



C A M P A I G N S

LEGACY OF THE GREEN REGENT™

EXTERMINATION

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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, Rich Baker, and Peter Adkison.

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INTRODUCTION

This adventure is optimized for 1st-level characters. This means that it is primarily designed and balanced for a group of four or five 1st-level characters. If your group deviates from this size and strength, each encounter features a section titled *Scaling the Encounter*, so that you, the Dungeon Master (DM), can create a more balanced encounter. If there are only four or five PCs in your group, and all are of the same character level, it is pretty easy to use this section: just use the level entry that corresponds with the PCs' levels. For groups of mixed levels and groups with six PCs, first determine the average character level of the group then add a +1 modifier for groups with six players. Treat that value as the level of the group. Use your DM's discretion, though. If the PCs are having too hard or too easy of a time, feel free to increase or decrease the level of challenge. The goal is to challenge the PCs, not overwhelm or even underwhelm them. The most enjoyable D&D games are the ones where failure and death are a possibility, but success and reward are attainable through daring and smart play.

Note: If you are planning on playing this adventure, stop reading now. If you read farther than this paragraph you'll know too much about its challenges, which kills the fun. Also, if you are planning on playing this adventure at an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARATION

As DM you need a copy of the three revised edition (also called version 3.5) core D&D rulebooks to play this adventure. They are the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. It is also recommended that you have the *FORGOTTEN REALMS Campaign Setting* book, but it is not necessary. You'll also need a set of polyhedral dice, and something to use as the battle grid (a vinyl or laminated grid usually works best, so you can use wet-erase markers to draw battle grid features), and enough DUNGEONS & DRAGONS miniatures to represent combatants on the battle grids.

Throughout the adventure, shaded boxes provide player

information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instructions on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on nonplayer characters and monsters will either be given in an appendix of this adventure or can be found in the *Monster Manual* or *FORGOTTEN REALMS Campaign Setting*.

At the end of this adventure you'll find an RPGA Table Tracking sheet. If you are playing this adventure as part of an RPGA-sanctioned event, you need to complete it (instruction are given just prior to the sheet) and return it to your senior Gamemaster (see below for more details).

RPGA-SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website (www.wizards.com/rpga), but you may have received a copy of it from other means. In order to play this adventure as part of the LEGACY OF THE GREEN REGENT campaign, a worldwide ongoing D&D campaign, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or a simple as a group of friends meeting at their DM's house.

In order to sanction the event you must be at least an RPGA Herald-level Gamemaster. The person who sanctions it is called the senior gamemasters, and is in charge of making sure the event is runs, and is reported in a timely manner. The person who runs this game is called the table DM (or usually just DM). Sometimes (and almost all the time in the case of home events) the senior gamemaster is also the DM. You don't have to be a Herald-level Gamemaster to run this adventure if you are not the Senior GM, but being one also makes you eligible to sign up for RPGA DM Rewards, and when you do, running this adventure will earn you points toward your reward goals. The RPGA DM Rewards program starts in the later part of 2003.

By sanctioning and then reporting this adventure you accomplish a few things. First, it allows the PCs that participate in this adventure accumulate experience points (XP) and gold pieces (gp) to advance their LEGACY OF THE GREEN REGENT character. Second, the RPGA bases future adventures on what the majority of PCs do in past ones; PCs actions, shape the direction of the campaign. And lastly, players and DMs gain rewards for sanctioned play if they have signed up for the DUNGEONS & DRAGONS PLAYER REWARDS and the DUNGEON MASTER Rewards, respectively. This adventure is worth four points for each program.

This adventure retires from RPGA-sanctioned play on December 31, 2003.

If you are looking for more information in regards to LEGACY OF THE GREEN REGENT character creation and development, RPGA event sanctioning, and both the DUNGEONS & DRAGONS Player Rewards and the DUNGEON MASTER Rewards programs, see the RPGA website (www.wizards.com/rpga). In case you don't have immediate access to the web to download the character generation rules, six of our fastplay characters are provided in statistic block form at the end of the adventure.

DUNGEONS & DRAGONS MINIATURES

To run this adventure it's recommend you have the following miniatures:

From the Harbringer™ set:

- 1 Halfling Veteran (number 6/80) to represent Blaz Merrymar
- 3 Goblin Sneaks (number 42/80)
- 5 Wolves (number 31/80) to represent the lightning rats)

From the Dragoneye™ set:

- 1 Bugbear (number 46/60)
- 5 Goblin Skirmishers (number 41/60) or Goblin Warriors (number 42/60)
- 1 Wererat (number 41/60) for Hekcut the Molted

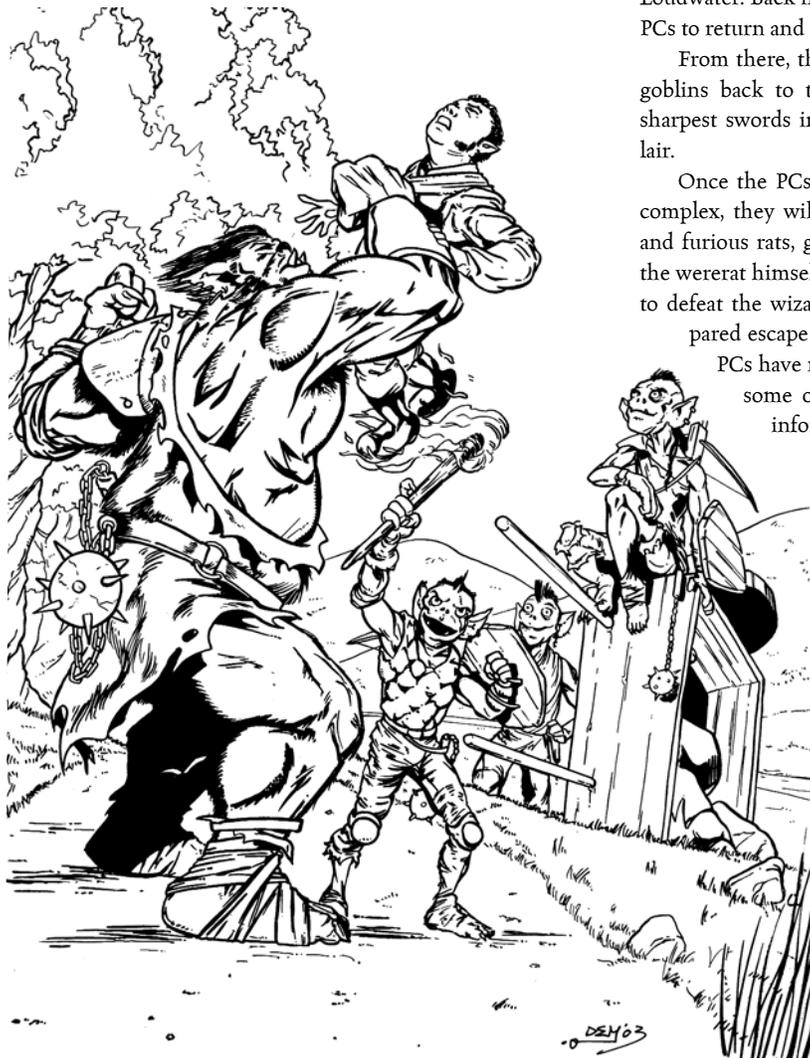
The goblins (called as Goblin Scout, and Goblin Trooper), and bugbear (called Bugbear Trooper) were also miniatures of the CHAINMAIL line. While these miniatures require assembly and come unpainted, they could also be used. When the new Dungeons & Dragons was released in 2000, Wizards of the Coast also produces a line of metal miniatures. One of those miniatures was a dire rat atop a chest. If you have access to those, you could use them for the lightning rats in the River Cave. If not, quite a few other companies that produce miniatures make Small rats. The fire beetle has no real miniature equivalent that Wizards of the Coast produces, but you could easily use a glass counter, or a small plastic bug toy to represent it.

ADVENTURE BACKGROUND

For decades the Hark, a feared wererat bandit lord, has harassed caravans and wayfarers traveling the roads and river between Loudwater and Secomber. Their fearless and cunning hit-and-run raids are legendary among those who traveling the corridor, but thankfully sporadic. Trading coster owners typically refer to losses they suffer at his hands as the “Hark’s Tax”, and are often resigned to consider it a cost of business in the area.

Lately the attacks have been more daring, more successful, and frighteningly more common. But there is an even greater danger to travelers of this region: the Hark is looking to expand his hunting ground.

With the help of an agreement made with some Underdark powers, the Hark has safely traverse the secret underground passages below the Delimbiyr Vale and set up new bases far from his typical haunts. One of those new outposts is within striking range of the road between Loudwater and the insular stronghold halfling village of Shining Falls. For the last month his lieutenant in the area, a hobgoblin wererat wizard named Hekkut the Molted, has been using goblinoid bandits to attack halflings traveling between the two settlements.



ADVENTURE SUMMARY

Extermination is at its heart a site-based dungeon crawl with some twists. The adventure starts with an event on the open road that the PCs can react to. Their reaction will eventually lead them on a hunt for the offending goblinoids, and will end with the PCs confronting the threat.

This adventure is an introduction to the campaign and some of the hazards of the wild Delimbiyr Crescent (what locals call the lower Delimbiyr Valley). It also introduces a major villain of the area—the Hark—and gives the PCs a chance to find out some of his plans for the region. The adventure begins with the PCs happening upon Hekkut’s goblinoid thugs assaulting Blaz Marrymar, the patron of the now nearly decimated Marrymar family from Shining Falls. During that encounter the PCs have a chance to save Blaz from a surely grizzly death at the hands of the malicious goblin Skar and his pet bugbear, Gvrag. If they do save Blaz, the temperamental halfling emotionally beseeches the PCs to do him and his family a great favor and make sure the goblin scourge is utterly destroyed.

If the PCs are unable to save Blaz, the request to track down and rid the area of these goblins comes from other sources. Blaz’s daughter makes a similar request when the PCs bring the body back to Shining Falls. Alternatively, the PCs may return to Loudwater. Back in town Gauntlet Harazos Thelbrimm hires the PCs to return and “clear the road” of goblinoids.

From there, the PCs should have little trouble tracking the goblins back to their lair. Hekkut’s thugs aren’t exactly the sharpest swords in the armory. The problem is storming their lair.

Once the PCs finagle a way into the entrance of the main complex, they will have to face Hekkut’s defenses—some fast and furious rats, goblins, and some tricky traps—before facing the wererat himself. In the end the characters will either be able to defeat the wizard or he will escape through a specially prepared escape tunnel into the Underdark. Either way, if the PCs have made it this far, they should be able to recover some of the Marrymars’ goods, and find out some information about the Hark’s plans in this region.

ADVENTURE HOOKS

The adventure starts with an encounter on the road between Loudwater and Shining Falls. Just what the PCs are doing there, is up to you and your group. If you are not familiar with the group you are about to run, have each player introduce their character to you and the other adventurers. For their description, try to glean which hook would suit them best. The LEGACY OF THE GREEN REGENT campaign uses DUNGEONS & DRAGONS Campaign Cards. Some of these cards grant special characters, either of a nonstandard races, or from outside of the typical region of play. Three of the more exotic Campaign Cards are Scion of the Green Regent, Agent of the Red Fellowship, and Orc of the High

Forest. The first two grant membership into rival regional adventuring companies, while the last grants play of an orc character. One of the hooks gives reasons for having one of these special characters on the road between the two settlements. Players can get Campaign Cards through the DUNGEONS & DRAGONS PLAYER REWARD program. More information about that program and the cards can be found on the RPGA website ([http://www.rpga.com](#)).

- The PCs have heard that the Gauntlet of Shining Falls is hiring adventurers to check out some caves under the water fall that gives the town its name. Constant rumors abound that an ancient dwarven complex built by Iirikos Stonesholders has an entrance somewhere in those caves. Many have tried to find them over the centuries, but with little luck. Mercenary characters or those more interested in accumulating treasure should be hooked by this ultimately false start.

- Due to the orc migrations from the High Forest to points east (called the Gray Migrations by locals) Scions of the Green Regent, Agents of the Red Fellowship, as well as some paladins and rangers (and even some good-aligned orcs of the High Forest) have recently taken upon themselves to patrol the road between Loudwater and Shining Falls. While much of the migrations have been nonviolent, there have been notable exceptions. Groups consisting with heroic and honor-bound characters should need little more coaxing.

- Trappers and halfling outriders returning from the upper Delimbiyr Vale tell tales of a young red dragon hunting on the northern faces of the Greypeak Mountains. While few of the young adventurers in Loudwater would dream of tackling with even the youngest red, their is a tavern wager that brings many adventurer into its territory. Also on those mountains north face, about a three day hike from Shining Falls, leans a great crumbling obelisk of unknown origin the locals call Fools Finger. The rock of this obelisk radiated with a cool emanation and a rosy red color. Hendris Teinel, he patron of the Scarlet Shield has promised any adventurer bring back a souvenir from this monument—a piece of the magical rock no smaller than his own big toe (which is rather large as far as big toes go)—wins free dinners nightly. Hendris carves the magic stone into shield shapes, and sells them to merchants heading to Waterdeep, where they are the rave of nobles and adventurers who use it to cool and illuminate their drinks. While the food is rather bland, a guaranteed meal ticket has motivated a lot of adventurers to take the trek. Many even return. More adventurous and whimsy groups will enjoy this hook that gets them traveling up the road toward Shining Falls.

for the campaign (no XP, gold gained, or even character death) it gives you a good opportunity to customize the adventure, and give your players a unique experience. Appendix 4: Shining Falls has enough adventure hooks and background items for you to flesh something out if the characters pursue employment there. Just don't have them find the dwarven complex—there are plans for that down the line. If nothing tickles you in Shining Falls, you can use the Fools Finger hook as your side trek's basis, having them brave the red dragon's hunting ground. But while it may be fun to scare them with a dragon sighting or two, encountering her would be deadly. They'll get to tangle with her later in the campaign.

TROUBLESHOOTING THE ADVENTURE

Reequipping characters: If you are playing this adventure as part of the LEGACY OF THE GREEN REGENT campaign, players come to their event with their characters fully equipped based on their current level and gold piece value. They can reequip their character when they are in a town by spending their coin on hand (CoH). They can even increase their CoH by selling items for half their listed value.

Loudwater is a small city with a 15,000 gp limit. This means that characters can find items worth 15,000 gp or less for sale within the city. LEGACY OF THE GREEN REGENT characters also have a gp limit on which items they can buy based on their level. While it is possible to find items for sale in Loudwater, there are few shops that sell items "over the counter." As the PCs go up in level, their prestige grows and opportunities to purchase more powerful items become available. 1st-level characters can only purchase items found in the *Player's Handbook*. Characters that are 2nd-level and higher can purchase *Player's Handbook* items and legal magic items. At 2nd-level the gp limit is 450 gp, while the 3rd level gp limit is 1,350 gp and the 4th-level gp limit is 2,700 gp.

If they look for a map, the PCs may also a map of the area between Loudwater and Shining falls for 25 gp. Use the map on the inside cover as a handout for the map.

In events where you have a limited session time, you will want to put a limit on at-the-table equipment purchasing. No more than 15 minutes should be spent for this activity during a normal four-hour or five-hour session, and even then some groups may not finish the adventure.

Gather Information: Information is sometimes power, and PCs may want to do some carousing before they leave the City of Grottos. The following are things they can find out. For more roleplaying intensive groups, feel free to add news from character hooks your didn't use or even your own bits of rumor and strange stories. Not every bit of information a PC hears in a tavern is true or relevant (this includes the information given below).

Orcs of the High Forest are greeted with general suspicion (and sometimes overt fear and hatred) within the City of Loudwater (see Appendix 3). Orcs of the High Forest under trying to Gather Information in Loudwater suffer a -10 penalty to the check (as well as any Diplomacy check they may have to

4 If you are not playing this adventure as part of a four-hour or five-hour session at an event, but as part of a home game, you may want to play out a small adventure in the town of Shining Falls of your own design. While the side adventure would not be tracked

make) While both Scions of the Green Regent and Agent of the Red Fellowship gain a +2 circumstance bonus.

DC 10

Thelbrimm's Nine (one of the patrols that protect Loudwater's eastern environs) reported that five families were killed when orcs destroyed their homestead east of Orlbar. The orcs didn't even steal anything; they just killed everyone for the fun of it.

DC 15

A Shining Falls halfling merchant has lost all of his sons, and some of his nephews to the orc raiders. The teller had a drink with the melancholy halfling two nights prior at another tavern, but an ale haze obscures more of the conversation.

DC 20

Otar, the new Green Regent didn't actually flee into the High Forest, he and a few other orcs guard the city secretly, camping in the daylight to escape attention. Others claim that he is hiding only because he plans to attack and sack Loudwater.

DC 25

A young woman emphatically insists she saw a giant rat swimming in the harbor. The rodent climbed up on a boat and then stood on two legs. Some of the Hark's brood is in the city!

Playing the Fool: Sometimes even the best groups can feel stalled, or find themselves stuck at a dead end due to the whim of the dice, lack of sleep on the player's part, or just a strange lack of inspiration. In the *LEGACY OF THE GREEN REGENT* campaign there is a strange NPC that you can use as a plot pusher. His name is Jekris the Mad.

Sometimes called Jekris the Luckturner, or the Happy Fool, Jekris is more mystic force than person. Dressed in soiled peasants robes, this gaunt, frazzled, and almost toothless old man mostly babbles inanelly, mixed in with the occasional helpful advice. He has a habit of opening secret doors by stumbling on their trigger, finding clues and tracks seemly accidentally, and then disappearing in to thin airs, sometimes walking into walls or off cliffs without a trace. Most of all, he helps move adventurers into toward the right direction when they are stymied.

Don't overuse Jekris, or players will find his arrival silly, obnoxious, or boring. He is tool of last resort. If using Jekris doesn't mesh with your own personal DM style, then you don't have to use him. That said, he is not a totally random NPC, PCs are going to encounter him later in the campaign in different roles.

Jekris never remembers people he has met before. Even even the most experienced tracker can never find him when he or she wants too, but he seems to find people at fortuitous times, and usually for the better.

Everyone in Loudwater, Shinning Falls, and Orlbar has at least heard story of Jekris. Some people believe that he is some sort of strange manifestation of Tymora, while others believe that he is a spirit of some strange Netherese wizards (explaining his strange accent) that forever walks the Delimbiyr Crescent.

ADVENTURE START: WAYLAID BEFORE TWILIGHT (EL 3)

This encounter takes place on a lightly wooded stretch of road between Loudwater and Shining Falls, just shy of a campsite in the Tanglefork Woods typically used by folks traveling between the two settlements. If one of the PCs bought the map from Fefgrin (see *Troubleshooting the Adventure*), they'll notice the campsite on the map.

This encounter begins in the hour before twilight, usually just before the PCs plan on pushing to Tanglefork, or find an alternative place to camp. It starts with the PCs hearing the following sounds coming from up the road, just over a wooded knoll.

A panicked voice yells: "No! No! You damned goblin bastard keep that away from me!" A chorus of malicious cackling and a deep, ominous bellow follow the cries.

What the PCs hear is the goblin Skar and his companions torturing poor Blaz Merrymar. The PCs have to act fast. If they tarry (take more than a couple of minutes to make up their mind about approaching the commotion), Skar kills his captive and the PCs have no chance of saving Blaz.

Combat Setup: When the PCs declare that they travel over the wooded knoll to investigate, set up the battle grid. The spaces marked "X" on your battle grid are the default spaces where a group of six PCs would be if they follow the road and stuck together. Place the PCs on the southern edge of the battle grid based on their stated approach, and then roll initiative. Read or paraphrase the following to the PCs. The following read-aloud text assumes the PCs have normal vision, so adjust for low-light and darkvision.

In the day's dying light, it is hard to pick out details. Ahead on the road, just in front of what looks like a tipped-over handcart there're what appears to be three figures. A larger hulking humanoid shape, stooped and menacing, holds a smaller halfling-like figure, who is twisting and contorting away from a torches flame, held by another small figure—that figure looks as if it could be a goblin. The torch wielding humanoid and his larger accomplice howl with delight at their captive's discomfort.

You can also use *Illustration 1* to help describe the scene.

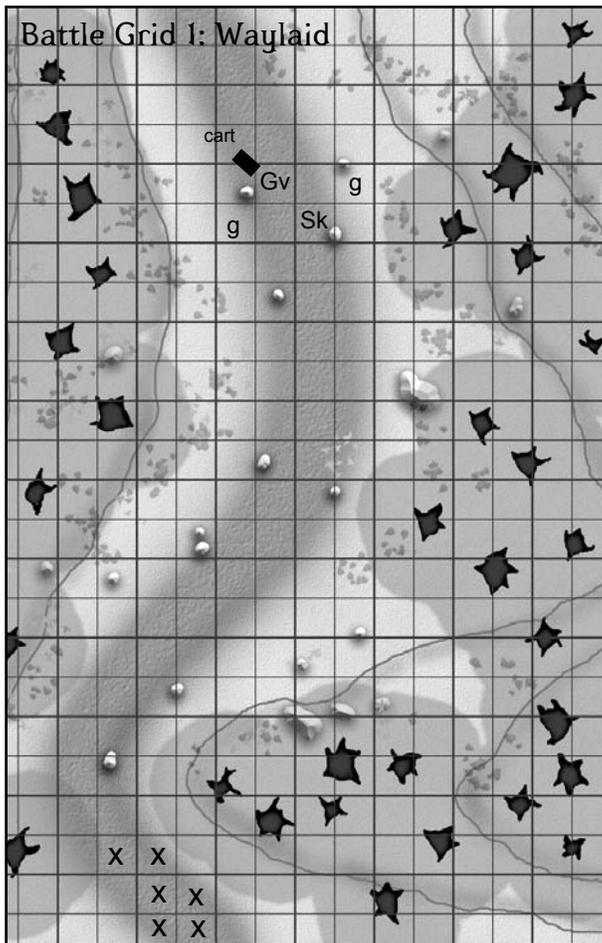
Skar is goblin holding the torch to the halfling. The large hulking figure is Gvrag, Skar's pet bugbear thug. He has the halfling, Blaz, in a pretty firm grip.

Battle Grid Features: *Contour Lines:* A square with a contour line is considered difficult terrain. That is each square counts as two squares (10 feet) of movement, and each diagonal move counts as 2 squares (15 feet), just as 2 diagonal moves do.

Trees: A creature standing in the same square as a tree enjoys a small amount of cover, gaining a +2 bonus to Armor Class and a +1 bonus on Reflex saves.

Rocks: The rocks on the battle grid neither hamper movement nor provide cover.

NPC: The patzon of the almost decimated Merrymar clan of Shining Falls's stronghearts, Blaz is in dire straits. Already suffer-



ing blows from the malicious Skar, one more blow will render him unconscious. Gvrag eventually tosses him aside to join the fight (see Tactics, below), but until then halfling does serve as soft cover to Gvrag (+4 bonus to AC, no bonus to Reflex saves).

◆ **Blaz Merryman:** male strongheart halfling Exp2: hp 4 (current 1); AC 12, touch 12, flat-footed 1; Chr 14; Bluff +8, Diplomacy +6.

Creatures:

- ◆ **Gvrag the Bugbear:** hp 16; see *Monster Manual*.
- ◆ **Skar:** male goblin War1/Rog1: hp 11; see Appendix 1.
- ◆ **Goblins (2):** hp 4, 3; see *Monster Manual*.

Tactics: The goblinoids (and especially Skar) react with cheerful violence to the approach of the PCs. The two goblins in the brush pepper approaching PCs with crossbow bolts and not-so-witty taunts in Goblin. Skar, a psychotic and gutsy goblin, drops the torch and readies to follow the bugbear's lead. Gvrag, at the sight of fresh foes, tosses Blaz (a standard action doing 1d6 points of nonlethal damage to Blaz) and moves forward to join melee. Skar and Gvrag don't flee, even when the chips are down—they're just too downright ornery to know when to quit. The other goblins do flee when the PCs best their leader and his muscle.

Development: What happens next is dependent on actions during the combat. If the PCs are able to save Blaz, then he'll have definite opinions on what they should do next. If the halfling died in the encounter, the PCs have more options, but have more chances to stray from the events this adventure entails.

After he is revived and healed, Blaz is visibly angry and frus-

trated at the events that have transpired. In the past month he has lost four sons, and three nephews to what he thought were orc raids (due to the rumors of orcs of the High Forest attacking some farmsteads on their trek east), but now he is sure it was these goblinoids who were behind the deaths. Early in the attack he heard Skar comment: "this half-man has looser skin than the others. We must be getting to the bottom of the barrel." Followed by "the boss will be pleased." As he relays this information to the PCs he becomes even more and more angry, and insist that if the PCs are heroes they'll track down this leader and rid the road of this terrible scourge, demanding that they exterminate the lot, and recover his kin and their cargo. While he starts his pleas to the PCs with demands and anger, Blaz notices if the PCs are put off by his bloodthirsty tone, and calms his argument in order to win the characters to his side. For more mercenary groups, he eventually offers a reward for taking out the bandits, but only as a last resort. He would much rather appeal to senses of heroism and outrage over savage attacks by goblinoids. He has already lost much of his family and livelihood to these raids, and it will take time to raise monetary reward. Even after he offers a reward, he is hesitant to settle on a sum until the deed is done. If the PCs press, he reluctantly offers 50 gp each, but only if the PCs exterminate the threat, and retrieve what is left of his goods.

If Blaz dies, the PCs have to piece together the attack's backstory from other sources. Alternate ways to find out the backstory, and put PCs on the track of Hekcut's goblinoid raiders are found in both Appendix 3: Shining Falls, and Appendix 4: Loudwater and Gauntlet Harazos Thelbrimm.

If the PCs are able to capture and question any of the goblinoids, they have the opportunity gain some details about what they are up against. Of course the goblins can proved the PCs with all sorts of information including the location of their lair, the number of goblins guarding the lair, that they're are led by a hobgoblin wererat wizard, and even that their master is about to take a long trip back to the Hark's lair to get reinforcement, but the getting this information will prove difficult. All of the goblinoids are deathly terrified of being infected with lycanthropy. While they respect and fear Hekcut and his powers, it is believed by most goblins that those inflicted with the magical disease will not be able to join the armies of Maglubiyet (or join the furious ambushes of Hruggek in Gvrag's case) in the afterlife—and losing that chance means no afterlife at all for these goblinoids. And they are very certain if Hekcut is not able to infect them, their disloyalty will earn the ire of the Hark, and have no doubt that wererat will go out of his way to infect traitors. The ability to fight on in the afterlife is a very important thing to the goblinoids of this region. Because of this, even with the threat of death, PCs will have a hard time intimidating the goblinoids into giving information (-2 penalty to the PCs' Intimidate check if they attempt this), and Diplomacy gets them nowhere. A *charm person* spell will may help yield better results. An opposed Charisma check is required to get a *charmed* goblin or Gvrag to yield the information.

When the PCs are ready to follow the trail of the goblinoids, go to Tracking the Goblinoids, below.

SCALING THE ENCOUNTER

2ND-LEVEL CHARACTERS (EL 4)

Add two more goblins to the encounter (hp 5, 3).

3RD-LEVEL CHARACTERS (EL 5)

Increase the goblins as above, and add two levels of Rogue to Skar (see Appendix 1; hp 23).

4TH-LEVEL CHARACTERS (EL 6)

Add 4 goblins to the encounter (for a total of six; hp 5, 4, 4, 3) add three levels of rogue to Skar (see Appendix 1; hp 28), and two levels of barbarian to Gvrag (see Appendix 1; hp 40).

TRACKING THE GOBLINOIDS

For the adventure to continue, the PCs have to be able to find the path to Hekkur's lair. This may be tricky. If there is a ranger, or someone with the Track feat among the PCs, running this encounter is easy—just let them roll and hopefully find the tracks. Without these, or in cases where the botch the checks, making this happens takes a little more creativity. The following are three ways in which the PCs can do this, only one of which involves the use of the Track feat. Also note that Appendix 3: Loudwater has an alternate way for PCs to find the lair.

Here're the Tracks!

By far the easiest way for PCs to find Hekkur's lair is to track Skar and company's trail back to the Holes In the Ground (see below). The hole is 15 miles away, thus requiring 15 Survival checks after the tracks are found. Within 5 miles, the PCs get their first chance to spot the crows detailed in Black Bird, and Blue-leafed Trees, below.

The area is dominated by soft ground (Survival or Search base DC 9; *note*: playing this adventure at higher than optimized levels lower this DC more because the PCs are tracking more goblinoids), but the PCs attempt to track directly after the battle they must do so in moonlight or moonlightlike conditions (+3 to the DC) and if they do it in the morning the DC goes up (+1) due to time past since the goblins and Gvrag made the tracks. In the former cases, it takes someone with the Track feat to find and follow the tracks unless the PCs play this adventure with characters higher than it is optimized. A PC can Search for the tracks, using the same DCs as above for Survival, but if they are found, that PC is not able to follow them.

If Blaz is still alive, the PCs can question him as to where the goblins' attack originated. His information leads the PCs to some clear tracking clues, which gives the characters a +2 circumstance bonus to the above-mentioned Survival and Search checks.

If the PCs lack the Track skill, or constantly botch their checks, but trudge on into the wilderness in an attempt to find goblins, throw them a bone in the guise of a grig prince.

Groef Feythrin

If the PCs are having a hard time finding the tracks, this encounter may help them find the right direction. It involves a grig prince (called a groef in the local Sylvan dialect) who knows all about the goblinoid raiders in the area, having played pranks on them a time or two, but he'll not let the information go without a price. He isn't looking for gold, gems, or magic (although he will freely take any that the PCs wish to give him, and without any remorse); the PCs must pay by way of entertainment.

If the PCs need the help, read or paraphrase the following when you see fit.

Someone is playing a fiddle. It started sweetly and softly on a gentle breeze, so slight that you almost thought it was the wind playing tricks on your ears. But now you can clearly hear the melody of a whimsy jig coming from a small stand of birch.

If the PCs investigate, they'll have a hard time finding the source of the music at first (Spot against Feythrin's Hide, or pinpoint by Listen [DC 15]), but the grig prince makes himself known before the PCs give up the search. He is hiding in the some of the branches of the largest birch, some 8 feet or so above the ground.

Greetings peasants. You are very lucky big folk, for you are in the presence of royalty. I am Groef Feythrin, and I am here to be entertained by you. Do your best, or I will not think well of you.

Feythrin converses with the PCs in very coy and elusive ways. He only answers direct questions, and then only in the most irritating ways. He honestly enjoys frustrating larger folk. He finds the comical way that they bellow as stomp about when angry. But it is going to take more than this cheep thrill to get him to spill the location of the goblin cave. What he really wants is for a PC or PCs to sing a happy song or perform some bit of comedy for him. Only when his is thoroughly delighted or humored will he give the PCs directions to the blue-leaf stand and the goblin cave.

It takes a Perform (sing or comedy) (DC 15) to persuade Feythrin to give the PCs the directions. Feel free to give up to a +4 circumstance bonus for good roleplaying if players go the extra mile in describing their actions (but only if they make you laugh!). PCs who during the course of early conversations have either insulted Feythrin or asked the question "what is a groef" suffers a -2 penalty to the check, though a proper amount of groveling after will cancel the penalty. Keep in mind that Perform can be attempted untrained, and that each failed attempt by a PC increases the DC by 2.

Once he is amused, he gives the PCs the directions to the blue-leaf stand, plays a little jig with his fiddle (PC must make a DC 12 Will save or be affected as though by *Otto's irresistible dance* for a round) before Feythrin goes invisible, and makes his escape.

NPCs: Groef Feythrin does not engage the PCs in combat unless he is forced, and even then will use his spell like abilities (*entangle*, and *invisibly*) and the powers of his fiddle to escape as quickly as possible. If the PCs drive him off, he does not return.

♣ **Groef Feythrin:** male grig Rog4: hp 21; Spd 20 ft., fly 40 ft.



(poor); AC 20, touch 18, flat-footed 14; Dex 20, Cha 16; Bluff + 7, Escape Artist +13, Hide+18, Listen +10, Move Silently +10, Sense Motive +7; Feythrin does carry a grig fiddle—see *Monster Manual*.

Black Birds and Blue-leafed Trees

As the PCs get closer (within 5 miles) to the goblin lair, they have a chance to Spot (DC 10) a large cluster of crows in the distance. If they Spot the crows, and decide to check them out, they will no longer need to succeed at Track checks to find the source of the goblinoid raiders. Each mile closed reduces the check by 5, so three mile from the blue-leaf stand it is impossible not to see the large murder of crows unless the PC is blind or unconscious.

The crows are obviously attracted to something inside a stand of blueleaf trees straddling a large and deep gulch. A Knowledge (nature) check DC 10 reveals that crows only congregate like this if there is a fairly plentiful food (carrion) source in the area. If the PCs investigate, see Holes in the Ground.

BLUELEAF TREES

Recognizable by the eerie, gleaming blue color of their many-pointed leaves, blueleafs (not “blueleaves”) grow close together in thick stands, reaching 40 feet in height but rarely attaining thick trunks.

Blueleaf wood is durable, and the sap and crushed leaves yield a vivid blue dye much favored in local cloakmaking. When the leaves or wood is burnt it yields beautiful leaping blue flames. Local bards and tale-tellers use such flames as mood lighting during sad or particularly songs and stories.

HOLES IN THE GROUND

Within the stand of blueleafs there are a few areas of interest. The first is the site of bonfires and a kill hole—a place where the goblins discard the bones and unconsumed remains of their prey, the site that is attracting the crows. The second is the trapped hole that leads to the raft at the edge of the fast-moving, nameless river that adjacent to the stand and the goblin caves. The last is the river itself, and the makeshift launch area for the goblin raft. For a general description of the stand’s interior, read or paraphrase the following when the PCs enter.

The blue-leaf trees are so thick here, and the air is stuffy, as the canopy traps the moisture thrown up by the fast-moving river. The noise coming from the rapids drowns out all other noise, except for the occasional squawk of crows. A game path winds its ways into the woods, coming to a fork directly in front of an unusually thick and seemingly out-of-place oak.

Kill Hole

This is where the mass of crows the PCs spotted from afar congregate. The goblins use this area to cook and devour large meals while performing rituals and sacrifices to Maglubiyet. Currently it is abandoned, though it does give some clues to the havoc that the goblinoids have been inflicting as of late.

The hole is almost five foot deep, and littered with hundreds if not thousands of bones. Most are of deer and other local fauna, but even at a glance the PCs will notice humanoid skulls

Development: PCs looking for tracks in the area find many without even needing to succeed at a check. Further examination

(Track DC 20) gleans that no less than 20 goblins have attended “festivities” here at one time. A Search of the bones (DC 10) discovers that there are a number of halfling remains in the pit, along with a few humans, about a dozen goblins, a couple orcs, and that of a single ogre Hekkut and his goblinoids were fortunate enough to defeat a few nights ago when it stumbled upon their cave. The goblin remains in the pit were those lost in the battle with the fierce giant.

Treasure: If the PCs take the time for a more detailed search (DC 20; a normal check takes 20 minutes, if the PCs take 20 it takes several hours to find it, see the Consequences for Delay sidebar) there is a chance that they will find a simple bone scroll case that contains a divine scroll of *remove curse*.

TRAPPED HOLE (EL 1)

This hole serves as a conduit to the makeshift raft launch area at the river. A simple but rather ingenious little trap guards the hole. It’s designed not only to “soften” intruders, but also to warn the goblins watching the river from the Shooting Gallery (see River Cave, below). When the PCs reach the hole, read or paraphrase the following:

In the center of this clearing is a hole crowned with large, smooth river stones. The walls of the pit are rough and riddled with roots and rocks. The earthen floor is at least 10-foot drop from the hole’s entrance, probably more.

A Search or Track (DC 13) check on the area around the hole reveals that goblins have gone in and out in the past days. Searching the hole may reveal (DC 15) the uppermost hidden handholds made of dark iron. They are hard to spot because they have been shaped to blend in with the blueleaf roots that tangle about the hole’s walls. These handholds are used by the goblinoids to descend the hole without setting off the trap. If the PCs find the first handholds, and the others down farther the hole (Search DC 12), they can traverse the hole safely without setting off the trap.

Trap: If the PCs don’t find the hidden handholds, and carelessly enter the hole, they set off the trap at the place marked with an “X” on your battle grid. The walls of the hole are made of a mud façade that hide loose rocks, sand, and sacks of chalk. Tripping the trap, unleashes the jumble in a choking, rumbling mass atop those in the hole.

➤ **Rolling Rock Trap:** CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22.

When the trap is tripped, the sacks of chalk have a secondary effect: alarming the goblin sentries in the Shooting Gallery (see River Cave area 3) that intruders are coming. See that area description for further details.

Development: Traveling down the pit is not the only way to reach the raft landing at the river (see area 3, below). Climbing or repelling down the cliff face is a perfectly reasonable way of getting to the landing. Like setting off the trap in the hole, climbing down also automatically alerts the goblins in the Shooting Gallery of the PCs’ approach.



The Raft (EL Variable)

Beyond the trap or down the cliff, the PCs find a landing. On the landing, tied to the shore by a 10-foot length of hemp rope, is a rickety raft used by the goblinoid to travel up and down the river. A stout pole, usually used by Gvag to push the raft alone, lies atop the raft.

Use Illustration 2 to describe this scene.

Development: Most PCs are going to use the raft to traverse the river. Appendix x gives basic vehicle rules for controlling the raft.

⚔️Rickety Raft: Large vehicle; Profession (sailor), or Wisdom +0 (DC 15). Spd 20 ft. (nautical good); Overall AC 1; Overall hp 40 (harness 5); Ram 4d6; Face 10 ft. by 15 ft.; Crew 1.

If the check fails by more than 10 points, the raft capsizes. All the PCs must succeed a Reflex save (DC 14) or they are swept down the river, and then must resort to Swim checks (DC 15) to navigate the rapids.

All of this is complicated by the fact that the goblins in the shooting gallery likely become aware of the PCs progress toward their cave and start firing bolts. If the PCs set off the rolling rock trap in the hole, or repelled down the cliff, the goblins are immediately aware that the PCs are heading toward the cave, and begin firing bolts as soon as possible. If the trap was bypassed and the PCs traversed the tunnel to reach the landing, the goblins must succeed a Spot check (DC 12) to Spot the PCs. Make the check each round that the PCs are within the goblins firing window. If they just see the raft moving toward the cave normally, they are lax in their attention, assuming the Skar and Gvag have returned.

You battle grid illustrates the ranges that the goblins can fire, and even illustrates the probable range zones. While these are

not entirely exact, after all the goblins have two holes they can fire from and may shift back and forth to get a good shot, they are good enough for the purposes of running the encounter. When the PCs are fired on, they automatically spot the goblins (use Illustration 3).

Once the PC are beyond the point where the goblins can shoot at them, they can take 10 on their rolls to control the raft, which in most circumstance will be ample control their progress.

There are of course other ways to get to the river caves, and inventive players will attempt all sorts of ways to scout the area and attempt the river caves. So be on guard, and allow PCs to find their own solutions using their own particular mix of skills and spells.

RIVER CAVE

The following features are true unless otherwise noted in a specific area description.

Walls and Floors: The walls of the River cave are mostly of hard and packed mix of sand, clay and stone, crudely constructed beams rafters and constraints made of lashed logs add extra support here and there. Disrupting these supports does not cause immediate cave-ins, but their lack cause some after the next winter's thaw. Corridors are only 8 feet high, while chambers usually climb to 10 to 12 feet. The climb DC for the walls is 15. The floors of the complex are made of the same material, and are dotted with potholes, puddles, and slick spots. The condition of the floor adds 2 to the DC of Balance and Tumble checks.

Light: Almost all of the caves are dark with no natural lighting; its denizens have darkvision and don't get many visitor. Keep in mind that light traveling down a corridor will alert creatures of intruder approach.

Smell and Atmosphere: Most of the complex smells earthy, and in many places the air is heavy and stale, but still completely breathable. The chief exceptions are area 1 and 3, both of which have openings to the river, where breezes blow in wet fresh air.

Stairs: The stairs of the complex are made of the same materials as the walls. Jammed logs provide extra support for each stair. All are gradual stairs, and don't affect movement, but creatures that attack a foe below them gain a +1 bonus on attack rolls from being on higher ground.

DELAY CONSEQUENCES

Tarrying carries consequences that manifest in the final encounter. Once the PC encounter the goblinoid assault on Blaz they have two full days to reach the caves and encounter Hekcut the Molted. If they take longer, the wererat is gone; well on his way to the Dungeon of the Hark via the twist and turns of a region of the Underdark known as the Illithidszilt-Ervvaut or the Flayers' Corridors.

1. Lair of the Lightning Rats (EL 2)

Successful rafters guide the vessel to the sandy shore of this cave. Some members of the regional species of dire rats guard the place.

Water from the rough water laps loudly on the sand and gravel covered entry to this cave. The rock and soil walls reach deeper into the cliff, narrowing as they go. At least a few smaller caves line the cavern's walls, each no more than a couple feet in diameter. They look as if some burrowing thing created them.

Trapped Hole



Current

BATTLE GRID 2: RIVER AND CAVES

(Arrows on Stairs point down)

Raft

-4 ATK

-2 ATK

3

2

4

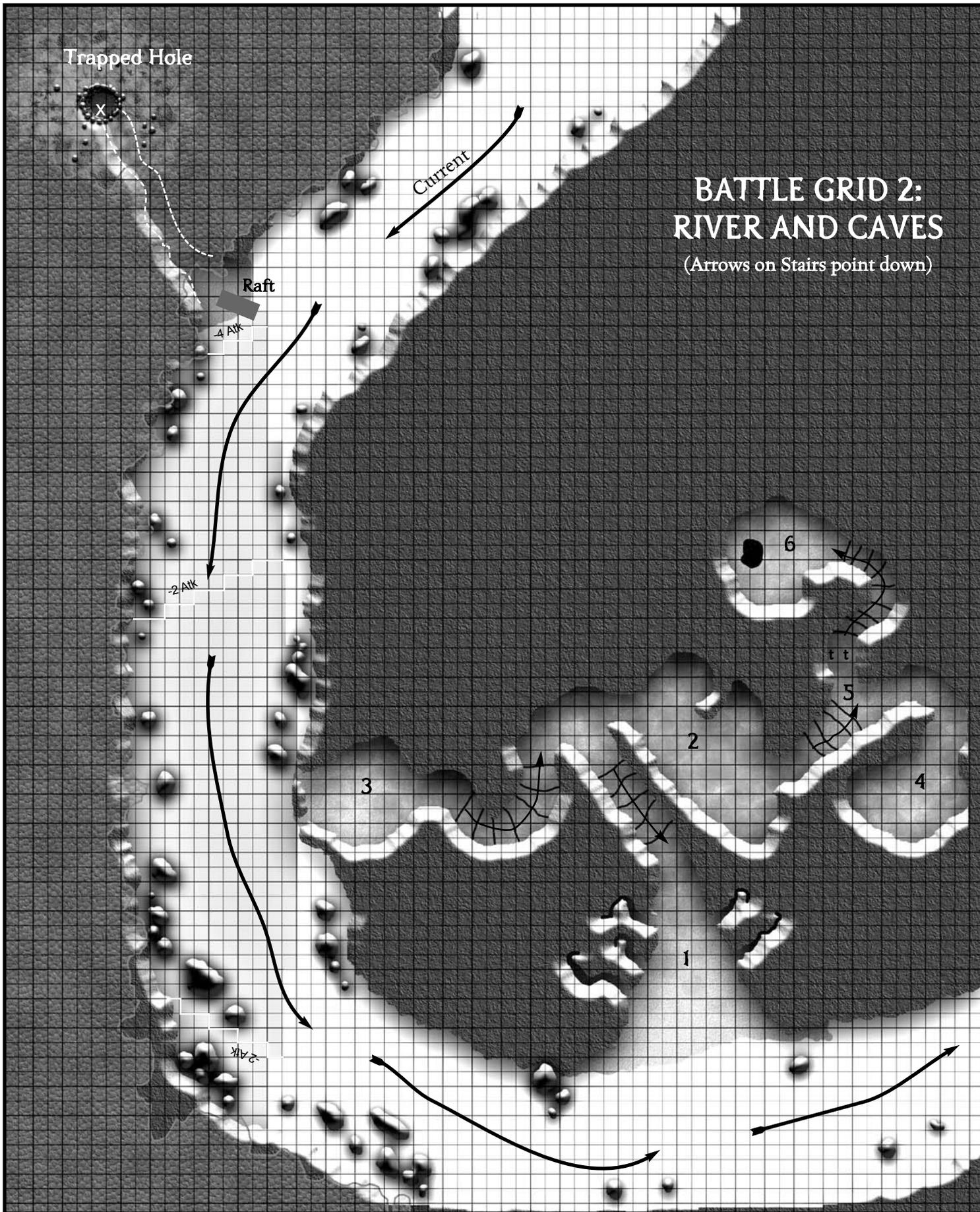
6

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5

1

-2 ATK



PCs searching the area (Search, DC 5; characters with Track can use Survival) notice a number of humanoid tracks, and large (as in dire) rat tracks. Most of the humanoid tracks tread deeper into the cave, while the rat tracks lead to the smaller caves along the walls of the cave. The smaller caves are the hiding places for its guardians. The rat guardians of the chamber attack any PC approaching those smaller caves or exploring deeper within cave complex. (Show the players Illustration 4, just prior to their attack.) Hekkut and the goblins use these creatures like other races use dogs to guard their lair. These rats even produce a surprisingly loud, sharp bark as they bite, which may bring the denizens of the Goblin Lair (see area 2, below) to investigate.

Creatures: The guardians of the lair are lightning rats, a more rural species of dire rat native to the Delimbiyr Crescent and the Greyvale. The rats are leaner and quicker than normal dire rats (Knowledge [nature] DC 10 to recognize that they are not normal dire rats, DC 15 to recognize them as lightning rats, grant a +4 circumstance bonus to local characters),

➤ **Lightning Rats (5):** hp 8, 5, 2, 2, 1; see Appendix 4.

Tactics: The rats are shrewd combatants, using their speed and Spring Attack to attack, and then duck back into the smaller caves, which grant cover (+4 to AC, +2 bonus on Reflex saves in certain situations).

Development: Other than egress from this chamber to deeper in the River Cave, the only other development is if the lightning rat barking attracts goblins from area 2. They arrive after five rounds of combat with the rats.

SCALING THE ENCOUNTER

2ND-LEVEL CHARACTERS (EL 3)

Add three more lightning rats to the encounter (hp 9, 5, 4).

3RD-LEVEL CHARACTERS (EL 4)

6 advanced (Small 3 HD) lightning rats (see Appendix 1; hp 21, 21, 20, 17, 14, 13).

4TH-LEVEL CHARACTERS (EL 5)

5 advanced (Medium 6 HD) lightning rats (see Appendix 1; hp 46, 44, 34, 34, 24).

2. Goblin Lair (EL 2)

Hekkut's goblins use this area as a communal lair. Before the PC enter this chamber, they can smell it. A strong pungent smell like that of rotting leaves (or worse) emanates down the corridors from this chamber. The following read aloud text assumes that the goblins are encountered in this chamber, and for some reason didn't investigate lightning rat barking coming from area 1. If the PCs have already encountered the goblins, don't use the second paragraph.

Clumped within this smelly room there is the abundance of large speckled mushrooms that grow along the walls of the chamber. But more dangerous are the many goblins residing here.

The smell comes from the deathbreath mushrooms growing in the chambers many niches and corners, and goblin waste (goblins are not the most sanitary of creatures). Found primarily in the High Moors, the mushrooms are goblinoid delicacy, the mushrooms are poisonous if ingested by others (Knowledge Nature DC 15 to know about the typical habitat of the mushrooms and where they are from). The mushrooms are only dangerous if eaten (Fort save DC 10, or become nauseated for 2d10 minutes).

Creatures: Most of what's left of Hekkut's goblin forces dwells in this chamber among their favorite food (other than meat). When the lightning rats in area 1 start to bark, make a Listen check for the goblins (one check and four aid another attempts DC 10). If successful, the goblins investigate the noise. If not, they are found in this chamber. If the goblins from the Shooting Gallery have warned them, they are actively listening (taking 10 on their Listen check) and automatically hear the strange bark of the lightning rat.

➤ **Goblins (5):** hp 9, 7, 5, 4, 2; see *Monster Manual*.

Tactics: Goblin tactics are pretty scattershot. Without a clear leader they tend not to coordinate their attacks at all. These goblins are far less organized than they would be if Skar were around, but do tend to throw at least one javelin to soften an enemy before entering into melee.

Treasure: Hidden behind a group of slimy mushrooms the PCs may find (Search DC 10) a large pouch with a vial of alchemist fire, and five tindertwigs.

SCALING THE ENCOUNTER

2ND-LEVEL CHARACTERS (EL 3)

Add three more goblins to the encounter (hp 8, 4, 3).

3RD-LEVEL CHARACTERS (EL 4)

Add three more goblins (hp 8, 4, 3) and a bugbear (hp 24; see *Monster Manual*) to the encounter.

4TH-LEVEL CHARACTERS (EL 5)

Add three bugbears to the encounter (hp 24, 17, 15; see *Monster Manual*).

3. Shooting Gallery (EL 1)

This chamber serves as the primary defense against foes coming down the river to the cave. Two goblins are always here watching and waiting to plug intruders. They are more than willing to turn their crossbows on sneaky PCs who catch them here unawares.

Other than the two shooting holes the only thing of interest here is the goblins' spare ammo (see Treasure).

Usually before the PCs even reach this locale, most likely the PCs will have encountered these two goblins from the river. See the battle grid for the shooting area and range markers. PCs shooting the goblins from the raft, not only have to deal with the range (20 ft. up, and as many feet) but the motion of the raft (-2 penalty to attack rolls), and the fact that the holes grant improved cover (+8 bonus to AC, +4 bonus on Reflex saves).

Creatures: These two goblins are extremely dedicated to their sniper posts, a trait rather atypical of their kind.

➤ **Goblins (2):** hp 6, 4; see *Monster Manual*.

These goblins are armed with light crossbows (+3 range; 1d6/19-20) instead of javelins.

Development: After these goblins are done shooting at targets coming down the river, they will warn the goblins in area 2 and Hekkut of the invaders. Then take positions on the passageway leading to the gallery, hoping to sneak up on PCs as they pass (or allow the goblins from area 1 to flank invaders positions if the PCs choose to explore in the gallery's direction).

Treasure: in a small depression on the western wall of the gallery lies a few bundles of spare bolts. There are 30 bolts usable in light crossbows for Small creatures. Among them are five bolts with alchemical silver tips (1d6-1 damage).

SCALING THE ENCOUNTER

2ND-LEVEL CHARACTERS (EL 2)

The goblins are advanced goblins Rog1 (hp 6, 5; see Appendix 1).

3RD-LEVEL CHARACTERS (EL 3)

One of the goblins is an advanced goblins Rog1 (hp 6; see Appendix 1), the other is a goblin Rog2 (hp 13; see Appendix 1).

4TH-LEVEL CHARACTERS (EL 4)

Both goblins are advanced goblin Rog2 (hp 13, 11; see Appendix 1).

4. STORAGE CAVE (EL 0 OR 1/3)

This chamber holds the loot stolen by the goblin raids, which will be carted back as tribute once Hekkut gathers reinforcements from the Dungeon of the Hark.

Small wooden kegs, and grain sacks, cloth bags, bundles of cloth, rolls of rugs, and small crates are strewn about in the cave.

Everything stolen from the Merrymars and others that the goblins did not eat, use, or destroy is gathered in this room. It is not organized at all, and will take time to organize and inventory, not to mention move.

Creature: Disturbing the rolls of blankets, provokes the ire of a resting giant fire beetle resting under them. The beetle attacks and then attempts to escape.

➔ **Giant Fire Beetle:** hp 5; see *Monster Manual*.

Treasure: The various items here could be sold for a fair amount of coin (150 gp per PC), but it will take time to find buyers and doing so may attract the attention of the Merrymar clan and allied Shining Falls strongheart halfling families, which ruins any chance of receiving a reward from them later at the very least. If the PCs Search the piles they may find (Search DC 15) a silvered short sword, a weapon once carried by one of Blaz's sons, but doing so takes time, which may have repercussions (see below).

Development: If the PCs take too much time here, it increases the chance that Hekkut will make his escape. For instance, if they decide to camp here, he definitely flees in the interim, or if the PCs spend time to do a quick inventory or search for items that can help them, there is a 50% chance that the wererat makes his escape while they do, even if it is under the normal two day window—Hekkut hears them and decides to make a run for it.

SCALING THE ENCOUNTER

2ND-LEVEL CHARACTERS (EL 1)

Increase the to three giant fire beetles (hp 8, 5, 3).

3RD-LEVEL CHARACTERS (EL 2)

Swap giant fire beetle to a single giant bombardier beetle protecting a nest (hp 11; see *Monster Manual*).

4TH-LEVEL CHARACTERS (EL 3)

Swap giant fire beetle to a cluster of two giant bombardier beetles protecting a nest (hp 13, 11; see *Monster Manual*).

5. Whistling Trap (EL 1)

Paranoid to the extreme, Hekkut guards his lair with a nasty dart trap. The battle grid shows the trip location in darker gray (for 3rd-level and high characters the trip location stays the same, but the area affected increases to the two squares directly behind [west] of the trip locations). Once the PC hits the trip location, the darts fire.

Trap: The dart trap also lets out a shrill whistling sound, created by hollows in the darts. This has the extra affect of warning Hekkut of arriving visitors.

➔ **Fusillade of Darts:** CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20.

SCALING THE ENCOUNTER

2ND-LEVEL CHARACTERS (EL 2)

➔ **Fusillade of Darts:** CR 2; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4+1 darts at each target in two adjacent 5-ft. squares); Search DC 15; Disable Device DC 20.

3RD-LEVEL CHARACTERS (EL 3)

➔ **Fusillade of Darts:** CR 3; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4+1 darts at each target in a 10-ft.-by-10-ft. area); Search DC 17; Disable Device DC 20.

4TH-LEVEL CHARACTERS (EL 4)

➔ **Fusillade of Darts:** CR 4; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d6 darts at each target in a 10-ft.-by-10-ft. area); Search DC 17; Disable Device DC 20.

6. Lair of the Wererat (EL 4)

Much of what the PCs encounter here is dependent on past actions. Irrespective of that, much of the physical makeup of the room will not change. When PCs see the room, read or paraphrase the following:

The rough walls of this cave are decorated with many strange glyphs and pictographs along the walls. Many are of a blocky savage design, but some are as elegant as a wizard's script. The

chamber is illuminated by a statue, part rat-totem, and part decorative brazier, that spits its smokeless flame into the air.

If the PCs took less than two days for the PCs to get here, then Hekktut the Molten is still here. Add the following the following.

Toward the back of the cavern, suspended from the ceiling is a complicated set of ropes and pulleys ending in a net holding a large rock pile over a hole. A rope snakes down into the hole from the rigging. Obviously pulling the rope causeS the rocks to fall, burying the hole.

By the hole is a ratman, or rather some mix between a giant rat and a hobgoblin, dressed in moth-eaten robes and adorned with numerous pouches—probably spell component pouches. He is armed with a quarterstaff.

Use Illustration 5 to describe that scene. If they took more than two days, he has escaped. Use the following instead.

Toward the back of the cavern, there is a pile of rocks on the floor. They look as though they are filling a large hole in the ground.

This chamber has been used by Hakkut the Molten, a hobgoblin wererat brood-servant of the Hark, as lair and base of operations for the past month. Hakkut made the strange markings that clutter the walls of the cave. The hobgoblin lycanthrope suffers from a mental illness—part attention deficiency and part compulsion—that causes him to scribble notes about his life on the walls of his living quarters. They are in the Goblin language, but rather than using the Dwarven alphabet, he uses a pictogram code of his own creation, and that only he knows.

If the PCs took less than two days from their confrontation with Skar to reach this place, Hakkut is still here preparing for the Underdark trek to the Dungeon of the Hark some hundred miles south and east by the crow flies. He is returning to report on his progress, and to obtain reinforcements. The ogre that stumbled into the cave complex a tenday ago has decimated his forces, and hopes that the Hark will grace him with more goblins to command. Over his planned egress is a rigged pile of good-size rocks and boulders. The stones are set up in such a way that when a creature pulls on a length of rope leading from the pile down the hole the rocks fall on the hole.

PCs that took more than two days to get here only find the writing on the wall, Hakkut's rat-shaped totem, and the pile of rocks blocking the passage to the Underdark.

Creature: Hekktut can be a cunning opponent, but he is also a coward. His main goal is to escape, even if he is captured. If escape is impossible, he would rather die than betray his master—he fears the Hark more than death.

➤ **Hekktut:** Male hobgoblin wererat Wizz; hp 19; see Appendix 1.

Power-up suite: Spd 70 ft.; SV Fort +7, Ref +9, Will +4.

Tactics: If the PCs set off the whistling dart trap, Hakkut has enough time to pack his belongings (some dried meat, water, spell components, sticks of charcoal, and his spell book), and cast at least a couple of preparatory spells (*resistance* and *expeditious retreat*) before the PCs enter the chamber. From there, Hakkut launches what he hopes is a debilitating attack (usually a *sleep*



spell), and attempt to flee down the hole. It will take a standard action on his part to pull the rock pile down on the hole, but when he does, his escape is ensured. It will take 1d4 days of rigging to clear the rocks from the hole enough to even attempt to follow Hakkut.

If the PC don't trip that trap, they have a chance of getting a jump on Hakkut. While he still flees into the hole as soon as he is physically able, he lacks the power-up suite, and forgoes the spell attack unless it is clearly in his immediate advantage not to.

Development: Inquisitive PC will be curious about the strange scribbling on the wall. A comprehend languages or a successful Decipher Script check (DC 20) allows a PC to read Hekktut's strange script. Hekktut's notes talk recounts many things such as he and the goblins trek from the Hark's stronghold in the High Moor through the illithid-infested corridors of the Underdark, to these caves. Reading on the PCs will find that the Hark has made a deal with the mind flayers that allows his agents to move through areas they control in the local under earth, and that the wererat bandit lord is hoping to expand his territory into the very heart of the trade corridor between Llorck and Secomber, with a desire to strike at Loudwater itself. If the script is deciphered give each player a copy of this adventure's story object: Hekktut's Strange Script. Story objects are handouts that players can take as record of important information gained in the adventure. The front of the story object is a picture of Hekktut's pictographs on the wall of his cave; the back contains the translation and information gained.

The script also tells that he and his goblinoid are indeed responsible for all the attacks on the poor Marmymars, as well as other travelers between Loudwater and Shining Falls.

SCALING THE ENCOUNTER

2ND-LEVEL CHARACTERS (EL 5)

Advance Hekkut to 3rd-level (hp 17; Power-up Suite—Spd 70 ft.; Fort +9, Ref +11, Will +7) see Appendix 1.

3RD-LEVEL AND 4TH-LEVEL CHARACTERS CHARACTERS (EL 6)

Advance Hekkut to 4rd-level (hp 27; Power-up Suite—Spd 70 ft.; Fort +9, Ref +11, Will +8) see Appendix 1.

BEYOND THE RIVER CAVE (EL VARIABLE)

If the PC defeat Hekkut before he can scramble down the hole, or they insist on taking the time to uncover the passageway, it will become clear that down is not the place to go. First, the PCs have to climb the almost 80-foot decent (Climb DC 25, reduced to DC 5 if the PC use a rope) to the passages of the Flayer's Corridors. And even when they reach the first horizontal passageways, they are greeted by confusing honeycomb of passages that require a daily Survival checks (DC 15) just to keep from getting lost.

Eventually, after a day and a half of wandering around in the Underdark, some creepy hunters attack the party.

Creatures: Pair of danger gricks utilizes the confusing passages of the Flayer's Corridors to trap the PCs in a dead end. Beware, this is a very dangerous encounter that has a good chance of decimating the PCs, but such are the hazards of walking in the Underdark.

➤ **Gricks (2):** 6, 9; see *Monster Manual*.

On the off chance that the PCs come away from the encounter with the gricks and want to continue exploring the Underdark, they get one more hint, and then it's time for the big guns...or big tentacles as the case may be.

Not far from where the PCs encountered the gricks, they discover the following.

In the middle of a long echoing corridor stands a large many-sided obelisk that twists upward like a wicked, crooked finger of some infernal abomination.

The obelisk is an Underdark waymarker, informing travelers they are entering the territory of the illithid. Approaching the waymarker the PCs see the obelisk has six sides, each decorated with images of mind flayers feeding on a different kind of creature. One has them feeding on a drow, one has them feeding on an orc, another a human, another an ogre, the next a derro, and the last some infernal creature. Each has the following message written in a language corresponding with their prey (drow—Undercommon; orc—Orc; human—Common; ogre—Giant; derro—Dwarven; infernal creature—Infernal).

Lesser beings—let it be known that one step farther and you are ours. This is not a warning; it's an invitation. Join us, and we'll complete your life.

The warning is sincere. If the PCs decide to trudge on, a pair of mindflayers soon attacks them. A couple of rounds later, their lives are complete.

Creatures: These two cold-blooded killers will not even approach the PCs. They will incapacitate them from afar, and feast at their leisure.

➤ **Mind Flayers (2):** hp 50, 44; see *Monster Manual*.

CONCLUDING THE ADVENTURE

The end of this adventure is fairly straightforward. The PCs will either eliminate the goblinoid threat to the area and find out some of the Hark's plans and methods in the region or they will not.

PCs who save Blaz and recovered his family's goods, the halflings of Shinning Falls treat the PCs like the heroes they are, gorging them with vast banquets and lavishing them with plush (if small) quarters for the days they stay in the village.

Adventure Consequences

Characters that died during the adventure can get a raise dead spell cast on them by Prior Athosar from the Houses of Morning in Loudwater. This costs 1,000 gp of gold piece debt (that is a 1,000 gp taken from EV permanently), which can be split between multiple PCs. If this happens, you will also have to deduct as many experience points to put the character at the mid point of the next lowest level. Of course, this can't be split between multiple PCs.

If a character contracts lycanthropy he or she is cured free of charge in either Loudwater or Shinning Falls. Wererats are not tolerated in the region. If the PC refuses, then the character is immediately retired (treat as a character death), due to the alignment shift that will no doubt occur on the next full moon.

ADVENTURE QUESTIONS

DUNGEONS & DRAGONS CAMPAIGNS (of which LEGACY OF THE GREEN REGENT is that program's first offering) tracks character progress digitally. At the adventure you report what the characters did, by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points (XP) and gold piece value increase each character gains.

At the end of this adventure you'll find and RPGA Session Tracking form, tailored for this adventure. On the section titled "Adventure Questions" fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions ask whether or not PCs defeated an encounter. Defeating doesn't necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encounters unscathed. Does bypassing an encounter earn the XP that defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to

bear in the next encounter. Where is the line? You are going to have to make that decision, because you are the DM.

For traps, PCs get experience points just for encountering them, whether or not they have been disabled.

The maximum reward available for this adventure is 550 XP and 300 gp.

1. Did the PCs defeat the goblinoids and save Blaz Marrymar during Waylaid before Twilight?

- a. Yes. They defeated goblins and saved Blaz.
- b. Not quite. They defeated the goblins but were not able to save Blaz. He died in the encounter.
- c. Not quite. They didn't defeat the goblins but were able to save Blaz.
- d. No. They neither defeated the goblins nor saved Blaz.

2. Did the PCs encounter the Trapped Hole and navigate the river?

- a. Yes. They encountered the trap and successfully navigated the river?
- b. Not quite. They encountered the trap, but bypassed the river.
- c. Not quite. They bypassed the trap, but navigated the river.
- d. No. They never encountered or bypassed both.

3. Did the PCs defeat the lightning rats and goblins in the River Caves?

- a. Yes. They defeated the lightning rats and the goblins.
- b. Not quite. They defeated the lightning rats but didn't defeat the goblins.
- c. Not quite. They didn't defeat the lightning rats but did defeat the goblins.
- d. No. They neither defeated the lightning rats nor the goblins.

4. Did the PCs encounter the whistling dart trap and defeat Hekkut?

- a. Yes they encountered the whistling dart trap and defeated Hekkut
- b. Not quite. Yes they encountered the whistling dart trap, but Hekkut escaped.
- c. No. Yes they encountered the whistling dart trap, but Hekkut defeated the PCs.
- d. No. They didn't encounter the whistling dart trap, nor did they encounter Hekkut.

5. Rate the group's roleplaying.

- a. Fantastic. Everyone had interesting and engaging characters the interacted with the adventure in very fun ways.
- b. Good. Most everyone had interesting and engaging character that interacted with the adventure in very fun ways.
- c. Okay. There was some roleplaying.
- d. None. They treated the adventure only as a set of objectives. There was no roleplaying.

APPENDIX I: NPC AND MONSTER STATS

Adventure Start: Waylaid at Twilight

➤ **Skar**: male goblin War1/Rog1; CR 2; Small humanoid (goblinoid); HD1d8+1d6+4; Init +3; Spd 30 ft.; AC 17, touch 14, flat-footed 14; Base Atk +1; Grp -3; Atk +3 melee (1d6, masterwork morningstar), or +5 ranged (1d6/19-20, light crossbow); Full Atk +3 melee (1d6, masterwork morningstar), or +5 ranged (1d6/19-20, light crossbow); SQ Sneak attack +1d6; SQ darkvision 60 ft., goblin traits, trapfinding; AL NE; SV Fort +4, Ref +5, Will +0; Str 11, Dex 17, Con 14, Int 12, Wis 10, Cha 6.

Skills and Feats: Climb +4, Escape Artist +5, Hide +5, Intimidate +3, Profession (sailor) +4, Swim +4; Point Blank Shot.

Languages: Common, Goblin, Orc.

Possessions: light crossbow, 10 bolts, masterwork morningstar, studded leather armor.

➤ **Skar (EL 5 version)**: male goblin War1/Rog3; CR 4; Small humanoid (goblinoid); HD1d8+3d6+8; Init +3; Spd 30 ft.; AC 18, touch 15, flat-footed 14; Base Atk +3; Grp -1; Atk +5 melee (1d6, masterwork morningstar), or +9 ranged (1d6/19-20, masterwork light crossbow); Full Atk +5 melee (1d6, masterwork morningstar), or +9 ranged (1d6/19-20, masterwork light crossbow); SQ Sneak attack +2d6; SQ darkvision 60 ft., evasion, goblin traits, trap sense +1, trapfinding; AL NE; SV Fort +5, Ref +7, Will +1; Str 11, Dex 18, Con 14, Int 12, Wis 10, Cha 6.

Skills and Feats: Climb +7, Escape Artist +9, Hide +9, Intimidate +5, Profession (sailor) +6, Swim +7; Point Blank Shot, Precise Shot.

Languages: Common, Goblin, Orc.

Possessions: masterwork light crossbow, 10 bolts, masterwork morningstar, *potion of cure light wounds*, studded leather armor.

➤ **Skar (EL 6 version)**: male goblin War1/Rog4; CR 5; Small humanoid (goblinoid); HD1d8+4d6+10; Init +3; Spd 30 ft.; AC 19, touch 15, flat-footed 19; Base Atk +4; Grp +0; Atk +6 melee (1d6, morningstar), or +10 ranged (1d6/19-20, masterwork light crossbow); Full Atk +6 melee (1d6, morningstar), or +10 ranged (1d6/19-20, masterwork light crossbow); SA Sneak attack +2d6; SQ darkvision 60 ft., evasion, goblin traits, trap sense +1, trapfinding, uncanny dodge; AL NE; SV Fort +5, Ref +8, Will +1; Str 11, Dex 18, Con 14, Int 12, Wis 10, Cha 6.

Skills and Feats: Climb +8, Escape Artist +10, Hide +10, Intimidate +6, Profession (sailor) +7, Swim +8, Tumble +7.

Languages: Common, Goblin, Orc.

Possessions: +1 studded leather armor, masterwork light crossbow, 10 bolts, masterwork morningstar, *potion of cure light wounds*.

➤ **Gvrag (EL 6 version)**: male bugbear Bbn2; CR 3; Medium humanoid (goblinoid); HD3d8+2d12+15; Init +2; Spd 40 ft.; AC 18, touch 12, flat-footed 18; Base Atk +4; Grp +9; Atk +11 melee (1d8+5, masterwork morningstar), or +6 ranged (1d6+5, javelin); Full Atk +11 melee (1d8+5, masterwork morningstar), or +6 ranged (1d6+5, javelin); SA rage; SQ bugbear traits, darkvision 60 ft., fast movement, illiteracy, scent, uncanny dodge; AL CE; SV Fort +7, Ref +5, Will +2; Str 20, Dex 15, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +9, Move Silently +7, Swim +8; Power Attack, Weapon Focus (morningstar).

Languages: Common, Goblin (illiterate).

Rage (Ex): 1/day—hp 50; AC 16, touch 10, flat-footed 16; Grp +11; Atk +13 melee (1d8+7, masterwork morningstar), or +6 ranged (1d6+7, javelin); Full Atk +13 melee (1d8+7, masterwork morningstar), or +6 ranged (1d6+7, javelin); Fort +9; Will +4; Climb +11; lasts 7 rounds, then fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run).

Possessions: 3 javelins, leather armor, light wooden shield, masterwork morningstar, *potion of cure light wounds*.

River Cave

1. LAIR OF THE LIGHTNING RATS

➤ **Advanced Lightning Rats (EL 4 version)**: CR ½; Small animal; HD 3d8+3; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +2; Grp -2; Atk +6 melee (1d4 plus 1 sonic, bite); Full attack +6 melee (1d4 plus 1 sonic); SA Sonic bark; SQ Low-light vision, scent; AL N; SV Fort +4, Ref +6, Will +4; Str 10, Dex 17, Con 12, Int 1, Wis 12, Chr 4.

Skills and Feats: Climb +12, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +12; Alertness, Spring Attack, Weapon Finesse, Weapon Focus (bite).

Sonic Bite (Ex): In combat their bites are accompanied by loud sonic barks, which does a point of sonic damage (the damage is already in the statistic block), and also inform others in the area (or goblin keepers) that trouble is afoot.

➤ **Advanced Lightning Rats (EL 5 version)**: CR 1; Medium animal; HD 6d8+15; Init +3; Spd 40 ft., climb 20 ft.; AC 14, touch 13, flat-footed 11; Base Atk +4; Grp +4; Atk +7 melee (1d6+3 plus 1d3 sonic, bite); Full Atk +7 melee (1d6+3 plus 1d3 sonic); SA Sonic bark; SQ Low-light vision, scent; AL N; SV Fort +6, Ref +8, Will +6; Str 14, Dex 16, Con 14, Int 1, Wis 12, Chr 4.

Skills and Feats: Climb +13, Hide +5, Listen +3, Move Silently +4, Spot +4, Swim +13; Alertness, Spring Attack, Toughness, Weapon Finesse, Weapon Focus (bite).

Sonic Bite (Ex): In combat their bites are accompanied by loud sonic barks, which does 1d3 points of sonic damage (the damage is already in the statistic block), and also inform others in the area (or goblin keepers) that trouble is afoot.

3. SHOOTING GALLERY

➤ **Advanced Goblin**: male goblin Rog1; CR 1; Small humanoid (goblinoid); HD 1d6+2; Init +3; Spd 30 ft.; AC 16, touch 14, flat-footed 13; Base Atk +0; Grp -4; Atk +0 melee (1d6, morningstar) or +3 ranged (1d6/19-20, light crossbow); Full Atk +0 melee (1d6, morningstar) or +4 ranged (1d6/19-20, light crossbow); SA +1d6 sneak attack; SQ Darkvision 60 ft., trapfinding; AL NE; SV Fort +2, Ref +5, Will +0; Str 10, Dex 17, Con 14, Int 12, Wis 10, Cha 6.

Skills and Feats: Balance +7, Climb +4, Escape Artist +7, Hide +7, Move Silently +7, Spot +4, Swim +4, Tumble +7; Weapon Focus (light crossbow).

Possessions: Leather armor, morningstar, light crossbow, 10 bolts.

➤ **Advanced Goblin**: male goblin Rog2; CR 1; Small humanoid (goblinoid); HD 2d6+4; Init +3; Spd 30 ft.; AC 16, touch 14, flat-

footed 13; Base Atk +1; Grp -3; Atk +1 melee (1d6, morningstar) or +3 ranged (1d6/19-20, light crossbow); Full Atk +0 melee (1d6, morningstar) or +6 ranged (1d6/19-20, masterwork light crossbow); SA +1d6 sneak attack; SQ Darkvision 60 ft., trapfinding, evasion; AL NE; SV Fort +2, Ref +6, Will +0; Str 10, Dex 17, Con 14, Int 12, Wis 10, Cha 6.

Skills and Feats: Balance +8, Climb +5, Escape Artist +8, Hide +8, Move Silently +8, Spot +5, Swim +5, Tumble +8; Weapon Focus (light crossbow).

Possessions: Leather armor, morningstar, masterwork light crossbow, 10 bolts.

6. LAIR OF THE WERERAT

➤ **Hekkut, hybrid form (EL 4 version):** male hobgoblin (wererat) Wiz2: Medium humanoid (goblinoid, shapechanger): HD 2d4+1d8+9; Init +2; Spd 40 ft.; AC 16, touch 13, flat-footed 13; Base Atk +1; Grp -1; Atk -1 melee (1d6-1, quarterstaff), or -1 melee (1d6-1, bite); Full Atk -1 melee (1d6-1, bite) and -6 (1d4-1, 2 claws); SA Curse of lycanthropy, disease; SQ Alternate form, rat empathy, damage reduction 10/silver, darkvision 30 ft., scent, familiar; AL LE; SV Fort +6, Ref +8, Will +3; Str 8, Dex 22, Con 16, Int 15, Wis 12, Cha 11.

Skills and Feats: Climb +6, Concentration +8, Knowledge (arcana) +7, Knowledge (nature) +7, Listen +3, Spellcraft +7, Spot +3, Swim +6; Improved Counterspell, Scribe Scroll.

Languages: Common, Elvish, Goblin, Orc.

Possessions: quarterstaff, spell component pouch, arcane scroll of *color spray*.

Alternate form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Familiar—Zuunt: Tiny animal; CR —; HD 2d4; hp 8; Init +2, Spd 15 ft., climb 15 ft., swim 15 ft.; AC 15, touch 14, flat-footed 13; Base Atk +1; Grp -1; Atk +5 melee (1d3-4, bite); Full Atk +5 melee (1d3-4, bite); Space/Reach 2-1.2 ft./oft.; SQ Low-light vision, scent, Alertness, improved evasion, share spells, empathic link; AL X; SV Fort +3, Ref +4, Will +3; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2; **Skills and Feats:** Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Weapon Finesse.

Rat empathy (Ex): Communicate with rats and dire rats, and +4 skill bonus on Charisma-based checks against rats and dire rats.

Spells prepared (4/3; DC = 12 + spell level): 0—*acid splash, daze, finger of fatigue, resistance*; 1st—*magic missile, expeditious retreat, sleep*.

Spellbook: 0—all; 1st—*alarm, color spray, expeditious retreat, magic missile, shield, sleep*.

➤ **Hukkut, hybrid form (EL 5 version):** male hobgoblin (wererat) Wiz3: Medium humanoid (goblinoid, shapechanger): HD 3d4+1d8+12; Init +2; Spd 40 ft.; AC 16, touch 13, flat-footed 13; Base Atk +1; Grp -1; Atk -1 melee (1d6-1, quarterstaff), or -1 melee (1d6-1, bite); Full Atk -1 melee (1d6-1, bite) and -6 (1d4-1, 2 claws); SA Curse of lycanthropy, disease; SQ Alternate form, rat empathy, damage reduction 10/silver, darkvision 30 ft., scent,

familiar; AL LE; SV Fort +8, Ref +10, Will +6; Str 8, Dex 22, Con 16, Int 15, Wis 12, Cha 11.

Skills and Feats: Climb +6, Concentration +9, Knowledge (arcana) +8, Knowledge (nature) +8, Listen +3, Spellcraft +8, Spot +3, Swim +6; Improved Counterspell, Iron Will, Scribe Scroll.

Languages: Common, Elvish, Goblin, Orc.

Possessions: quarterstaff, *cloak of resistance* (+1), spell component pouch, arcane scroll of *color spray*.

Alternate form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Familiar—Zuunt: Tiny animal; CR —; HD 3d4; hp 11; Init +2, Spd 15 ft., climb 15 ft., swim 15 ft.; AC 15, touch 14, flat-footed 13; Base Atk +1; Grp -1; Atk +5 melee (1d3-4, bite); Full Atk +5 melee (1d3-4, bite); Space/Reach 2-1.2 ft./oft.; SQ Low-light vision, scent, Alertness, improved evasion, share spells, empathic link, deliver touch spells; AL X; SV Fort +4, Ref +4, Will +3; Str 2, Dex 15, Con 10, Int 7, Wis 12, Cha 2; **Skills and Feats:** Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Run, Weapon Finesse.

Rat empathy (Ex): Communicate with rats and dire rats, and +4 skill bonus on Charisma-based checks against rats and dire rats.

Spells prepared (4/3/2; DC = 12 + spell level): 0—*acid splash, daze, finger of fatigue, resistance*; 1st—*magic missile, expeditious retreat, sleep*; 2nd—*blur, web*.

Spellbook: 0—all; 1st—*alarm, color spray, expeditious retreat, magic missile, shield, sleep*; 2nd—*blur, daze monster, see invisibility, web*.

➤ **Hekkut, hybrid form (EL 6 version):** male hobgoblin (wererat) Wiz4: Medium humanoid (goblinoid, shapechanger): HD 4d4+1d8+15; Init +2; Spd 40 ft.; AC 16, touch 13, flat-footed 13; Base Atk +2; Grp +0; Atk +1 melee (1d6-1, quarterstaff), or +0 melee (1d6-1, bite); Full Atk +0 melee (1d6-1, bite) and -5 (1d4-1, 2 claws); SA Curse of lycanthropy, disease; SQ Alternate form, rat empathy, damage reduction 10/silver, darkvision 30 ft., scent, familiar; AL LE; SV Fort +8, Ref +10, Will +7; Str 8, Dex 22, Con 16, Int 16, Wis 12, Cha 11.

Skills and Feats: Climb +6, Concentration +9, Knowledge (arcana) +9, Knowledge (nature) +9, Listen +1, Spellcraft +9, Spot +1, Swim +6; Improved Counterspell, Iron Will, Scribe Scroll.

Languages: Common, Elvish, Goblin, Orc.

Possessions: masterwork quarterstaff, *cloak of resistance* (+1), spell component pouch, arcane scroll of *color spray*, arcane scroll of *Melf's acid arrow*.

Alternate form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Familiar—**Zuunt**: Tiny animal; CR —; HD 2d4; hp 13; Init +2, Spd 15 ft., climb 15 ft., swim 15 ft.; AC 15, touch 14, flat-footed 13; Base Atk +2; Grp -10; Atk +6 melee (1d3-4, bite); Full Atk +6 melee (1d3-4, bite); Space/Reach 2-1.2 ft./oft.; SQ Low-light vision, scent, Alertness, improved evasion, share spells, empathic link, deliver touch spells; AL x; SV Fort +4, Ref +4, Will +3; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2; *Skills and Feats*: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Run, Weapon Finesse.

Rat empathy (Ex): Communicate with rats and dire rats, and +4 skill bonus on Charisma-based checks against rats and dire rats.

Spells prepared (4/4/3; DC = 13 + spell level): 0—acid splash, daze, finger of fatigue, resistance; 1st—magic missile, expeditious retreat, shield, sleep; 2nd—blur, daze monster, web.

Spellbook: 0—all; 1st—alarm, color spray, disguise self, expeditious retreat, magic missile, shield, sleep; 2nd—arcane lock, blur, daze monster, see invisibility, web.

APPENDIX 2: NEW RULES

NEW MONSTER

LIGHTNING RATS

Small Animal

Hit Dice: 1d8+1 (5 hp)

Initiative: +3

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: +0/-4

Attack: Bite +4 melee (1d4 + 1 point sonic damage)

Full Attack: Bite +4 melee (1d4 + 1 point sonic damage)

Space/Reach: 5 ft./5 ft.

Special Attacks: Sonic Bark

Special Qualities: Low-light vision, scent

Saves: Fort +3, Ref +5, Will +3

Abilities: Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

Skills: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11

Feats: Alertness, Spring AttackB, Weapon FinesseB

Environment: Any

Organization: Solitary, nest (3-12), or pack (11-20)

Challenge Rating: 1/3

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Small); 4-6 HD (Medium)

Level Adjustment: —



This enormous rat looks bigger and more vicious than most dogs. It has coarse, spiky fur, malevolent eyes, and a long, naked tail.

A variant of the dire rat, Lightning rats are also omnivorous scavengers, but hunt in cleaner, healthy locales, and thus tend to lack the diseases of their cousins. Like dire rats, Lightning rats attack to defend their nests and territories. Some goblins raise and train Lightning rats to guard their lairs and outposts.

Lightning rats can grow to be up to 41/2 feet long and weigh over 50 pounds, but tend to be longer and leaner than other dire rats, and from a distance can be confused with large otters.

Combat

Lightning rat packs attack with hit and run attacks, biting and chewing with their sharp incisors.

Sonic Bite (Ex): In combat their bites are accompanied by loud sonic barks, which do an extra bit of damage (1 point for Small Lightning rats, and 1d3 points for Medium lightning rats), and also inform others in the area (or goblin keepers) that trouble is afoot.

Skills: Lightning rats have a +8 racial bonus on Swim checks.

Lightning rats have a +8 racial bonus on Climb checks and can always choose to take 10 on climb checks, even if rushed or threatened.

Lightning rats use their Dexterity modifiers for Climb and Swim checks.

SIMPLE VEHICLE RULES FOR THE RIVER RAFT

The following rules are for adjudicating the raft's movement down the river toward the goblin cave. They are based on the vehicle rules presented in the *Dungeons & Dragons Arms and Equipment Guide*. It is good to be familiar with these rules, and the basic rules for movement and action types before running the river encounter.

Reading the Stat Block

Size: The size of the vehicle, using the same size categories as for creatures.

Skill: Which skill governs control check, in the raft's case Profession (sailor) or a Wisdom check (DC 15). The raft has special aid another rules, which are detailed below (see Controlling the Raft).

Spd: The raft's maximum speed in a single move. In this encounter the speed is irrespective of whether or not the raft is being rowed or piloted. The speed of the current is the main motivating factor for the raft's speed. In case it is necessary, the raft moves upstream at a Speed of 10 feet if successfully piloted (with the control check DC increasing to 20).

The raft general takes a double move. The raft's maneuverability, which is good, is noted in parentheses after the speed. The following are descriptions of the different nautical maneuverability ratings. The lesser maneuverability ratings are sometimes used if the raft goes out of control (see below).

TABLE 2—1: NATICAL MANEUVERABILITY

	Good	Average	Poor
Turn	45°/30 ft.	45°/60 ft.	45°/120 ft.
Maximum Turn	45°	45°	45°

Turn is how much the raft can turn after covering the stated distance. Maximum turn is how much the raft can turn in one space.

Overall hp: How many hit points the raft has, the hardness is noted in parentheses.

Overall AC: The Armor Class of the vehicle as a whole.

Ram: The damage dealt by the raft if it rams another object at maximum speed (see Collisions, below).

Face: The size of the vehicle, given as length by width for game purposes (for use with the battle grid, the actual size of the vehicle is smaller).

Crew: How many people are required to operate the raft safely. The raft can only carry six characters safely, and cannot carry mounts larger than a riding dog (and then only in place of one of the character slots).

Controlling the Raft

One PC is designated as the driver. This denotes the person who is directly responsible for the raft's actions. Let the PCs decide which PCs is the driver, but those with Profession (sailor) or a high Wisdom are the obvious choices. It takes either training or a great deal of common sense and intuition to get the rickety raft down the rapids.

For the PCs to keep the raft under control the driver must succeed at either a Profession (sailor) or Wisdom check each round (DC 15). Other characters may attempt to aid another (see Chapter 4 of the Player's Handbook), but the aid another check is a Strength check rather than a Profession (sailor) or Wisdom check, as those character are using whatever is available to help steady the progress of the raft on the rapids. This form of aid another can be as simple as using their hands as paddles (-4 penalty to the aid another check), as smart as creating other poles from blueleaf branches, or as creative as using shield as paddles. If the driver's check succeeds, the driver moves the raft on his or her turn in the initiative. If the check fails, roll on one of the following two tables, depending on the degree of failure.

TABLE 2—2: FAILED CONTROL CHECK (1-4 POINTS)

d6	Result
1-2	Raft can't move this round (it is stuck on a rock, or held immobile by an eddy)
3-5	Raft moves at half speed with the current only
6	Raft is considered on maneuverability rating worse this round.

TABLE 2—3: FAILED CONTROL CHECK (5+ POINTS)

d6	Result
1	Raft is stuck on a rock, can't move until repairs are made*
2	Raft is stuck in a strange current confluence, and turns as often as possible in a random direction this round (use the Missing with a Thrown Weapon diagram on Player's Handbook page 158).
3	Raft must turn left as soon as possible; thereafter

functions normally.

- | | |
|---|---|
| 4 | Raft must run right as soon as possible; thereafter functions normally. |
| 5 | Raft follows the current at maximum speed (no turning) |
| 6 | Raft can't move this round |

*Repairing the raft takes too much time without magic. The rock continues damaging the raft until breaks apart into pieces of useless driftwood in a matter of 1d4 minutes. Casting a *mending* spell repairs the raft and allows it to move onward down the river under the pilot's control.

Out of Control Vehicles

Sometimes a pilot is incapacitated or relinquishes control of the raft (voluntarily or otherwise). If that happens the raft is out of control. On the pilot's turn in the initiative order roll on Table 2—3 above to determine how the raft moves. Unless the result indicates a turn, the raft continues to follow the current. An out of control raft continues to roll on Table 2—3 every round until it comes to a stop from a result on the table or a collision (see Collisions, below).

Combat Actions on the Raft

Combat on the raft uses the normal rules described in Chapter 8 of the Player's Handbook. The raft has maneuverability, just as flying characters and creatures do, and have limitations on how quickly it can turn.

Piloting the raft is a standard action. Characters not aiding the pilot (aiding another is a standard action) can make attacks but suffer penalties since it is hard to fight aboard a raft moving down rapids.

Ranged attack: Ranged attacks made from the raft incur a -2 penalty because the unstable movement on the rapids.

As with mounted combat, PCs are assumed to make the attack roll when the vehicle is at the midpoint of its movement for that round.

Casting a Spell: Spellcaster aboard the raft must succeed at Concentration checks (DC 10 + spell level) to successfully cast a spell.

Fighting Pilot: The raft's pilot can voluntarily relinquish control of the raft to make attacks or take another action. If this is done, the raft goes out of control (see above) until the driver spends a standard-action to bring the raft under control again.

Collision

If the PCs hit something with the raft (whether intentionally or by accident) at full speed, the collision deals the ram damage given in the raft's statistics block. The raft takes an equal amount of damage.

Collision and Passengers: The pilot, crew, and passengers are all vulnerable to damage in a collision. All aboard the raft that comes to a stop after a collision take 1d6 points of damage per 10 feet of relative speed in the collision. A successful Reflex save (DC 20) halves the damage.

Leaving the Moving Raft: If a PC jumps or gets pushed on to land from the moving raft takes 1d6 points of damage per 10 feet of speed (Reflex half DC 20). Regardless of the save result, such a character is prone unless she succeed on a Tumble check (DC 15 +1 per 10 feet of speed).

APPENDIX 3: LOUDWATER

👑 **Loudwater (small city):** Conventional; AL NG; 15,000 gp limit; Assets 6,105,000 gp; Population 8,137; Integrated (3,010 human, 1,627 half-elf, 1,465 elf, 814 halfling, 570 gnome, 407 dwarf, 244 half-orc—does not include the entire adventuring community).

Authority Figures: High Lord Kalahar Twohands (half-elf male Ftr7/Wiz5/Eldritch Knight 2); Gauntlet Harazos Thelbrimm (human male Ftr11), and Gauntlet Jaida Zerezeal (half-elf female Rgr8).

Typical Town Guard: When the folks of Loudwater are in trouble, or they witness strange happenings, they yell for the guard. Usually in 1d10 rounds, a group of them responds. The group typically consists of 2d6 guards lead by one fist (the Loudwater name for sergeant). About 30% of the time they will come with one of their spellcasting member (d%: 01–30 2nd-level sorcerer; 31–60 2nd-level evoker; 61–00 3rd-level cleric, usually of Helm, Torm, or the Red Knight. Use the NPC stats in the DUNGEON MASTER'S Guide for spellcaster's statistics).

🛡️ **Guard:** Human male or female War3; CR 2; Medium humanoid (human); HD 3d8+3; hp 16 each; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +3, Grp +4; Atk +4 melee (1d8+1/19-20, longsword), or +3 ranged (1d8/19-20, light crossbow); SV Fort +4, Ref +1, Will +2; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +1, Listen +1, Spot +1, Swim –3; Alertness, Iron Will, Point-Blank Shot.

Possessions: Guard uniform (an electric blue tabard with the triple, gold moons of Loudwater emblazoned on the front and back, over dark brown britches and blouse), chainmail, light wooden shield, longsword, light crossbow, 20 bolts.

👊 **Fist (Loudwater Guard Sergeant):** Human male or female Ftr4; CR 4; Medium humanoid (human); HD 4d10+8; hp 30; Init +1; Spd 20 ft.; AC 19, flat-footed 11, touch 18; Base Atk +4; Grp +7; Atk +8 melee (1d8+5/19-20, masterwork longsword), or +5 ranged (1d8/19-20, light crossbow); SV Fort +6, Ref +2, Will +4; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Listen +1, Spot +1, Swim +4; Diehard, Endurance, Iron Will, Rapid Reload, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Fist uniform (an white tabard with the triple, gold moons of Loudwater emblazoned on the front and back, over dark brown britches and blouse), +1 chainmail, +1 light wooden shield, masterwork longsword, light crossbow, 20 bolts, 5 alchemical silver bolts, *potion of cure light wounds*.

City Description: Loudwater is a picturesque city where no two vine-covered buildings look the same. The Delimbiyr River cuts the town in half. To its north is what the locals call High Town, or sometimes Elf Town. Sitting above the river atop craggy highlands, High Town is a winding, organic jumble of merchant shops, quieter taverns, some guild halls, and at its farther north end is the home of the elven houses. The most prominent feature of High Town is High Lord's Hall, which stands above the spot that the falls that gave this town its name were once located.

The south side of the city is Low Town. Low Town is the more human side of the town, while far more green and clean than most cities, the elves call it something that roughly translates to “ugly town”—at least that's the nice translation. Low Town is home to warehouses, coater headquarters, rowdy taverns, merchants, and workshops.

The following are some further details on important locales within the village:

High Lord's Hall: A walled manor at the center of town, High Lord's Hall was built during the Rensha Rule. Its architecture has a strange mix of southern and elven influences. It is rumored that crypts under the hall are haunted with the restless spirits of old

Rensha rulers.

Red Boar Inn: Owned but not operated by Deldron Rein, this inn is a popular meeting place for the human merchants and coster-master of Loudwater, and those who wish to be hired by them. In the inn's common room there is a large pillar used by the human community to communicate events and ideas. The pillar was made from the remains of a giant oak that the Rein forefathers fell to build the inn, an event still infamous to the elves.

The Merry Mer-She: At night, this place is a tumult of loud music and frequent fights. It is not a place to relax or hold a conversation, but rather a place frequented by adventurers with too much coin to spend, and not enough “adventure” out of them. The beer is watery, and the stronger stuff is potent.

The Scarlet Shield: This dirty little tavern has poor furnishings, and a lazy staff, but for some reason it is very popular with a number of adventurers and warriors that serve under the gauntlets.

All Faith's Altar: A large shrine open to the devout of all faiths (with a few exceptions, like Bane, Cyric and Malar). Visiting clerics and pilgrims can sleep here for no longer than a tenday.

The Houses of Morning: Three temples devoted to Lathander. One stands on the east side of town, another at the west, and one sits atop Loudwater Crag in High Town, not far from High Lord's Hall.

Velti'Enorethal: Not really a temple (even though it is devoted to the path of Labelas Enoreth) or a school of the arcane arts, this place is more like a school of philosophy, where the sons and daughters of elven nobles, or the friends of elven nobles are saturated in elven traditions, magic, religion and history through years of patient study and practice.

History: Most of the following information can be recalled or discovered with a successful Knowledge (history) check (DC

15).

According to the histories of the elven houses, Loudwater was founded when the first two elven houses settled here to create the Velti-Enloethal. While that institution and those two elven houses still stand, today Loudwater is primarily a human town, even though almost a quarter of town's inhabitants are half-elf, descended from the elves of Eaelrann.

Current Clack: These bits of information can be found out by a successful Gather Information check of the appropriate level. Orcs of the High Forest suffer a –10 penalty to these checks, while Scions of the Green Regent and Agents of the Red Fellowship gain a +2 circumstance bonus. Typically this information is gathered at one of Loudwater's taverns after spending a couple of gold pieces on drinks. Other methods can yield similar results.

DC 10: An orc! Mielikki has chosen and orc as her Green Regent. The world has gone mad I tell you.

DC 15: I went in the basement and found it had been inundated by a colony of rats. It is a bad tidings. With the Hark's brood out in force, and the rats coming into the city, old Augathra didn't name this the Year of the Rat.

DC 25: A ranger I was talking to saw Zhents in the Southwood. They were camped outside of Phantom's Cloister, and traveled with stunted beastman thralls.

Getting Back on Track: If the PCs decide to go back to Loudwater and report their findings, they eventually wind there



Gauntlet Harazos
Thelbrimm

way to the Eastenhall—the headquarters of Harazos Thelbrimm, Gauntlet of the Easter Marches. Harazos has heard rumors of goblins raiding on the road between Loudwater and Shining Falls, but currently lacks the soldiers to investigate. If the PCs are willing, he hires them to find out more information about the goblins, and exterminate the orange-skinned pests if necessary. Harazos is a hardened veteran of many fights with goblinoids, and has no love for savage humanoid.

APPENDIX 4: THE VILLAGE OF SHINING FALLS

Shining Falls (village): Nonstandard; AL NG; 200 gp limit; Assets 11,400 gp; Population 578; Isolated (halfling 540, human 38—does not include the entire adventuring community).

Authority Figures: Gauntlet Deogol Fengrath (human male Wiz? [Most speculate Deogol is rather high level, since he has at least one shield guardian.]); Sheriff Vendal Vicstray (stoutheart halfling male War6);

Important Characters: Blaz Merrymar (stoutheart halfling Exp2); Kellinda Harvertide (stoutheart halfling Clr5 [Yondalla]).

Typical Town Guard: If trouble breaks out, the halflings of Shining Falls make a lot of racket, which usually bring the town guard riding war dogs (see *Monster Manual*). A typical contingent arrives in 2d4 rounds, and contains 4+1d4 guards and one sergeant, all with mounts. The town has 40 guards and three sergeants.

Guard: Stoutheart halfling male or female War2; CR 1; Small humanoid (stoutheart halfling); HD 2d8+2; hp 11 each; Int +0; Spd 20 ft.; AC 16, touch 12, flat-footed 15; Base Atk +2; Grp -2; Atk +4 melee (1d6/19-20 longwords), or +5 ranged (1d3, sling); SQ +2 morale bonus on saving throws against fear; SV Fort +5, Ref +2, Will +0; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +0, Handle Animal +4, Hide +4; Jump +0, Listen +1, Move Silently +2, Ride +5, Spot +1; Alertness, Weapon focus (longsword).

Possessions: Guard uniform (a stripped yellow and green blouse, a green beret, and leather breaches), studded leather armor, light shield, Small longsword, Small sling, 10 bullets.

Guard Sergeant (either Hethat Deegrell, Jren Prencertal, or Nemmet Vicstray): Stoutheart halfling male (Hethat and Nemmet) or female (Jren) War4; CR 3; Small humanoid (stoutheart halfling); HD 4d8+4; hp 22 each; Int +0; Spd 20 ft.; AC 17, touch 12, flat-footed 16; Base Atk +4; Grp +0; Atk +7 melee (1d6/19-20 masterwork longwords), or +7 ranged (1d3, sling); SQ +2 morale bonus on saving throws against fear; SV Fort +6, Ref +3, Will +1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +0, Handle Animal +6, Hide +4; Jump +0, Listen +1, Move Silently +2, Ride +6, Spot +1; Alertness, Dodge, Weapon focus (longsword).

Possessions: Guard sergeant uniform (a stripped yellow and green blouse, a red beret, and leather breaches), studded leather armor, +1 light shield, Small longsword, Small sling, 10 bullets.

Village Description: The village of Shining Falls has two predominate features. Directly in the center of the community stands a soaring (about 90 feet, with some 8 stories), octagonal tower constructed of granite. The aptly named Granite Tower is decorated with ornate gargoyles, both of the absurd and grotesque varieties, much in the style of the creatures that decorate Loudwater's bridge. The other feature is the falls that give the town its name. Standing almost 120 feet high, the Shining Falls are nothing short of stunning.

The town roads are primarily concentric circles connected by sporadic spoke-roads jutting out from the Granite Tower, the

town's center. Most of the buildings are the stout one-story ramblers favored by northern stoutheart halflings, intermixed with some larger barns, grain silos, and even the intermittent elven tree houses left here by the villages former inhabitants, which some adventurous stouthearts have put to good use.

Like Loudwater, the village is lush. Copses of birch, oaks, ash, and even some blueleaves dot the place. All dwarfed by a larger group of woods on the Northwestern edge of town that houses a holy grove: the Hearthcircle of Yondalla.

The following are some further details on important locales within the village:

Granite Tower: The oldest structure of Shining Falls, this fortress is either ornately beautiful or a gaudy eyesore, depending on the tastes of the beholder. A single tower standing in the center of a cramped walled courtyard (the wall was not built by the tower's architect, it was a later add-on) and a moat of clear and fresh water (of which no one knows the source), it has always served as the home of the ruler of Loudwater. Current inhabitants include Gauntlet Deogol Fengrath, his family, and personal guard (who tend to be family or constructs). Deogol rules Shining Falls with a light hand, preferring to practice his crafts and magic from the seclusion of the tower. He leaves most of his political duties to Sheriff Vendal Vicstray, who can be found in the town armory, a small squat tower on the south courtyard wall.

The Ale and Rabbit: Named after the two items on its menu it's famous for, this building in one of the largest and tallest in town. It not only caters to most of the population of Shining Falls, it is the last stop for explorers and trappers heading to points north. The food is fantastic, but tad single-minded, as rabbit is the main meat of choice for most of the village's halflings. The Ale and Rabbit is Shining Falls's only inn. It also sports a number of baths. Renting a bath costs 5 sp. Baths come free with an overnight stay within a private room (which is a little expensive at 3 gp), or at the standard price with a stay in the large common room (5 sp).

Merryman's Merchandise: This squat and long building featuring a placard depicting its owner's smiling face is the only general merchandise store in the village, it's owned by Blaz Merrymar, and run by his now-depleted family. His wife, Rinyon, actually runs the day-to-day business of the store along with her and Blaz's two daughters, as Blaz gathers items to sell and (more often than not) investigates various get-rich-quick schemes. Currently he is obsessed with helping Gauntlet Fengrath find the dwarven complex that's rumored to lie in the caves behind the falls, an endeavor that Rinyon fines asinine at best. The Merryman's have exclusive deals with all the craftsmen in the town, that he and he only can sell merchandise to outsiders. It is an arrangement that works out nicely for all parties, as Merryman is a keen judge of character, and has a knack for making sure that folks pay honest prices for goods ("you wouldn't be trying to swindle someone half your size would you?") and takes only a reasonable commission from his kin folk.

Hearthcircle of Yondalla: This sacred grove is the center of worship for the village. It is no more than a verdant clearing in the large woods, with a nearby cottage that houses Kellinda and her two young acolytes. The clerics can provide healing (up to 4 cure light wounds only, cast by the acolytes, healing 1d8+1 hp) for a donation of 10 gp per spell cast.

History: Most of the following information can be recalled or discovered with a successful Knowledge (history) check (DC 15).

Shining Falls is a community as old as local legend. Rather the Granite Tower, the oldest standing landmark of Shinning Falls, is as old as local legend. Almost as old are the tales of the many communities that have sprung up around it over the centuries.

It's said that the famous Iirkos Stoneshoulder, who also built the bridge over the Delimbiyr in Loudwater, built the Granite Tower. The stonework of the two landmarks is similar, supporting the assertion. The *Hegredathas*, the region's most famous writ-

ten history claims Iirkos built the tower for an Illuskan wizard name Silifrey the Spraystrider. Many of Iirkos's elven friends asked him not to build the tower for the mage, as rumors abound that she dabbled in dark and dangerous arts. His friends were puzzled when he ignored their pleas, and completed the towers quickly with the help of summoned elementals. Unknown to Silifrey, Iirkos placed wards on the structure so that if evil magic were cast with its wall, they would come alive and slay the caster. Silifrey lasted less than a month.

Since the tower's erection, a number of communities have sprung up around it. There have been at least two elf communities, and almost half-a-dozen human ones. All of these communities have one thing encountered: at one point or another, all most all of each town's inhabitants disappeared under mysterious circumstance.

If there is a reason connecting all the disappearances, it's unknown. Some fear the tower is cursed, even claiming that the vengeful ghost of Silifrey is the reason for the disappearances over the centuries. That she goes on a rampage every so often, and the most melodramatic stories insist in secret passages under the tower lie catacombs filled with the skeletons of the disappeared.

For well over the last century the Fengrath family has ruled over Shining Falls. Originally the Fengraths were a family of mercenaries hired to protect caravans coming and going between the elven colony of Thelthin'dul (just one of the former names of Shining Falls) and Loudwater. They returned from Loudwater to find the inhabitation of the town gone. When the few elves who accompanied them, refused ever to step foot on the site again, The Fengraths took up residence in the Granite Tower, and declared themselves rulers and owners of the town...a claim no one argued with.

The current strongheart inhabitants scoff at the ghost stories. They settled the site almost 90 years ago by invitation of Gauntlet Walenburh Fengrath, the great-grandmother of the current

gauntlet, and have thrived in their new home.

Current Clack: These bits of information can be found out by a successful Gather Information check of the appropriate level. Like Loudwater, orcs of the High Forest suffer a -4 penalty to these checks, and half-orcs suffer a -2 penalty. Typically this information is gathered at the Ale and Rabbit, after spending a couple of gold pieces on drinks. Other methods can yield similar results.

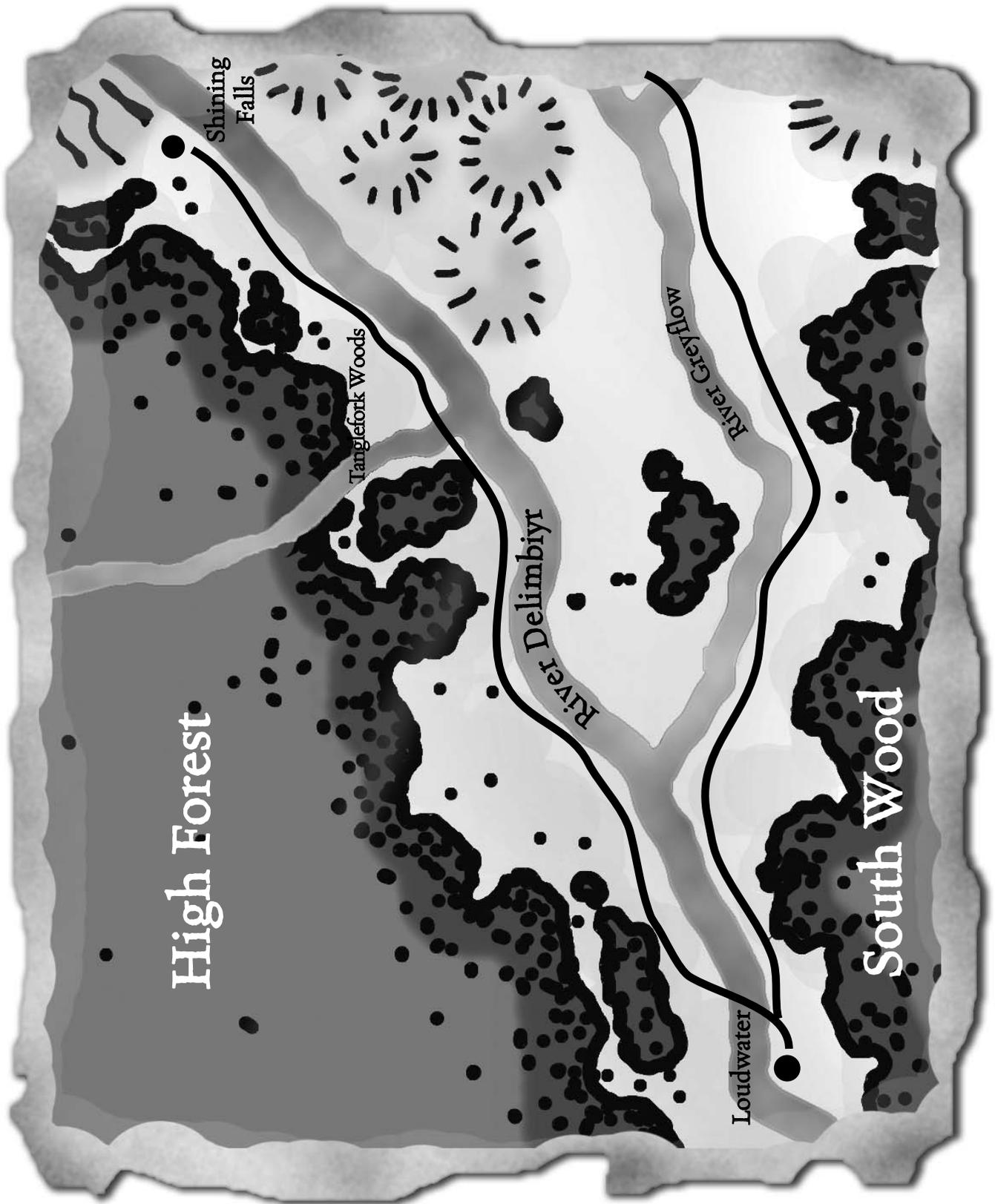
DC 10: It's true! In the last month or so Blaz Merrymar has lost the majority of his young male relatives on the road to Loudwater. Those orc are cold-blooded killers.

DC 10: Gauntlet Deogol Fengrath is looking for adventurers to find the rumored dwarven caves that are supposed to be behind the falls. He's crazy! That story has been around longer than the Granite Tower, and no one has ever found them.

DC 15: Some of the trappers coming back from up the river claim to have come to blows with patrols of savage elves wandering the forest near the Dire Wood. They claim to serve a power they call the Forest King.

DC 25: Once, when I was inside the keep, I spotted a pale-skinned dwarf-like creature skulking around. The thing was damn ugly, and had bulbous eyes with no irises or pupils. It mumbled to itself like a loon. None of the gauntlet's guards seemed suppressed but its presence. I think it is some foul creature summoned by Deogol's magic.

Getting Back on Track: If the PCs come to Shining Falls because Blaz died in the ambush, they will be able to find out most of the backstory of the goblin raids from his wife, Rinyon. If they bring back the body, Rinyon insist they stay for the funeral, and at least one PC to say something about Blaz, since they were the last to see him. Through this all, Rinyon, and headstrong and confident woman, assumes that the PCs are planning on destroying the goblin threat, and when she speaks at Blaz's funeral announces their "plans."



Map of the area between Loudwater and Shining Falls

Event Name: _____ Event Code: _____
(This number was given to the senior GM when the event was sanctioned).

Adventure Title: LGR-1 Extermination Adventure Code: EXTER1GR

Date Played: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the session was played. Instead list the closest 30-minute interval the session was scheduled to start at (30 or 00).

A legal RPGA session has no less than four players, and no more than six players.

GAMEMASTER

GM Name: _____

RPGA Number: May be less than a 10-digit number.

Complete the following information based on the entire group's play:

Adventure Questions
(see question in the adventure)

1. (a) (b) (c) (d)

2. (a) (b) (c) (d)

3. (a) (b) (c) (d)

4. (a) (b) (c) (d)

5. (a) (b) (c) (d)

PLAYERS

Player Name	RPGA Number	Character Played	Character Status
1	<input type="text"/> <input type="text"/> <small>May be less than a 10-digit number.</small>	<input type="text"/> <input type="text"/> Number	GP Debt _____ XP Drain _____ Dead? Y
2	<input type="text"/> <input type="text"/> <small>May be less than a 10-digit number.</small>	<input type="text"/> <input type="text"/> Number	GP Debt _____ XP Drain _____ Dead? Y
3	<input type="text"/> <input type="text"/> <small>May be less than a 10-digit number.</small>	<input type="text"/> <input type="text"/> Number	GP Debt _____ XP Drain _____ Dead? Y
4	<input type="text"/> <input type="text"/> <small>May be less than a 10-digit number.</small>	<input type="text"/> <input type="text"/> Number	GP Debt _____ XP Drain _____ Dead? Y
5	<input type="text"/> <input type="text"/> <small>May be less than a 10-digit number.</small>	<input type="text"/> <input type="text"/> Number	GP Debt _____ XP Drain _____ Dead? Y
6	<input type="text"/> <input type="text"/> <small>May be less than a 10-digit number.</small>	<input type="text"/> <input type="text"/> Number	GP Debt _____ XP Drain _____ Dead? Y

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GM Name: _____

RPGA Number: May be less than a 10-digit number.

Complete the following information based on the entire group's play:

Adventure Questions
(see question in the adventure)

1. (a) (b) (c) (d)

2. (a) (b) (c) (d)

3. (a) (b) (c) (d)

4. (a) (b) (c) (d)

5. (a) (b) (c) (d)

PLAYERS

Player Name	RPGA Number	Character Played	Character Status
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2	<input type="text"/> <input type="text"/> <small>May be less than a 10-digit number.</small>	<input type="text"/> <input type="text"/> Number	GP Debt _____ XP Drain _____ Dead? Y
3	<input type="text"/> <input type="text"/> <small>May be less than a 10-digit number.</small>	<input type="text"/> <input type="text"/> Number	GP Debt _____ XP Drain _____ Dead? Y
4	<input type="text"/> <input type="text"/> <small>May be less than a 10-digit number.</small>	<input type="text"/> <input type="text"/> Number	GP Debt _____ XP Drain _____ Dead? Y
5	<input type="text"/> <input type="text"/> <small>May be less than a 10-digit number.</small>	<input type="text"/> <input type="text"/> Number	GP Debt _____ XP Drain _____ Dead? Y
6	<input type="text"/> <input type="text"/> <small>May be less than a 10-digit number.</small>	<input type="text"/> <input type="text"/> Number	GP Debt _____ XP Drain _____ Dead? Y