

YEO4-IS1



Thicket's Dirge

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

Version 1.0

by Ric Fitzgerald & Rich Oliver

In the aftermath of the disastrous earthquake called the Landstraad, travel and trade has been disrupted all across the Yeomanry League. The Escarpment has nearly doubled in size, and changed the land along its length. Now, you have been asked to escort a small caravan around the northern reaches of the Escarpment along the fringes of the Iron Wood. An introductory Yeomanry regional adventure for first-level characters, and Part 1 of the Aftershocks Series.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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 scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core 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 gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

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 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.

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.

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

Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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

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 free action (spoken command) 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.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Yeomanry. Characters native to the Yeomanry 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.

About the Yeomanry

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen Farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority who has carried a spear for the nation, either now or in the past, is eligible to elect spokesmen on his behalf from his community which in turn elect Grossspokesmen that serve in the Council of Common Grossspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://yeomanry.living-greyhawk.com>.

Is this a “Military Module?”

Since this module is an introductory scenario, it can serve as a means of joining the militia, after the scenario. In the unlikely event that a beginning PC has joined the militia, then it does serve toward the annual TU requirement for the militia.

The Escarpment

The Escarpment is a natural fault in the otherwise flat land of the Yeoman interior that manifests itself as a sheer cliff ranging from 80 to 150 feet high. It runs for several leagues in a fairly north-south direction. The land to the east is lower, and at the bottom of the cliff lay several patches of thick marsh and swampland. Until recently, the Escarpment was impassible to caravans between Loftwick and Longspear, and merchants had to add two to three days extra travel to their journey to go around it. However, in 583 CY, a long, sturdy ramp (named Farrier's Ramp, after its designer), was built to allow merchants to save time. In order to fund the project, the Council of Grosspokesmen agreed to levy a small toll to those utilizing the ramp.

In 592 CY, a devastating earthquake, referred to as the Landstraad, shook the center of the Yeomanry and was felt as far away as Longspear. The town of Hardwick stood at the epicenter and was decimated by the Landstraad's effects. While the damage was great and hundreds of lives were lost, its effects were greatest physically on the Escarpment. It's length increased by some 75 miles on either side of its previous dimensions. All bridges (including Farrier's Ramp) crossing the Escarpment were destroyed, and are currently in the process of being rebuilt.

The region surrounding the Escarpment is relatively unpopulated, and various monsters and bandits loom about in hopes of an easy meal or ambush. Furthermore, the face of the Escarpment is dotted with countless caves. Most of them are so small that only birds can lair in therein, but others are much larger and potentially could house something much more dangerous. Some of the caves are rumored to spread for miles under the fertile Yeoman plain, and the Landstraad almost certainly has created new ones to be explored.

The Ruins of Hardwick and Hardwick Falls

Following the Landstraad, dozens of people converged on Hardwick, searching for survivors, and helping to clear debris and begin to rebuild. Old Hardwick, as it's begun to be called (or sometimes Fallen Hardwick), now exists as a small crossroads with elaborate lifts and winches to raise and lower trade goods and travelers.

One unusual outgrowth of the changes from the Landstraad involve the Sule River. In the aftermath of the earthquake, the river changed course, sliding to the east. Scant yards south of Old Hardwick, the Sule crashes down into the lowlands of the east in a spectacular waterfall. Several inns have been re-established at the falls' base, and many Yeomen make a sightseeing trip to view the falls and its attendant rainbow.

Crossing the Escarpment

At the approximate center of the Escarpment rest the ruins of Farrier's Ramp. While the work to rebuild the ramp has proceeded apace since the Landstraad, it is a years' long effort, as was the original. As with Fallen Hardwick, a complex series of lifts and winches serve here to bring trade past the Escarpment until the ramp is rebuilt.

Needless to say, the backlog of trade has prompted considerable effort to find an easier way across the barrier. To the north and the south, enterprising merchants have forged new routes around the far vestiges of the Escarpment. Certainly more trade was flowing through Tumblebrook in the south than ever before. To the north, however, the dense Iron Wood has heretofore shunted trade far north, along the foothills of the Jotens.

Recently several competing merchant companies have banded together to skirt the northern edge of the Escarpment, counting on the backlog at the three southern routes to pave the way. Sadly, the bandits and monsters haven't seen it that way. Each caravan requires more guards than the merchants could have possibly imagined.

A solution was settled upon, and an entreaty placed before the Grosspokesman. Who then laid the problem at the feet of the local militia contingent. Who, being short on actual militiamen not already tasked, posted a bounty of 5 gp and all the loot taken from any bandits (or, in small print, monsters) encountered to guard the caravan, in places where adventurers frequent.

The Iron Wood

Stretching along the inside curve of the Jotens and the High Crag (its southern-reaching spur), the Iron Wood is a major source of timber for the Yeomanry. While the name "Iron Wood" conjures images of dense wood, hard and sharp, or perhaps impervious to fire, and while the wood is largely made up of hardwoods, it is the wood from Cottonwood trees that most think of, since they soak up great amounts of water, and become as heavy as iron. Scattered throughout the wood are isolated thickets of darkwood, fiercely guarded by the wood's protectors. Each season the protectors of the wood allow the harvest of small portions of the wood, but otherwise zealously guard against poaching.

Adventure Background

Ben Hartwell was just an average farmer. Or at least, he hoped so. It was while serving in the Yeomanry militia that Ben had learned of his father's death on their farm at the southern edges of the Iron Wood. With the deaths of his brothers in far off Geoff, Ben was the sole inheritor of the land his father had won through militia service.

Because Ben hadn't yet fulfilled his militia service, he couldn't inherit the land, but according to Yeoman law, it was held in trust for him until he finished his service. At the end of his hitch, Ben asked for special dispensation, and was granted the right to buy land adjoining his father's for his land grant.

After he mustered out of the militia, Ben settled his land grant and his inheritance, and, gathering his family, set out for his lands in the north of the Yeomanry. Along the way, Ben hired several hands to help with restoring the farm and clearing the new land.

Over the next few months they settled in, and set about putting the farm in shape. Finally, they had the fields planted, and could see to clearing Ben's land grant. Over the coming weeks, they would occasionally feel eyes upon them, but could see nothing when they looked for their watchers. Finally, as they were clearing last of the sparse trees from Ben's land, they caught sight of small figures at the true edge of the Iron Wood.

Before they could do more than recognize the threat of the kobolds, arrows were arcing to their targets. One by one Ben and his men fell to the barbed arrows of the kobolds. Only his daughter survived to run for help.

Brack was a strange one among his fellow orcs. An up-and-coming shaman of a powerful band of orcs, Brack was uncommonly thoughtful. Often he considered the fate of the tribe's prisoners to be wasteful, and he argued about this with the elders and leaders on a daily basis.

The tribal shaman tried to help his young student to see the error of his ways, to see the politics of the tribe and the strength of their leaders. Brack would not listen, certain that he knew the balance of things. Soon, after a successful raid, Brack took matters into his own hands.

Brack had become a great leader among the tribe, respected for his leadership in battle. He gathered his followers and set to freeing several of the

prisoners who he felt would be unneeded. This of course outraged the tribal leaders, and they attempted to kill Brack. With the help of his loyal followers, Brack fought off the attack, but at heavy cost. The majority of his followers were killed, and the few remaining were exiled along with Brack.

To Brack, there was no exile; he was setting out to find his place in the world. Over the next few months. Brack and his band would travel the length of the Jotens, both to the north and south, finally settling along the southern edges of the Iron Wood in the Yeomanry. There he found a densely thicketed grove, surely abandoned by another druid, where he settled.

Along the journey to his new grove, Brack and his followers had encountered a tribe of kobolds. Following their battle, the remaining kobolds pledged their loyalty to Brack. When the kobolds returned from their routine patrol of the area with word that humans had come back to the abandoned farm, Brack was not pleased. But, if they didn't bother Brack, Brack wouldn't bother the humans.

Adventure Summary

Introduction: PCs enter the scenario as caravan guards for merchants traveling north around the Escarpment. As they near the southern edges of the Iron Wood, a young girl approaches them for help; her family has been attacked.

Encounter 1: PCs arrive at the girl's farm to find all but her younger brother killed. He is at -1, and can be saved. To the north are newly cleared fields where the rest of the family and workers lay dead. Any attempts to check or search the bodies will trigger an attack from a kobold patrol.

Encounter 2: One of the kobolds stayed out of the fight, and now races back to the grove. If the PCs track him, they will find a cave which has a secret door. Alerting one of the orcs, the kobold then runs away.

Encounter 3: Once past the locked secret door, the PCs will face three orc warriors. An obvious exit leads south out of the room.

Encounter 4: Following the passage out of the secret cave, the PCs will find their way blocked by a briar hedge blocking exit from the caves. The party can push through the hedge and suffer some damage, or spend 10 minutes to clear a path through.

Encounter 5: Through the briars, the PCs will climb a stairway of tree roots into a grove. At the center of the druid's grove stands an enormous tree in a natural clearing. At the base of the tree stands a single orc, Brack, and a large dog. Tall grass conceals caltrops spread in front of the tree. The PCs will be told to leave in orcish. While a fight may ensue, the party may be able to talk with Brack and negotiate a peaceful solution.

Introduction

Traveling with three wagons in a merchant caravan is not the exciting life of an adventurer of which you have always dreamed. In fact, it's downright boring. The only saving grace is listening to the other guards in the caravan, six Yeomanry militia and Hankle, their Yeoman leader, who have been trading old stories to pass the time.

Because of the difficulty getting trade goods over or around the Escarpment since the Landstraad, there was no shortage of caravans looking for guards, even green amateurs like yourselves. And you were lucky enough to be paired with an experienced group of the militia, which means you might make it around the Escarpment if the boredom doesn't kill you.

At the crumbing edges of the Escarpment in the far northern reaches of the massive cliff, it's strange to think of such a small-seeming split in the dirt growing to the great divide.

Some distance to the north, you can see the southern edges of the Iron Wood. Green, spreading branches of cottonwood trees move gently with the wind amid other hardwoods. One of the militiamen points, and you can see a lone figure running toward the caravan.

Encounter 1: A Plea for Help

As she approaches, you can see the lone figure is a young girl, obviously in distress. She wears a blue dress covered in blood and dirt. She is obviously Suel and has blue eyes and blonde hair. Between sobs and gasps for breaths, she haltingly tells you of the attack on her family.

"We were out in the new fields, clearin' trees, and all of a sudden there were arrows everywhere. An' they shot my ma an' da. An'

all of the helpers too. An' I had to drag poor Roy off back to the house. I didn't want to leave, but he was gaspin' and we need help!"

Give the players some time to discuss their options, and then have the militia Yeoman step in, if need be.

As you've been discussing the girl's plight the Yeoman has been talking quietly with his men, and with an angry gesture, Hankle turns to you. "As you no doubt have guessed, while my orders are to see this caravan safely to the Outpost, most of my men want to head on off to this girl's farm. In fact, it's what I want to do as well. But my orders are specific.

"Now, I can't make you help her, but I'm asking you to face this challenge. Go and help the girl's family.

"Supposing you all come out of this with your skins, catch up with us at the Outpost. I know, I know, just follow this track around to the southwest, and you'll find it."

If the PCs decline to help, or wish to guard the caravan while the militia checks out the farm, the adventure is essentially over.

The militia will help to outfit the PCs if they lack anything reasonable (whatever a typical Yeomanry militia patrol would have) to help the girl and her family.

Once on the road to the girl's farm, a dirt path really, she tells you a bit about herself and the farm. Her answers are a bit disjointed, and frequently she breaks out in terrified sobs.

- My name is Tamara, Tamara Hartwell.
- My da's name is Ben Hartwell, my ma's is Kamela.
- I think my brother's still alive, his name is Roy.
- They were so hard to see in the woods.
- I think they were all brown, and they shot arrows at us.
- I think everyone else is dead.
- Da got out of the militia last year.
- We come up here to where granpa had his farm and got extra land too.
- We been clearin the trees off the new land this whole week.
- Someday I'm gonna be a adventurer and get my land too.

After a mile or more down the farm trail, you come over a slight rise to find an ordinary Yeoman farm. In a small clearing surrounded

by trees a farmhouse sits to one side, a small outbuilding nearby. On the other side of the clearing you see a barn and an attached chicken coop.

Tamera points farther north to the newly cleared fields, "My parents are out there." She points down to the farm, and you can see someone propped up against the well, "and that's where I left Roy."

In the quiet farmyard, you can see an obvious trail of blood leading from the boy back into the fields. Tamara rushes to the boy, begins to cry, and again asks for your help.

A Heal check, DC 15, shows that the boy is hurt, but stable at -1.

Quickly you determine that the boy is hurt, but with rest and care, he will recover.

Checking the farmhouse and barn will reveal nothing out of the ordinary.

Standing at the edge of the newly cleared fields, you can see felled trees all about you. Some have been stripped while others rest on their branches as if trying to push themselves upright again.

As you get closer, you can see the bodies of four men, a young boy, and a woman. The men are scattered across the field, and the woman over the boy, as if trying to protect him still.

One of the men, near the center of the cleared trees, has been struck by over a dozen arrows. Nearby, the woman is pinned to the ground by the broken haft of a spear, and the arrow which killed the young boy seems enormous compared to his tiny frame. Farther out into the fields the other men seem to have put up a fight before being killed.

If any of the bodies are searched or examined, an attack by the kobold patrol is triggered. Note that only ten of the eleven kobolds attack.

APL 2 (EL 3)

KOBOLDS (10): Small Humanoid (Reptilian); hp 6; see Appendix I and *Monster Manual*, pg 161.

One of the kobolds, Javier, stays back out of the fight and watches from hiding. On round two, regardless of how well or poorly the battle is going for the kobolds, he will call out in kobold, "Me get help!" While hiding, Javier will run north into the woods, heading for the orcs' den. Give the PCs a

Listen check, DC 10, to hear Javier, and a Spot check, DC 23, to see him rushing away.

Encounter: 2 Yon Dark Cave

Following the tracks of the last kobold, you have arrived at the opening of a cave in a hillside. The low cave entrance is approximately 30 feet wide, and slopes down going back.

Give the players whatever time they need to prepare their PCs.

Entering the cave, you are greeted with the stale aromas of turned earth, animal musk, mildew and mould, and yes, poop. Near the middle of the cave, you can see several boxes and crates, identical to the type used in the merchant caravans, scattered and stacked along the walls. Some have been opened and some are still intact.

You nearly jump out of your skin when you hear a noise from behind the crates, but you're relieved to see it's only a mule pulling against its halter, trying to get out of the cave. It seems to have been tied to one of the crates.

Behind the crates at the rear of the cave is a secret door, which the PCs can find on a Search check, DC 20, (Search check, DC 16, if the boxes have been moved out of the way).

The secret door is locked and requires an Open Locks check, DC 13, to open it.

Beyond the secret door, you see a rough passage, ten feet wide, leading back into the hill. After a few steps, you realize that it slopes downward as well.

Encounter 3: Orcs Before the Hedge

After following the rough passage as it turns back and forth under the hill, you find yourself before a cave opening. In the dim torchlight, you can see three orcs waiting for you.

Strewn about the floor of the cave that the orcs guard are rough cots and mounds of furs and skins, as well as other debris. Apparently, this is the orcs' sleeping area.

The orcs have been warned by Javier, the kobold who fled from the attack on the farm in Encounter

1. If the PCs show any signs of caution they will not be surprised, otherwise, give the orcs one round of surprise.

APL 2 (EL 3)

ORCS (2): Medium-size Humanoid (Orc); hp 7; see Appendix I and *Monster Manual*, pg 203.

OLEG: MALE ORC WARRIOR 2; hp 14; see Appendix I and *Monster Manual*, pg 203.

Encounter 4: Thorny Briar

Your journey through the caves of the hillside has become cautious since the orcs fell upon you. Every drip, or scuffle in the dark beyond your light makes you jump, reaching for your weapons.

Slowly the rough cavern passage begins to slope upwards. After many twists and turns, you see a bit of light against the unending blackness. The air is fresh, and you can smell water ahead.

Suddenly, after a sharp turn, you arrive in a small cave, about 30 feet across. On the other side of the cave you can see bits of sky; you've reached the other side of the caves!

Unfortunately, you've got to get through the huge briar hedge which has overgrown the cave exit. The brambles are thick, and intertwined like the snakes of a medusa's head. After tentatively pushing at the wall, you can tell that the briar hedge has been here for years.

This hedge is maintained by the orc druid, Brack (remember, with Woodland Stride, Brack can move through the hedge without harm). It extends a full 10 feet beyond the cave exit, and grows upward another 10 feet as well.

Pushing their way through the hedge will deal 1d4 points of damage. A small, passable hole can be cut in the hedge in 10 minutes.

Encounter 5: Druid's Grove

Emerging from the briar hedge that blocked the caves, you find yourself again on the

surface. Once again, however, nature presses close.

To either side of you, tall oak trees send gnarled and knobbed roots across your path. You stand at the top of a stairway made from the giant roots, leading down into a grove some 30 yards deep with a breadth of 20 yards.

Directly ahead, you see a lone oak, incredibly tall, and the trees of the forest fall back from this giant as if to give it room. The trees which ring the grove are tall as well, and their canopy spreads across the floor of the grove.

Across the grove, tall grass sways in a slight breeze welcome on the warm, humid day. Somewhere in the distance, you can hear the race of a stream. As you look again to the giant oak at the center of the grove, you now see a man standing before it, gazing back at you. At his side sits a dog.

Before you can speak, or raise your hand in greeting, he speaks in a harsh, guttural language.

If none of the PCs knows the orc language, you should speak gibberish. Otherwise, after "shouting" in gibberish, take the player(s) whose PCs do understand orc aside and explain what Brack has shouted. Of course, if all the PCs understand orc, you can simply read the following.

"Get out of my woods! You are trespassing!"

If the party attacks, Brack will attack as well, see below. If they decide to speak to Brack, in orc, he may talk with them. Note that Brack **only** speaks orc.

Some of Brack's possible responses follow:

- You destroy woods. Must pay.
- You trespass in woods. My lands.
- Kill animals. Kill trees. Destroy even of land.
- You plant crops across tree land. Must stop.
- Too many peoples too many axes.

If the party can negotiate with Brack regarding the clearing of the land, i.e. it is unlikely to happen again (remember, the Hartwell family is dead, except for the children, Tamela and Roy), he will stop sending patrols out to attack.

If the party makes a favorable impression on Brack, they will be able to keep the cleared land. If, in the future, other settlers come, however there will be problems.

If the party has become best buddies with Brack, they may be able to convince him to allow future settlers, if they compensate Brack, and ask for permission first.

If, however the party is unable to understand orc, or is hostile, Brack will attack if the party steps further into the grove, or makes any hostile moves.

Spread out 15 ft. in front of Brack are caltrops, in a row 20 ft. deep by 60 ft. across. Caltrops make an attack roll versus the creature. Shield and deflection bonuses do not apply. If the creature's feet are protected, they get a +2 armor bonus to AC. Caltrops deal 1 hp of damage and Speed is reduced by ½ due to the foot wound. This movement penalty lasts for 1 day or until treated (Heal check DC 15), or by 1 hp of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at ¼ normal speed (usually ½ speed, but the tall, waist high grass adds to the need to go slowly) can pick their way through the bed of caltrops with no trouble.

In addition, Brack will use one or both of his *scrolls of summon nature's ally I* before entering melee with the party (usually when the party encounters the caltrops).

APL 2 (EL 3)

ORC (1): MALE ORC DRUID 2; hp 20; see Appendix I and *Monster Manual*, pg 203.

WAR DOG (DOG, RIDING) (1): hp 15; see Appendix I and *Monster Manual*, pg 272.

Conclusion

You arrive at the Outpost, the lonely watch station built at the top of the Escarpment next to the New Road. The Landstraad shook the northern end of the Escarpment far less than it did the Old Hardwick area. Still, one of the outbuildings collapsed, and the entire north barracks leans heavily to the west.

As you approach the open gate, with the young Hartwells in your charge, you notice that something's not right. There's no guard posted, no activity apparent in the courtyard. Farther on toward the Escarpment, you can see no there's no one working on rebuilding the Ramp.

Quietly you and your fellow adventurers spread out and enter the Outpost. A small

shriek escapes from Tamera, as she is reminded of the slaughter at her home. The bodies of dead Yeomen are scattered throughout the fort, fallen in a pitched battle which you can believe only happened a short time ago.

Sudden movement catches your eye, and you see Hankle, the Yeoman in charge of the militia patrol crawling out of a nearby building. With a heavy heart, you rush to him as he gasps in agony, "They came from below, slaughtered us all, man, woman and child." With a racking cough, he grasps your tunic, "We only found this," and shoves an amulet covered in blood into your hands. With a final breath, his head falls back, and your hear Hankle whisper, "Avenge us... avenge us and save the free—uhhggnn..."

The clatter of many hooves announces the arrival of a Militia patrol. As you stand with the bloody amulet in hand, you wonder what the coming days will bring.

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 1

Heal Roy Hartwell.	30 xp.
Defeat the kobolds.	60 xp.
Overcome Javier.	30 xp.

Encounter 2

Find the cave.	30 xp.
Find the secret door.	30 xp.

Encounter 3

Overcome the orcs.	60 xp.
--------------------	--------

Encounter 4

Get past the thorn hedge	30 xp.
--------------------------	--------

Encounter 5

Defeat Brack.	60 xp.
---------------	--------

OR

Successfully negotiate with Brack.	90 xp.
------------------------------------	--------

Discretionary Roleplaying Award

Judge may allocate up to the following for good role-playing

APL 2 – 90 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 (sell value)

Encounter 1:

APL 2: L: 131 gp; C: — gp; M: — gp.

Encounter 3:

APL 2: L: 124 gp; C: 23 gp; M: *Potion of Cure Light Wounds* (25 gp).

Encounter 5:

APL 2: L: 9 gp; C: 300 gp; M: *Sickle +1* (2,153 gp); 2 *Scrolls of Summon Nature's Ally I* (50 gp); *Scroll of Cure Light Wounds* (25 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 264 gp; C: 323 gp; M: 188 gp) –
Total: 775 gp (450 gp).

Items for the Adventure Record

Special

Favor of the Yeomanry Militia

For service to the Yeomanry League, in time of great and dire need, you receive the favor of the Yeomanry Militia. This favor may be redeemed at a later date to serve as a countering vote for promotion, on a one-to-one basis (if only one vote prevents promotion, one favor of this type will suffice). See the promotion rules per the Yeomanry Militia or Army meta-org certificates.

Notice of Tamera Hartwell

You have piqued the interest of a local NPC, Tamera Hartwell. On subsequent adventures in the Yeomanry, you may encounter her again. Whether the PC returns the notice of young Tamera is up to the player.

Favor/Disfavor of the Orc

In recent interactions with the orc Brack and his tribe, you have earned favor/disfavor.

If the PCs have successfully negotiated with Brack, they receive his Favor, and are welcome to return to the hidden grove once for special healing; the PC may receive one of the following: *Cure Moderate Wounds*, *Lesser Restoration*, or *Remove Disease*. Once used, the favor leaves the

mark of an oak leaf on the left cheek, (Spot check DC 24 to detect).

If the PCs kill or defeat Brack, they receive his disfavor. A garish mark appears on the right cheek, the three leafed poison ivy. All druids recognize their fellow druid's disfavor and may react appropriately; PCs take a -2 circumstance penalty to all interactions with druids (rangers and other woodland types should make a Knowledge: Nature check DC 20 to recognize the mark). After one calendar year, the mark fades, and druids must notice the mark (Spot check DC 24) as above (other woodland types no longer detect it).

Disfavor Date _____ DM Sig _____

Appendix I: NPCs

Encounter One:

Kobold: CR ¼; Small Humanoid (Reptilian); HD 1d8; hp 6; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14) [+1 size, +1 Dex, +1 natural, +2 leather]; Base Atk/Grp +1/-4; Atk +1 melee (1d6-1; x3) spear, or +3 ranged (1d3; x2) sling; Full Atk +1 melee (1d6-1; x3) spear, or +3 ranged (1d3; x2) sling; Space/Reach 5 ft./5 ft.; SA —; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner), Search +2, Spot +2, Alertness.

Possessions: Short bow, quiver of arrows, spear, leather armor, waterskin, two days' rations, backpack, (2) blue silken kerchiefs w/ monogram (one with KH, one with TH, in white letters). All possessions (except kerchiefs) are small-sized.

Encounter Three:

Orc, 1st-Level Warrior: CR ½; Medium-size Humanoid (Orc); HD 1d8+1; hp 7; Init +0; Spd 30 ft.; AC 13 (touch 10, flat-footed 13) [+3 studded leather armor]; Base Atk/Grp +1/+4; Atk +4 melee (2d4+4/18-20) falchion, or +1 ranged (1d6+3) javelin; Full Atk +4 melee (2d4+4/18-20) falchion, or +1 ranged (1d6+3) javelin; Space/Reach 5 ft./5 ft.; SA —; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1, Alertness.

Possessions: Studded leather armor, falchion, javelin, backpack, (2) waterskins, 50' rope, bear skin cloak, 10 cp, 5 sp.

Oleg, Orc 2nd-Level Warrior: CR 1; Medium-size Humanoid (Orc); HD 2d8+2; hp 14; Init +4; Spd 30 ft.; AC 14 (touch 10, flat-footed 13) [+1 Dex, +3 studded leather armor]; Base Atk/Grp +2/+5; Atk +5 melee (2d4+4/18-20) falchion, or +2 ranged (1d6+3) javelin; Full Atk +5 melee (2d4+4/18-20) falchion, or +2 ranged (1d6+3) javelin; Space/Reach 5 ft./5 ft.; SA —; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +0, Will -2; Str 17, Dex 12, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1, Alertness, Improved Initiative.

Possessions: *Potion of Cure Light Wounds*, Studded leather armor, falchion, javelin, backpack, (2) waterskins, bear skin cloak, 30 cp, 10 sp, 2 pp.

Encounter Five:

Brack, Orc, 2nd-Level Druid: CR 2; Medium-size Humanoid (Orc); HD 2d8+4; hp 20; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 armor, +1 dex]; Base Atk/Grp +1/+5; Atk +6 melee (1d6+5; 20/x2), sickle; Full Atk +6 melee (1d6+5; 20/x2), +1 Sickle or +2 ranged (1d4+4; 20/x2), dart; Space/Reach 5 ft./5 ft.; SA Spells; SQ Darkvision 60 ft., light sensitivity; AL N; SV Fort +5, Ref +1, Will +5; Str 18, Dex 12, Con 14, Int 8, Wis 14, Cha 6.

Skills and Feats: Handle Animal +2, Heal +5, Hide +2, Knowledge (nature) +3, Survival +8, Toughness.

Spells: 4/3; 0th (DC 12) *Cure Minor Wounds*, *Flare*, *Detect Poison*, *Detect Magic*, 1st (DC 13) *Faerie Fire*, *Entangle*, *Obscuring Mist*.

Possessions: 2 scrolls of *summon nature's ally I*, scroll of *cure light wounds*, sickle +1, darts (4), leather armor, backpack, waterskin, 50' rope, deer skin cloak, wooden holy symbol (Obad-Hai).

War Dog: CR 1; Medium Animal (riding dog); HD 2d8+4; hp 15; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); [+2 Dex, +4 natural]; Base Atk/Grp +1/+3; Atk +3 melee (1d6+3), bite; Full Atk +3 melee (1d6+3), bite; Space/Reach 5 ft./5 ft.; SA —; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1 (+4 racial bonus on Jump checks and when tracking by scent), Alertness, Track^B.

DM Aid #1

