC 19 (touch 12, flat-footed 18); Atk +2 melee (1d6, club) and -3 melee (1d4, bite) or +3 ranged (1d6, javelin); SA Rage; SQ Darkvision 60 ft., fast movement; AL CE; SV Fort +4, Ref +1, Will -1; Str 10, Dex 13, Con 14, Int 9, Wis 9, Cha 8.

Skills and Feats: Listen +5, Move Silently +3, Spot +3; Alertness.

Possessions: club, javelin.

ENCOUNTER 3: LURICH

☛ **Lurich "Lucky" Longlegs:** Male halfling Rog3/Rgr1/Ftr2/Slinger1*; CR 7; Small humanoid (halfling); HD 3d6+4d10+7; hp 45; Init +4; Spd 30 ft.; AC 16 (touch 14, flat-footed 12); Atk +7/+2 melee (1d4/19-20, dagger) or +11/+6 ranged (1d4+1, sling); SA Sneak attack (+2d6); SQ +2 morale bonus on all saving throws against fear, evasion, uncanny dodge (Dex bonus to AC), favored enemy (goblinoids), fast movement, favored enemy (orcs); AL NG; SV Fort +8,

Ref +10, Will +1; Str 10, Dex 19, Con 12, Int 12, Wis 8, Cha 12.

Skills and Feats: Climb +11, Hide +15, Jump +11, Listen +8, Move Silently +13, Pick Pocket +10, Search +8, Spot +5, Tumble +9, Wilderness Lore +5; Dodge, Mobility, Point Blank Shot, Precise Shot, Track, Weapon Focus (sling).

Possessions: leather armor, 4 daggers, masterwork sling, 20 bullets.

*See Appendix II: New Rules for additional information.

ENCOUNTER 5: CAVE ENTRANCE

APL 2 (EL 3)

☛ **Goblin:** Male goblin Ftr2; CR 2; Small humanoid (goblinoid); HD 2d10+2; hp 18; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +3 melee (1d6+1/x3, light lance); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +3, Will +0; Str 12, Dex 17, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Handle Animal +5, Listen +2, Ride +12, Spot +2; Alertness, Mounted Combat, Skill Focus (Ride).

Possessions: chain shirt, light lance, military saddle.

APL 4 (EL 5)

☛ **Goblins (2):** Male goblin Ftr2; CR 2; Small humanoid (goblinoid); HD 2d10+2; hp 18; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +3 melee (1d6+1/x3, light lance); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +3, Will +0; Str 12, Dex 17, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Handle Animal +5, Listen +2, Ride +12, Spot +2; Alertness, Mounted Combat, Skill Focus (Ride).

Possessions: chain shirt, light lance, military saddle.

APL 6 (EL 7)

☛ **Goblins (4):** Male goblin Ftr2; CR 2; Small humanoid (goblinoid); HD 2d10+2; hp 18; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +3 melee (1d6+1/x3, light lance); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +3, Will +0; Str 12, Dex 17, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Handle Animal +5, Listen +2, Ride +12, Spot +2; Alertness, Mounted Combat, Skill Focus (Ride).

Possessions: chain shirt, light lance, military saddle.

APL 8 (EL 9)

☛ **Goblins (4):** Male goblin Ftr4; CR 4; Small humanoid (goblinoid); HD 4d10+4; hp 32; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +6 melee (1d6+1/x3, light lance); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +5, Will +1; Str 12, Dex 18, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Handle Animal +7, Listen +2, Ride +14, Spot +2; Alertness, Mounted Combat, Ride-By Attack, Skill Focus (Ride), Spirited Charge.

Possessions: chain shirt, masterwork light lance, military saddle.

ENCOUNTER 6: MORE GOBLINS

APL 2 (EL 5)

➤ **Goblins (3):** Male goblin Ftr1; CR 1; Small humanoid (goblinoid); HD 1d10+2; hp 12; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14); Atk +1 melee (1d8, morningstar) or +4 (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +3, Will +1; Str 10, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Listen +1, Jump +4, Spot +1; Point Blank Shot, Rapid Shot.

Possessions: studded leather armor, morningstar, shortbow, 20 arrows.

➤ **Goblin:** Male goblin Ftr2; CR 2; Small humanoid (goblinoid); HD 2d10+4; hp 20; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14); Atk +2 melee (1d8, morningstar) or +5 (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +3, Will +1; Str 10, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Listen +3, Jump +5, Spot +3; Alertness, Point Blank Shot, Rapid Shot.

Possessions: studded leather armor, morningstar, shortbow, 20 arrows.

➤ **Eark:** Male goblin Drd2; CR 2; Small humanoid (goblinoid); HD 2d8+4; hp 17; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +2 melee (1d6+1/x3, half spear) or +2 ranged (1d6+1/x3, thrown half spear); SQ Darkvision 60 ft., nature sense, animal companion, woodland stride; AL NE; SV Fort +5, Ref +1, Will +5; Str 12, Dex 13, Con 14, Int 10, Wis 15, Cha 11.

Skills and Feats: Animal Empathy +7, Concentration +7, Knowledge (nature) +5, Wilderness Lore +7; Track.

Possessions: leather armor, small wooden shield, half spear.

Animal Companion (wolf): hp 13; see *Monster Manual*.

Spells Prepared (4/3; base DC = 12 + spell level): 0 – cure minor wounds (2), detect magic, resistance; 1st – cure light wounds, entangle, magic fang.

APL 4 (EL 7)

➤ **Goblins (3):** Male goblin Ftr2; CR 2; Small humanoid (goblinoid); HD 2d10+4; hp 20; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14); Atk +2 melee (1d8, morningstar) or +5 (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +3, Will +1; Str 10, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Listen +3, Jump +5, Spot +3; Alertness, Point Blank Shot, Rapid Shot.

Possessions: studded leather armor, morningstar, shortbow, 20 arrows.

➤ **Goblin:** Male goblin Ftr3; CR 3; Small humanoid (goblinoid); HD 3d10+6; hp 28; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14); Atk +3 melee (1d8, morningstar) or +6 (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +4, Will +2; Str 10, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Listen +3, Jump +6, Spot +3; Alertness, Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: studded leather armor, morningstar, shortbow, 20 arrows.

➤ **Eark:** Male goblin Drd3; CR 3; Small humanoid (goblinoid); HD 3d8+6; hp 24; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +3 melee (1d6+1/x3, half spear) or +3 ranged (1d6+1/x3, thrown half spear); SQ Darkvision 60 ft., nature sense, animal companion, woodland stride, trackless step; AL NE; SV Fort +5, Ref +2, Will +5; Str 12, Dex 13, Con 14, Int 10, Wis 15, Cha 11.

Skills and Feats: Animal Empathy +8, Concentration +8, Knowledge (nature) +6, Wilderness Lore +8; Combat Casting, Track.

Possessions: leather armor, small wooden shield, half spear.

Animal Companion (wolf): hp 13; see *Monster Manual*.

Spells Prepared (4/3/2; base DC = 12 + spell level): 0 – cure minor wounds (2), detect magic, resistance; 1st – cure light wounds, entangle, magic fang; 2nd – barkskin, flaming sphere.

APL 6 (EL 9)

➤ **Goblins (3):** Male goblin Ftr4; CR 4; Small humanoid (goblinoid); HD 4d10+8; hp 36; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14); Atk +4 melee (1d8, morningstar) or +8 (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +3, Will +1; Str 10, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Listen +3, Jump +7, Spot +3; Alertness, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow).

Possessions: studded leather armor, morningstar, shortbow, 20 arrows.

➤ **Goblin:** Male goblin Ftr5; CR 5; Small humanoid (goblinoid); HD 5d10+10; hp 44; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14); Atk +5 melee (1d8, morningstar) or +10 (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +3, Will +1; Str 10, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Listen +3, Jump +8, Spot +3; Alertness, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow).

Possessions: studded leather armor, morningstar, masterwork shortbow, 20 arrows.

➤ **Eark:** Male goblin Drd5; CR 5; Small humanoid (goblinoid); HD 5d8+10; hp 38; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +4 melee (1d6+1/x3,

half spear) or +4 ranged (1d6+1/x3, thrown half spear); SQ Darkvision 60 ft., nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (1/day); AL NE; SV Fort +6, Ref +2, Will +6; Str 12, Dex 13, Con 14, Int 10, Wis 16, Cha 11.

Skills and Feats: Animal Empathy +11, Concentration +10, Knowledge (nature) +8, Wilderness Lore +11; Combat Casting, Track.

Possessions: leather armor, small wooden shield, half spear.

Animal Companion (wolves - 2): hp 13, 13; see *Monster Manual*.

Spells Prepared (5/4/3/2; base DC = 13 + spell level): o – cure minor wounds (2), detect magic, resistance, virtue; 1st – cure light wounds (2), entangle, magic fang; 2nd – barkskin, flaming sphere (2); 3rd – cure moderate wounds, protection from elements.

APL 8 (EL 11)

➤ **Goblins (3):** Male goblin Ftr6; CR 6; Small humanoid (goblinoid); HD 6d10+12; hp 52; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14); Atk +6/+1 melee (1d8, morningstar) or +11/+6 (1d6+2/x3, shortbow); SQ Darkvision 60 ft.; AL NE; SV Fort +7, Ref +4, Will +2; Str 10, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +9, Listen +3, Jump +9, Spot +3; Alertness, Dodge, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow), Weapon Specialization (shortbow).

Possessions: studded leather armor, morningstar, masterwork shortbow, 20 arrows.

➤ **Goblin:** Male goblin Ftr7; CR 7; Small humanoid (goblinoid); HD 7d10+14; hp 60; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14); Atk +7/+2 melee (1d8, morningstar) or +12/+7 (1d6+2/x3, shortbow); SQ Darkvision 60 ft.; AL NE; SV Fort +7, Ref +4, Will +2; Str 10, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +10, Listen +3, Jump +10, Spot +3; Alertness, Dodge, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow), Weapon Specialization (shortbow).

Possessions: studded leather armor, morningstar, masterwork shortbow, 20 arrows.

➤ **Eark:** Male goblin Drd7; CR 7; Small humanoid (goblinoid); HD 7d8+14; hp 52; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +7 melee (1d6+1/x3, half spear) or +7 ranged (1d6+1/x3, thrown half spear); SQ Darkvision 60 ft., nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (3/day); AL NE; SV Fort +7, Ref +3, Will +7; Str 12, Dex 13, Con 14, Int 10, Wis 16, Cha 11.

Skills and Feats: Animal Empathy +13, Concentration +12, Knowledge (nature) +10, Wilderness Lore +13; Combat Casting, Track, Weapon Focus (half spear).

Possessions: leather armor, small wooden shield, half spear.

Animal Companion (dire wolf): hp 45; see *Monster Manual*.

Spells Prepared (6/5/4/3/1; base DC = 13 + spell level): o – cure minor wounds (2), detect magic, detect poison, resistance, virtue; 1st – cure light wounds (2), entangle, magic fang, obscuring mist; 2nd – barkskin, flaming sphere (2), resist elements; 3rd – cure moderate wounds, greater magic fang, protection from elements; 4th – flame strike.

ENCOUNTER 7: SIDE PASSAGE

APL 6 (EL 7)

➤ **Assassin Vines, Advanced (2):** Huge plant; CR 5; HD 8d8+40; hp 80, 72; Init -1; Spd 0 ft.; AC 16 (touch 7, flat-footed 16); Atk +13/+8 melee (1d8+12, slam); Face/Reach 10 ft. by 10 ft./15 ft. (30 ft. with vines); SA Entangle, improved grab, constrict (1d8+12); SQ Camouflage, electricity immunity, cold and fire resistance 20, blindsight; AL N; SV Fort +11, Ref +1, Will +3; Str 28, Dex 8, Con 20, Int -, Wis 13, Cha 9.

APL 8 (EL 9)

➤ **Assassin Vines, Advanced (2):** Huge plant; CR 7; HD 12d8+60; hp 110, 108; Init -1; Spd 0 ft.; AC 16 (touch 7, flat-footed 16); Atk +16/+11 melee (1d8+12, slam); Face/Reach 10 ft. by 10 ft./15 ft. (30 ft. with vines); SA Entangle, improved grab, constrict (1d8+12); SQ Camouflage, electricity immunity, cold and fire resistance 20, blindsight; AL N; SV Fort +13, Ref +3, Will +5; Str 28, Dex 8, Con 20, Int -, Wis 13, Cha 9.

ENCOUNTER 10

APL 2 (EL 5)

➤ **Goblin Guards (2):** Male goblins Ftr1; CR 1; Small Humanoid (Goblinoid); HD 1d10+2; hp 12 each; Init +3 (Dex); Spd 30 ft.; AC 15 (Touch 12, Flat-footed 14); Atks +0 melee (1d8-1, morningstar) or +6 (1d10, [crit 19-20] heavy crossbow); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +3, Will +2; Str 8, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +3, Listen +4, Jump +3, Spot +4; Alertness, Point Blank Shot, Weapon Focus (heavy crossbow).

Possessions: masterwork studded leather, morningstar, masterwork heavy crossbow, 10 bolts, 5 tumbling bolts.

➤ **Burg (1):** Male goblin Sor4; CR 3; Small Humanoid (Goblinoid); HD 4d4+8; hp 21; Init +2 (Dex); Spd 30 ft.; AC 13 (Touch 13, Flat-footed 11); Atks +1 melee (1d4-1, dagger); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +3, Will +5; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 16.

Skills and Feats: Alchemy +7, Concentration +8; Alertness, Spell Focus (Evocation), Greater Spell Focus (Evocation).

Spells Known (6/7/4; base DC = 13 + spell level; 17 + spell level for Evocation): o – arcane mark, daze, detect

*magic, ray of frost, read magic, resistance; 1st – alarm, lessor electric orb**, magic missile; 2nd – arcane lock.*

Possessions: silver dagger, arcane scroll of choke, toad familiar.

APL 4 (EL7)

➤ **Goblin Guards (2):** Male goblins Ftr2; CR 2; Small Humanoid (Goblinoid); HD 2d10+4; hp 20 each; Init +3 (Dex); Spd 30 ft.; AC 15 (Touch 12, Flat-footed 14); Atks +1 melee (1d8-1, morningstar) or +7 (1d10, [crit 19-20] heavy crossbow); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +3, Will +2; Str 8, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +4, Listen +4, Jump +4, Spot +4; Alertness, Point Blank Shot, Rapid Reload**, Weapon Focus (heavy crossbow).

Possessions: masterwork studded leather, morningstar, masterwork heavy crossbow, 10 bolts, 5 tumbling bolts.

➤ **Burg (1):** Male goblin Sor6; CR 5; Small Humanoid (Goblinoid); HD 6d4+12; hp 31; Init +2 (Dex); Spd 30 ft.; AC 13 (Touch 13, Flat-footed 11); Atks +2 melee (1d4-1, dagger); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +4, Will +6; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 16.

Skills and Feats: Alchemy +9, Concentration +10; Alertness, Spell Focus (Evocation), Greater Spell Focus** (Evocation), Spell Penetration.

Spells Known (6/7/6/4; base DC = 13 + spell level; 17 + spell level for Evocation): 0 – *arcane mark, daze, detect poison, detect magic, ray of frost, read magic, resistance; 1st – alarm, lessor electric orb**, magic missile, ray of enfeeblement; 2nd – arcane lock, leomund's trap; 3rd – leomund's tiny hunt.*

Possessions: silver dagger, arcane scroll of choke, brooch of shielding, toad familiar.

APL 6 (EL9)

➤ **Goblin Guards (2):** Male goblins Ftr4; CR 4; Small Humanoid (Goblinoid); HD 4d10+8; hp 36 each; Init +3 (Dex); Spd 30 ft.; AC 15 (Touch 12, Flat-footed 14); Atks +3 melee (1d8-1, morningstar) or +9 (1d10+2, [crit 19-20] heavy crossbow); SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +4, Will +5; Str 8, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +6, Listen +4, Jump +6, Spot +4; Alertness, Iron Will, Point Blank Shot, Rapid Reload**, Weapon Focus (heavy crossbow), Weapon Specialization (heavy crossbow).

Possessions: masterwork studded leather, morningstar, masterwork heavy crossbow, 10 bolts, 5 tumbling bolts.

➤ **Burg (1):** Male goblin Sor7; CR 6; Small Humanoid (Goblinoid); HD 7d4+14; hp 36; Init +2 (Dex); Spd 30 ft.; AC 13 (Touch 13, Flat-footed 11); Atks +2 melee (1d4-1, dagger); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +4, Will +6; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 16.

Skills and Feats: Alchemy +10, Concentration +11; Alertness, Spell Focus (Evocation), Greater Spell Focus** (Evocation), Spell Penetration.

Spells Known (6/7/7/5; base DC = 13 + spell level; 17 + spell level for Evocation): 0 – *arcane mark, daze, detect poison, detect magic, ray of frost, read magic, resistance; 1st – alarm, detect secret doors, lessor electric orb**, magic missile, ray of enfeeblement; 2nd – arcane lock, choke**, leomund's trap; 3rd – leomund's tiny hunt, lightning bolt.*

Possessions: silver dagger, arcane scroll of choke, brooch of shielding, wand of magic missile (9th level caster: 20 charges), toad familiar.

APL 8 (EL11)

➤ **Goblin Guards (2):** Male goblins Ftr7; CR 7; Small Humanoid (Goblinoid); HD 7d10+14; hp 60 each; Init +3 (Dex); Spd 30 ft.; AC 15 (Touch 12, Flat-footed 14); Atks +6 melee (1d8-1, morningstar) or +12/+7 (1d10+2, [crit 19-20] heavy crossbow); SQ Darkvision 60 ft.; AL NE; SV Fort +7, Ref +5, Will +6; Str 8, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +9, Listen +4, Jump +9, Spot +4; Alertness, Dodge, Iron Will, Mobility, Point Blank Shot, Rapid Reload**, Weapon Focus (heavy crossbow), Weapon Specialization (heavy crossbow).

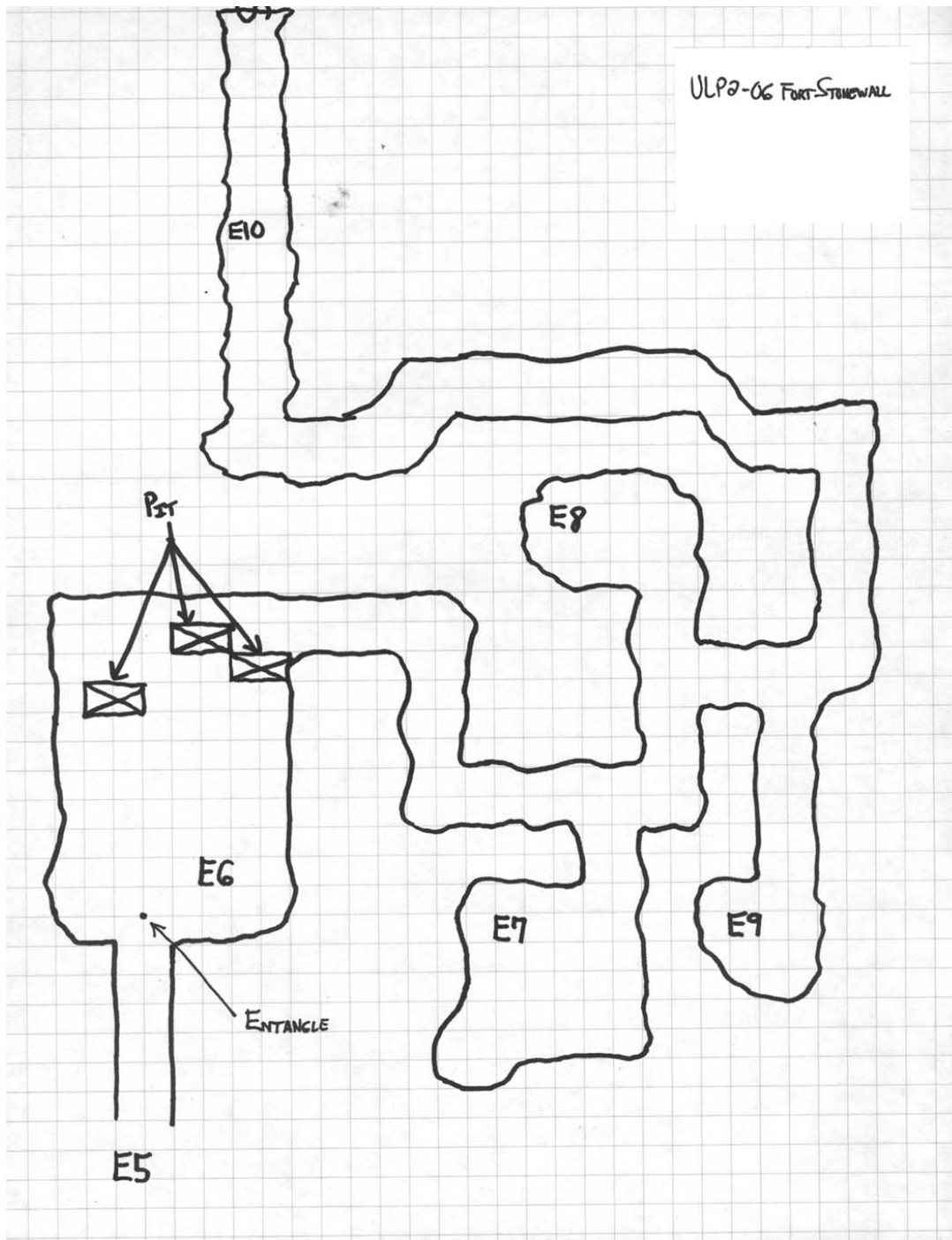
Possessions: masterwork studded leather, morningstar, masterwork heavy crossbow, 10 bolts, 5 tumbling bolts.

➤ **Burg (1):** Male goblin Sor9; CR 8; Small Humanoid (Goblinoid); HD 9d4+18; hp 46; Init +2 (Dex); Spd 30 ft.; AC 13 (Touch 13, Flat-footed 11); Atks +3 melee (1d4-1, dagger); SQ Darkvision 60 ft.; AL NE; SV Fort +7, Ref +7, Will +9; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 16.

Skills and Feats: Alchemy +10, Concentration +13, Spellcraft +2; Alertness, Spell Focus (Evocation), Greater Spell Focus** (Evocation), Greater Spell Penetration**, Spell Penetration.

Spells Known (6/7/7/7/5; base DC = 13 + spell level; 17 + spell level for Evocation): 0 – *arcane mark, daze, detect poison, detect magic, ghost sound, ray of frost, read magic, resistance; 1st – alarm, detect secret doors, lessor electric orb**, magic missile, ray of enfeeblement; 2nd – arcane lock, choke**, flaming sphere, leomund's trap; 3rd – ice burst**, leomund's tiny hunt, lightning bolt; 4th – shout, wall of fire.*

Possessions: silver dagger, cloak of resistance +2, arcane scroll of choke, brooch of shielding, wand of magic missile (9th level caster: 10 charges), toad familiar.



APPENDIX II: NEW RULES

HALFLING SLINGER BY DANIEL M. PEREZ

Halfling slingers form a specialized and autonomous scouting branch of the armed forces of the Principality of Ulek. More than just spies or scouts, the slingers are ferocious and intrepid individuals who undertake dangerous missions around and deep into enemy lines, seeking to uncover secret locations of Pomarj camps and supplies, enemy plans and possible refugees in the invaded eastern provinces. The slingers also serve as crack guerilla troops; moving with amazing speed and agility, slingers use their ranged attacks to devastating effects. Armed mainly with their slings, these halfling forces are capable of creating mass confusion and destruction in short periods of time, using techniques developed to take full advantage of their racial assets.

Most slingers are barbarians, rogues, rangers, druids and monks; their innate skills in stealth and wilderness knowledge make them perfect candidates for the ranks of the specialized slingers, although bards, clerics (especially those of Ehlonna and Obad-Hai), fighters, wizards and sorcerers could serve very well in the ranks of the slingers. Currently there are no paladins in the ranks of the slingers, though there is certainly no ban on holy warriors joining.

NPC halfling slingers met on the road are either in active service or enjoying a short leave of no more than a month. They are found mostly near the borders of the invaded eastern provinces, in particular in the city of Thunderstrike, or in other major cities, such as Gyrax and Havenhill, where there is a strong army presence. There they are found divided into their own units of five to eight slingers, answerable only to the highest commander present. Slingers may also be found out in the wilderness, honing their skills, searching for enemy activity or, in the odd occasion, enjoying the relative quiet before the coming storm.

Hit Die: d10.

Requirements

Race: Halfling

Base Attack Bonus: +5

Weapon Proficiency: Sling

Feats: Weapon Focus (Sling), Track

Languages: Must speak either Orc or Goblin

Hide: 5 ranks

Move Silently: 5 ranks

Wilderness Lore: 5 ranks

Special: In addition, a candidate must have fought and defeated one enemy from the Pomarj using only the sling as a weapon. She must then find a halfling slinger to train under.

Class Skills

The slinger's class skills (and the key ability for each skill) are Climb (Str), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Table 1: Halfling Slinger Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Fast Movement, Favored Enemy
2 nd	+2	+0	+3	+0	Heavy Stone
3 rd	+3	+1	+3	+1	Sling Attack Bonus +1
4 th	+4	+1	+4	+1	Explosive Stone
5 th	+5	+1	+4	+1	Sling Attack Bonus +2, Weapon Specialization
6 th	+6	+2	+5	+2	Favored Enemy
7 th	+7	+2	+5	+2	Sling Attack Bonus +3
8 th	+8	+2	+6	+2	Hail of Stones
9 th	+9	+3	+6	+3	Sling Attack Bonus +4
10 th	+10	+3	+7	+3	Unerring Stone

Class Features

All of the following are class features of the halfling slinger prestige class.

Weapon and Armor Proficiency: A slinger choice of weapons and armors reflect her role as a fast and stealthy scout who needs to be as light as possible. Slingers are proficient with all simple weapons, and the short sword. Slingers are also proficient with light armor but not with shields. Note that armor check penalties for armor heavier than leather

apply to the skills Climb, Hide, Jump, Move Silently and Tumble, and that carrying heavy gear imposes a check penalty on Swim checks.

Fast Movement: Due to their rigorous training, slingers can move faster than most members of their race. Slingers add +10 feet to their base movement. This bonus does not stack with a barbarian's fast movement. This is an extraordinary ability.

Favored Enemy: Halfling slingers train extensively in order to be able to defeat the forces of the Pomarj. As such, they have developed specific techniques in order to gain as much possible advantage over their foes. At 1st level, a slinger may select a type of creature normally found in the Pomarj as a favored enemy. A slinger may select a favored enemy from the following list: bugbear, gnolls, goblins, hobgoblins, kobolds, ogres and orcs. The slinger gains a +1 bonus to Bluff, Listen, Sense Motive, Spot and Wilderness Lore checks against this type of creature. Likewise, she gains a +1 weapon damage roll bonus with a sling against this type of creature, but only against targets within 30 feet (a slinger cannot strike with deadly accuracy if the target is further away). At 6th level a slinger may select a new favored enemy creature type. Note that unlike a ranger's bonus, a slinger's favored enemy bonus does not increase further than the base bonus described. This bonus does not stack with a ranger's favored enemy bonus, and the same creature type may not be chosen twice. This is an extraordinary ability.

Slinger Stones: Slingers have developed ways to improve the offensive capabilities of their weapon of choice in various ways by producing specialized missiles and techniques. Upon reaching a particular level, a slinger is taught the secrets of each of these particular missiles or special techniques.

- **Heavy Stone** – At 2nd level a slinger is taught how to create these by using a river stone that is then hollowed out and filled with lead. These stones deal a bigger amount of damage when compared to regular stones or bullets. A *heavy stone* deals 1d4+3 damage. Each stone prepared cost 1gp and weights 1/10 of a pound.
- **Explosive Stone** – At 4th level a slinger is taught how to create a paste made of a combination of powdered stones and herbs which, when applied as a coat to a sling stone, turns the mundane missile into a mini explosive. Roll to hit as normal; an *Explosive Stone* deals regular sling stone damage. Also, whether an *explosive stone* strikes its target or not (in which case it deviates 1d6 feet in a random direction), it explodes upon contact into a 5-foot radius ball of fire. Anyone caught in the blast area takes 1d6+2 points of fire damage. Note that flammable materials caught in the blast area will ignite. A Ref save negates only is an *explosive stone* missed its mark and deviated; if the attack roll was successful, no save is allowed. An *explosive stone* may not be combined with a *heavy stone*. Each stone prepared cost 5gp and weights 1/10 of a pound.
- **Hail of Stones** – At 8th level a slinger may fire more than one stone from her sling in a single attack, up to a maximum of 5 stones. For every stone fired above the first, a slinger incurs a penalty to her attack roll. All stones are fired against the same target and they either all hit, each dealing normal damage, or they all miss. This is an extraordinary ability.

# of stones	Attack Penalty
2	-1
3	-2
4	-3
5	-4

- **Unerring Stone** – At 10th level a slinger learns the most powerful technique developed. By doing nothing and concentrating for a full round, a slinger can determine without error the best way to strike with her weapon. Her next single attack roll with the sling gains a +40 insight bonus. In addition, this attack is not affected by the miss chance that applies to attacks against a concealed target. This technique may be used with a *heavy stone* or an *explosive stone* but not with *hail of stones*. This is a supernatural ability.

Sling Attack Bonus In addition to their regular base attack bonus, at 3rd, 5th, 7th and 9th level a slinger gains an extra +1 attack bonus to attacks made with the sling only. This is an extraordinary ability.

Weapon Specialization At 5th level a slinger gains the Weapon Specialization (Sling) feat. This bonus does not stack with a fighter's weapon specialization.

Special Rules

Time Units Once requirements are met, a halfling slinger must deduct 5 Time Units for initial training and first tour of duty. Every subsequent year, a slinger must deduct 4 Time Units for a tour of duty. Tours of duty are time spent serving the prince's army as scouts, spies or undertaking missions into the eastern provinces. In addition, every new level gained in the halfling slinger prestige class costs 1 Time Unit, spent training under a higher-level slinger honing their skills and learning new techniques.

STORY SUMMARY

for use at WiPoU #2 only.

Please fill out the following and return to Christopher Reed at 6245 Westgate Drive; Apartment 1905; Orlando, FL 32835.

1. Did the characters get sidetracked on their mission? YES NO
2. Did any character own Lurich Longlegs necklace? YES NO
3. Did the characters attempt to get into Fort Stonewall by any way save the tunnel? YES NO
a) If so, how?

4. Did the characters encounter the assassin vine? YES NO
5. Did the characters bypass the traps set by the goblins? YES NO
6. How did the dwarfs react to the characters in Encounter 11?

7. Did the characters successfully complete the mission? YES NO