

**VER Intro 3-02**

# **A Hunting We Will Go**

**A two round D&D LIVING GREYHAWK<sup>®</sup>  
Verbobonc Regional Introductory Adventure  
Part 1**

**by Gregory Hanigan**

Harvest time in Verbobonc is a time for celebration, with the harvest festival as its zenith. For the inhabitants of Sobanwych, this harvest festival is more than a tribute to Wenta; it's also an opportunity to reestablish the community. The temple of Wenta in Sobanwych is cooking up a festival to remember – all they require is a pinch of luck, a bushel of effort, and a handful of hearty souls to deliver the guest of honor.

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

## **Preparation**

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their

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

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

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.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following 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.

<b>CR</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
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	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 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 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 1<sup>st</sup>-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 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack

that round. This is a 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 Introductory adventure, set in Verbobonc. Characters native to Verbobonc pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

## A Note to the DM

This is an introductory event and may only be played by first level characters.

### Adventure Summary and Background

The town of Sobanwych has suffered greatly from its proximity to the Temple of Elemental Evil, and the stagnation of trade along the forest road through the Gnarley has left this once thriving community an empty husk of what it once was. In an effort to reestablish the town as a major trade hub, the head Brewmaster of Wenta has contracted a great chef to prepare a feast at this year's Harvest Festival for the local village leaders and population. The chef, Javin Jauntes (pronounced Havin Hontes), has decided that to impress the village leaders that they would require some animal more spectacular than the standard domestic animals. Luckily for him he and his bard companion heard of a particularly large boar terrorizing the farms a few days deeper into the forest. Furthermore, the boar in question has become such a nuisance that the local village leader, Headman Malin, has decided to announce a reward for its death, to take place at the festival, which Javin's bard companion has become aware of. So thinking he could kill two birds with one stone, Javin has decided to hire some adventurers to kill the boar, collect the reward for himself and at the same time get a very impressive main course for the festival. He has his bard companion announce his need to gather some adventurers, and contracts out the characters--as well as a much less reputable group. A wagon, spears, and a scroll of *gentle repose* are split between the two groups, and they are sent on their way. Finding the boar is rather easy, since behind him lies a swath of destruction, but bringing the beast down and returning it is more difficult. On top of that, the other adventuring group attacks the characters as they travel through the forest. If the characters are able to fend off the attacks and if they deliver the boar intact and unspoiled, all is well.

## Introduction

The days before the harvest festival are busy times for laborers, farmers, woodsmen, and merchants; but for adventurers such as you these last few days of the harvest are filled with repetitive training sessions, studying the books acquired over the last few adventures, or in meditation at the local tavern. It then is with great enthusiasm that you lift your nose off of the sparring floor, out of your tome, or out of the mug of ale to hear the strident sounds of a crier calling for adventurers....

The characters should need no more encouragement than this to go see what the crier is proclaiming.

### Encounter One: The Call to Action

In the center of the square, standing on a boulder is a very tall but thin human male, dressed in a gaudy collection of red, yellow and blue. He is calling out in a strident voice before a large group of people. Small glowing orbs of light float about him and the beginning of his speech is heralded by a thunderclap and a gout of flame arcing into the air.

"Attention all armsmen, mages, sorcerers, bowmen, missionaries and footpads; your talents are requested by the acclaimed culinary creator Chef Maître Rôtisseur Traiteur Javin Jauntes for a very special service. All who hunger for glory and fame, or savor when their names are spoken with reverence, those who crave the sweet taste of honor for your clan or god (or those who relish in a little coin...)! Step forward gentlemen! Be recognized, and follow me to the village commons!"

After finishing his speech, the gaudily dressed man steps down off the rock and walks down the main avenue toward the commons area. Several hulking and rather gruff looking individuals step forward out of the crowd and follow him.

This man is Roddane (male human Brd5/Sor1), the companion of Chef Javin Jauntes. If the players follow him to the commons right away, go to Encounter 2. If the players attempt to question people on the streets or in the commons about what is going

on, use the following table for their Gather Information checks. As long as the characters don't spend too much time asking around, they can still catch up to the bard afterwards.

**DC 10:** An innkeeper will tell the character, "The rooms are upstairs, the privy is out back, and I've got to ask, are you staying for the harvest festival? It's just a fortnight away and the ale will flow like the Serault River, and we're offering a discount rate for people who stay the entire festival."

**DC 12:** A commoner will tell the character, "I hear that Headman Malin and Brewmaster Stealthwater have contracted a great and renowned chef to prepare the feast for the start of the festival, his tent is in the commons – and they say he's practicing magic there too."

**DC 17:** A merchant will tell the character, "The Chef is Javin Jauntes. He was the chef who did the Bushey wedding this past Flocktime. The cold goose tureen was incredible, although I hear old Bushey almost emptied his vaults for the Roc Egg Surprise."

**DC 23:** A farmer tells the character, "Look, don't pass this to just anyone, but my cousin Irnon came in from the north track yesterday, he says that some of the farms out in the Gnarley have been rampaged by a giant boar, and that the turnip crop has been virtually ruined. I figure a enterprising fellow like you might have the coin enough to corner the market on turnips in this province. All I need is 60 gold and we're on our way..." If the character parts with the money, (which he probably has to pool with the other characters), skip to The Turnip Enterprise, below.

**DC 27:** A courtier will tell the character, "Headman Malin's come up with a wonderful plan for killing that rampaging boar. He's decided to place a bounty the boar's head of two thousand gold coins, to be announced at the start of the Harvest Festival, and whomever is the first to present the head of the boar to the headman will receive the money!"

### **The Turnip Enterprise**

If the characters pay the money to the farmer in an attempt to corner the turnip market, roll a d20 and use the following table to determine the success of their turnip enterprise, once the adventure is over:

- |      |   |
|------|---|
| 1-5  | Total failure; lose all 60 gp.  |
| 6-10 | Moderate failure; roll 1d6 x 10 to determine how much gold is lost; the |

farmer returns whatever gold is left to the character.

- |       |  |
|-------|--|
| 11-14 | Moderate success; the character makes 15 gp, in addition to the seed money of 60 gp (which is returned).                                   |
| 15-19 | Exceptional success; roll 1d6 x 10 to determine how much the character makes, in addition to the seed money of 60 gp, (which is returned). |
| 20    | Cornered the market! Roll 2d6 x 10 to determine how much the character makes, in addition to the seed money of 60 gp (which is returned).  |

## **Encounter Two: The Tent of Chef Javin Jauntes**

Sitting in the expansive but lightly wooded area that makes up the Commons of the town of Sobanwych sits an immense, round, and brightly colored tent measuring some twenty feet across. Behind the tent sits a heavy wagon, piled high with canvas tarps. Nearby, Four horses nibble on tufts of grass between the trees. Beyond the tent and toward the center of the commons lies a rock-lined oblong depression, measuring at least 20 feet at the pits longest points, from which two towering metal lattices jut up 15 feet into the air. Around the entire area long wooden poles have been erected. A few of which already have colorful tarps strung between them. As you approach the tent, you can hear the hearty laugh of a dwarf as the flamboyant crier ducks inside.

Nothing further happens until the party enters the tent. Once they do, read:

Although the air outside is rather brisk, inside the tent it is almost unbearably hot. The reason for the heat is readily apparent: hanging from a metal bar are two massive iron caldrons filled with a thick, bubbling, tar-like substance. The heavy smell of spices rises from the caldrons, under which sits a pile of glowing red coals. A spoon the size of an oar stirs itself in one of the caldrons, while a exceedingly stout dwarf sits on a stool away from the fire, directing the spoon with one hand while the other grasps a large tankard. Standing to the side in the tent is the group of four gruff-looking individuals that had followed the brightly colored man from the town center. One of the members, a wiry halfling in black leather armor, is speaking in hushed tones

to the dwarf. Seeing your group enter, the dwarf greets you with a broad grin, suddenly ignoring the halfling whispering to him. The other gang eyes you suspiciously.

"Welcome, welcome all! You are probably wondering why I've requested your presence today. My name is Javin Jauntes, a chef of some modest fame, and you have already met my companion Roddane." The dwarf gestures to the brightly dressed man, dipping a finger into one of the cauldrons. Now I have been contracted to provide the entree for the upcoming festival, and some lesser chefs may have produced the standard fare of local produce, but I have something a bit more *exotic* in mind."

"Out in the Gnarley lives a great boar. It has been ravaging the countryside, consuming entire acres of crops, and generally making a nuisance of itself. I know this because I traveled through the area as I was coming here, and when I learned what my task was I thought that it would be poetic and grand if I catch two fish with a single worm. If I could ask a group of capable adventurers to slay the boar and deliver it to me, I could serve it for the feast!"

"But I hadn't considered that *two* groups might step forward for this task, so to be fair I will make the offer to both, and split the equipment I had gathered for the task between the two. You may choose either the three fine long spears, sharp, true and of dwarven make that I have procured; or you may borrow my horses and wagon, which you will undoubtedly need to carry the beast back, as well as a particular scroll that will greatly assist you if it takes some time to return the beast."

"Now, our friends here," Javin gestures to the gruff group, "were the first to arrive. So, I will give them first pick of the two offerings."

The halfling darts his eyes back to his comrades and turns back to Javin. "We'll take the weapons" he says in a low voice.

Javin turns to your party "Well then if there are no objections then there are just a few more details to go over..."

**Development:** If the party objects to the gruff group getting the spears, proceed to Encounter 3; otherwise, skip to encounter 4.

If the party made the DC 27 Gather Information check in Encounter One, and confronts Javin with the upcoming bounty, Javin will strike a deal: he'll propose a 50/50 split as

long as he gets to present the boar at the great feast.

If the party wants to know what the scroll is, Chef Javin explains that it's a scroll of two spells: the arcane version of the *gentle repose* spell, and the divine version of the same spell. The scroll can be used by clerics, wizards, or sorcerers, (or even rogues and bards with the Use Magic Device skill). It's unlikely the characters have access to this spell themselves, but they might. It will keep the body of the boar fresh for 5 days after it's been killed, which should be enough time to get the body of the boar back to Sobanwych if the characters have some way to haul it.

The three spears are two masterwork longspears and a masterwork shortspear.

## Encounter Three: The Competition

Roddane looks between your two groups. "Perhaps, your chefness, an archery competition is in order to settle the matter?"

Chef Javin's eyes gleam with delight, and Roddane ushers all of you out the back of the tent by the wagon. Roddane walks to the wagon and places two round wooden shields against the side, while Javin leads the rest of you to the far side of the clearing.

"You'll fire from here, with whatever weapon you wish, three shots at the target, whomever gets the most in the center wins"

The targets are 50 feet from where the party stands. Up to 3 different PCs can take turns shooting if they'd like. The gruff group's archer shoots, then a PC, then the gruff group's archer, then a PC, then the gruff group's archer, then a PC. Relative success of each shot is determined on the following table. Whichever team gets the most points in three shots wins (on a tie, the gruff group wins, since they were at Javin's tent first).

Natural 1	The character's shot goes wild and damages someone's property (2d8 determines gp cost to repair).
AC Under 10	Shot misses. Zero points.
AC 10 – 15	Shot hits the outer ring of the shield: 1 point.
AC 16 – 20	Shot hits the inner ring of shield: 3 points.

AC 21+ Shot hits the center of the shield: 5 points.  
Natural 20 The shot hits exact center of shield, splitting it in two. 10 points.

Robin Sackton from the Gruff Group will fire with his longbow. He is +7 to hit with it, (his full statistics are in Encounter 9). The halfling leader of the group, Griffio Gruff, will whistle an inspiring tune throughout the contest, giving Robin an extra +1 to hit, (for a total of +8). This bonus does not apply to the PC shooters, (although if they can shut Griffio up, Robin won't get the bonus, either). If he's asked about it, Chef Javin doesn't think that Griffio's assistance is unfair. The rest of the Gruff Group steps forward to congratulate Robin after each shot, (as long as he doesn't miss).

If the PCs win the contest, and choose to take the three masterwork spears, Javin will warn them that the boar is quite large and they must buy a wagon of their own to transport it (a wagon can be easily purchased here in town for 35 gp, and Chef Javin will loan them his horses to pull it, if the characters don't have their own). He'll ask again to make sure they don't instead want the wagon and scroll instead of the spears.

## Encounter Four: Instructions for a Boar Hunt

Once it's been settled which group gets the masterwork spears, and which group gets the wagon and scroll, Chef Javin gives further instructions to both groups:

"The area the Boar has been roaming is about three days travel from here, around the Knotted Oak Inn. Further information as to where the boar is now may be gleaned from the owner – Tanla Orcspawn. One word of warning though: do *not* order the stew. And don't mention that I sent you, since she and I had a bit of a disagreement about the stew when I was last there."

"Now it takes nearly three days to travel to the Knotted Oak Inn, and at least three days back, and it will take a full day to prepare and roast the beast." Javin says as he counts the days on his hands. "That leaves you at most three days to find the animal and bring it down. The boar itself is a monstrous beast, but it's quite dim witted, generally charging any who

stray in its way. The spears should keep him away from you until you can kill the beast. Which reminds me; we will be roasting this animal, so I need you to swear that you won't overly damage the corpse. That means no slashing weapons, no poison, no fire, and in the name of Moradin's anvil - no acid!

After you kill the beast use the scroll I provided to preserve the corpse, if you do not then the beast will probably be spoiled by the time it reaches here."

The characters at this time might change their minds over getting the spears. If they do so, and attempt to exchange the spears for the wagon and scroll, allow the gruff group to haggle for the exchange, and charge the group at least 100 gp.

## Encounter Five: On the Road

Travel to the Knotted Oak Inn will be mostly uneventful. You can read the following as the days go by:

### The First day

The road through the Gnarley is reasonably well traveled and you pass several wagons and a caravan traveling along the dusty track. Small meadows adjoin the road where small herds of cattle graze, separating the various small farms with their gardens and orchards. Every few miles is another farm or woodsman's cabin; usually with a small stand out front selling cider or ale to passing travelers. The farms become less numerous during the day, and while the day passes without incident it is quite obvious civilization is rapidly being left behind. As evening arrives it is obvious that there is no Inn in sight, but a rather welcoming clearing with numerous signs that it is a common camping place.

The night is uneventful, but ask for watches and other nighttime preparations at this time.

### The Second day

Farms have been left behind as you ride another day's travel from Sobanwych, as do the orchards and open meadows. The few woodsman's cabins you do pass are set well

back from the road and protected by spiky fences. Towards the end of the day the woods on either side of the road have become an uninterrupted line, just a couple of paces away from the road. There appears to be a few campsites that have been set up by the roadside, but they are cold and empty.

This night, randomly generate a nighttime encounter by rolling d6 on the table below:

#### **APL 2 (EL 2)**

- 1-3 Four orcs spot the camp, and rush it during the first watch. See *Monster Manual*.
- 4-5 Two gnolls stumble across the campsite around midnight, and attack. See *Monster Manual*.
- 6 Four zombies shamle menacingly into camp just before dawn. See *Monster Manual*.

Any equipment these creatures use is in such poor condition that it is valueless.

#### **The third day**

The road has become deeply guttered, and the forest much darker and closer, well within a pace of the trail. Every so often you feel a creeping, scratching feeling between your shoulder blades as you gaze into the woods, almost as if there is a bow trained on your back. The day passes uneventfully. Towards the end of the day rolling hills break up the dense forest a bit.

Before night sets in, the characters come to the Knotted Oak Inn, deep in the Gnarley forest.

## **Encounter Six: The Knotted Oak Inn**

Just before sunset you crest a ridge of hills, and off in the distance you see a sturdy inn, sitting at the point where the road forks off to the north and to the east. Beyond the inn lies the wide expanse of hardwood trees that marks the central Gnarley. The rain clouds that have been moving in all day have finally reached the group and a slow steady cold rain hurries you toward the inn. Leading your horses to the attached barn you notice that the inn is well fortified, the bottom floors being made entirely of stone, a lookout tower juts up above the slate roof, and

the door is heavy and reinforced with iron. Yet there is smoke rising from the chimney and the yellow glow of firelight is warm and inviting after three days on the road.

Assuming the characters go inside, read:

The smell of heavily spiced roasted meat welcomes you as you open the heavy door to the inn. The common area takes up half of the first floor, with a long oak bar separating the patrons from the kitchen and ale casks. A few patrons laze around the large stone fireplace along the south wall chatting amongst themselves and drinking from earthenware tankards. Conversation ceases when you enter, but then starts up again in hushed tones. From the back room a huge half-orc woman steps out, carrying under her arm a cask of ale, which she sets on one of the stands behind the bar.

The half-orc woman is Tanla Orcspawn. Although raised in a monastery far from Verbobonc, Tanla left in order to see the wide world, and drifted away from her peaceful, orderly life. Now, Tanla is as crude and easily angered as most half-orcs. Still, she is a businesswoman, and she'll greet the party as they enter, asking what she can get them.

Some lines of questioning the characters may follow are given below. However badly things may go, the characters should probably end up getting directions to trail the boar.

#### **"Seen a boar around here, ma'am?"**

If the party asks Tanla about the boar, have the speaker roll a Diplomacy check (DC 15). If the character fails, then Tanla will pound her fist on the bar and shout, "I knew it! They said you'd be coming here!" She will then rant loudly about dwarfs, city folk, and gratitude. Her attitude will switch to unfriendly, and she will deny that she has any rooms available. She tells the characters they can sleep out in the barn. The characters will have to mollify Tanla to get any more information (see below).

If the speaker succeeded at the initial Diplomacy check, then Tanla will ask if the party is working for Javin (or, as she calls him, "that city-fied dwarf"). If a character denies it, have that character make a Bluff roll (DC 15). If they fail, she gets angry and must be calmed down (see below). If the party succeeds at the Bluff roll, Tanla will tell the party that the boar was last seen this morning a days ride south and well inside the wood.

**“Anybody else been out this way?”**

If the party questions Tanla about other groups (or ask her who said they'd be coming), she will say that an honorable and kind group of adventurers had stopped by at the inn just the night before. She will say that their halfling bard performed wonderfully for them, loved her stew, and cleaned their rooms before they left. They mentioned that they heard Chef Javin Jauntes had hired a group of adventurers to steal her stew recipe. She will then accuse the party of being the hired adventurers. At this point, the characters must roll a DC 20 Diplomacy check, or Tanla becomes unfriendly and the characters must calm her down to get any more information from her (see below).

**“Just a drink and a room.”**

If the party just asks for a drink, or just a room Tanla will give them what they're after, and offers to throw in a bowl of stew. To successfully decline the stew requires a Diplomacy or Bluff roll (DC 15), or Tanla becomes unfriendly and the characters must calm her down (see below).

Any character who actually tries the stew must make a Fortitude save (DC 15) or become violently ill, (-1 on all attacks and skill checks for 24 hours). If Tanla sees a character become ill, she becomes unfriendly, (clearly, the characters don't have any sense of gratitude!), and they have to try to calm her down to get any more information from her (see below).

**“Anybody else around here seen a big boar?”**

If the party does not question Tanla, but attempts to question the other patrons, they learn that the boar was last seen this morning a days ride to the south east, heading roughly toward the Knotted Oak Inn. The patron also advises the characters, in a hushed voice, not to order the stew.

**“The Chef sent us.”**

If any character at any point admits that they were sent by Javin, Tanla challenges the character who admitted it to a wrestling contest. Go right to the wrestling contest, below.

**Trying to calm Tanla down**

While talking to Tanla, the characters will probably make her mad. To smooth her over, a party member can make another Diplomacy check (DC 20). If the party has a bard and offers to perform for her patrons, the DC will be reduced to 15.

If the characters can't get Tanla to calm down, she demands that one of them wrestle her. The locals present begin to snicker and laugh as they clear a space on the floor, and quietly take bets between themselves.

The fight takes place in a fifteen-foot circular space cleared away in the bar. All damage will be subdual damage, and the fight lasts until one combatant is unconscious.

**APL 2 (EL 3)**

**Tanla Orcspawn**, female half-orc Mnk2/Brb1; Medium-sized humanoid (orc); CR 3; HD 2d8+1d12+6; hp 26; Init +2; Spd 40 ft.; AC 12 (touch 12, flat-footed 10); Atks +6 melee (1d6+3, unarmed strike) or +4/+4 melee (1d6+3, flurry of blows); SA stunning attack (2x/day, DC 12); SQ deflect arrows, evasion, fast movement, rage (1/day), unarmed strike; AL N; SV Fort +7, Ref +5, Will +4; Str 17, Dex 14, Con 14, Int 8, Wis 12, Cha 6.

*Skills and Feats:* Balance +7, Listen +6, Profession (innkeeper) +2, Tumble +7, Wilderness Lore +2. Dodge, Weapon Focus (unarmed strike).

*Possessions:* stained apron.

**Rage (Ex)** 1/day–hp 32; AC 10 (touch 10, flat-footed 8); Atks +8 melee (1d6+5, unarmed strike) or +6/+6 melee (1d6+5, flurry of blows); SV Fort +9, Ref +5, Will +6; Str 21, Dex 14, Con 18, Int 8, Wis 12, Cha 6; lasts 7 rounds.

**Tactics:** Tanla waits until the character removes his/her armor, then rages immediately and attacks with her monk stunning fist attack. She then attempts to grapple.

**Development:** If the character beats Tanla in the wrestling match, (after she regains consciousness), she heartily congratulates the group and proceeds to pass out ale and stew. Tanla answers any questions the characters have, including the last known location of the boar (in the woods to the southeast, about a day's ride from here).

If the characters use weapons or spells that cause damage to Tanla, she retreats using her tumbling and superior movement rate. If the characters stay anywhere nearby after this, she then steals the characters' horses and destroys the wagon, (provided they have it). Killing Tanla should be considered an evil act.

**This ends Part 1 of A Hunting We Will Go.**

## Experience Point Summary

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

### Encounter One

If the characters ask around a little 60 xp

### Encounter Two

Get the spears, or the cart and scroll 60 xp

### Encounter Five

Defeat the random encounter 120 xp

### Encounter Six

Deal peaceably with Tanla, or wrestle with her 120 xp

### Story Award

Good roleplaying and combat heroics 90 xp

**Total possible experience 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.

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.

### Encounter One:

Turnip Enterprise Variable 0 gp – 120 gp

**Total Possible gp: 120 gp**