

VER Intro 3-02

A Hunting We Will Go

**A two round D&D LIVING GREYHAWK[®]
Verbobonc Regional Introductory Adventure
Part 2**

by Gregory Hanigan

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

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during

certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. It players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin. Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1

1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.
- If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

A Note to the DM

This is an introductory event and may only be played by first level characters. Also, it is highly recommended that only those characters who have previously played Part 1 of this adventure should play Part 2. However, if characters play Part 2 only, it must be assumed they have joined the party at or near the Knotted Oak Inn.

Adventure Summary and Background

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

Introduction

Having gathered valuable information concerning the last known location of the great boar, you prepare to set out on the hunt.

The Turnip Enterprise

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

1-5	Total failure; lose all 300 gp.
6-10	Moderate failure; roll 2d6 x 25 to determine how much gold is lost; the farmer returns whatever gold is left to the character.
11-14	Moderate success; the character makes 25 gp, in addition to the seed money of 300 gp (which is returned).
15-19	Exceptional success; roll 1d6 x 25 to determine how much the character makes, in addition to the seed money of 300 gp, (which is returned).
20	Cornered the market! Roll 2d6 x 25 to determine how much the character makes, in addition to the seed money of 300 gp (which is returned).

Encounter One: On the Trail of the Beast

The rains from the previous night have moved out of the area and the air is crisp and cool. Before you stretches the Gnarley forest. To your left is the road to the north, to your right is a trail to the southeast.

The characters should be headed southeast, according to the directions they got at the Knotted Oak Inn. If they go off in any other direction, they just waste time. As long as they move off toward the southeast, read:

The sun has just passed mid sky when your party notices a small cabin set back off the road. The stone building is squat and low in the valley that stretches out before you, and smoke rises from the chimney. A woodsman is working in one of the gardens that extend to the road, but it is obvious that much of his crop has been lost. Long troughs

crisscross the garden where the crop has been ripped from the ground.

The woodsman, Varin (half-elf Com2), is very helpful. He explains that the boar attacked him at his homestead the night before. Varin was able to avoid the beast, but it dug up large amounts of his garden as it charged around after him. Varin nervously points off in the direction the boar left.

The party will have to track the boar from Varin's homestead. Due to the rains of the night before, the tracks aren't hard to follow. The characters will need to make skill checks to track the boar. The DC for these checks is 10, so characters can use Wilderness Lore or Search to follow the boar tracks. Any ranger or druid can tell that this boar's tracks are bigger than any boar tracks they've ever seen.

The boar's path leads them right into the Gnarley. The characters have to follow the tracks for about three miles through wild forest. If the slowest speed in the party is 30 feet, it will take them about two hours (three hours if the slowest speed is 20 feet, four hours if the slowest speed is 15 feet). If the characters try to bring the wagon through the woods, then it takes them eight hours—let them know that the wagon is really hampering their movement if they want to take it in. If they ask, Varin agrees to watch the wagon for them while they go after the boar.

Encounter Two: The Great Boar

The beast's hoofs have torn the softened loam of the forest and your experienced eye easily traces its route through the wet misty coolness. The underbrush, begins to fade away, leaving the tall pines and a thick mat of nettles to fill this part of the Gnarley. Though the damp mist restricts your view to less than a hundred feet, you can still make out a clearing ahead, and a treefall on the other side of the clearing.

The boar is resting under the treefall, which is 60 feet away on the other side of the clearing. Since the characters are upwind, the boar immediately notices their presence due to its Scent ability. Have the characters make Spot checks (at -6 due to 60 feet of distance) against the creature's Hide check. The boar has nine-tenths cover, and so has a +10 to his Hide check. Even if this check is

Using the Scroll of *Gentle Repose*

Although the rules for casting spells from scrolls and the Use Magic Device skill are found in the core books, they are summarized here for convenience.

Spellcasters

For a cleric, wizard, or sorcerer, casting the *gentle repose* spell requires that a key ability score be sufficient (Wisdom 12 for clerics, Intelligence 13 for wizards, Charisma 13 for sorcerers). Make a caster level check (roll d20 and add the character's caster level, which is almost certainly 1) against a DC of 6.

If this caster level check succeeds, then the spellcaster has succeeded in casting the *gentle repose* spell!

If the caster level check fails, make an immediate Wisdom check (DC 5); a natural 1 will fail this check.

If the Wisdom check is successful, then the spellcaster can try another caster level check. If the Wisdom check fails, the caster has suffered a Mishap.

In the case of a Mishap, the spell is discharged and only partially successful. The corpse of the boar is perfectly preserved, but the caster acquires the strong odor of rotting boar for the entire duration of the spell (five days).

Rogues and Bards

A rogue or bard with the Use Magic Device skill can try to use the *gentle repose* scroll, but it's a little more difficult. If the character doesn't already meet any of the sufficient key ability scores (above), then he has to first try to emulate one of them with the Emulate Ability Score option. This has a DC of the score required plus 15 (so 27 for the divine version, 28 for the arcane versions); it isn't very likely for low-level characters to succeed at this.

Once the character meets the minimum key ability score, he must try to Emulate a Class Ability to pretend that the spell is on his "class spell list." This has a DC of 20 to be able to work at all, and a DC of 25 to work without a mishap. As long as the character gets a DC of at least 20, his temporary "caster level" is his check minus 20.

If the Emulate Class Ability check was a 25 or more, then the spell goes off without a hitch!

If the Emulate Class Ability check was less than 25 but at least 20, then make a caster level check (d20 plus the "caster level" determined above, which will be zero through four) with a DC of 6.

If this check succeeds, then the spell was cast successfully!

If this check fails, then make an immediate Wisdom check (DC 5). If the Wisdom check succeeds, then the character can try another level check. If this Wisdom check fails, then the character has a Mishap, as above.

Note that retries of the Use Magic Device skill are allowed, but on a natural 1, the character must wait 24 hours before trying to use the scroll again.

failed, characters may make Wilderness Lore checks (DC 15) to note that the wind is blowing past them, into the clearing, and anything hiding in the clearing would be able to smell them.

The boar waits under the treefall until it can see a character within 40 feet (the range of its partial charge), and then charges out in the surprise round. It attacks the largest opponent if there is a choice of more than one.

APL 2 (EL 4)

The Great Boar, male boar, advanced to 6HD; Medium-sized animal; CR 4; HD 6d8+18; hp 45; Init +0; Spd 40 ft.; AC 16 (touch 10, flat-footed 16); Atks +6 melee (1d8+3, gore); Face/Reach 5 ft. by 5 ft./5 ft.; SA ferocity; SQ scent; AL N; SV Fort +6, Ref +3, Will +2; Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4.

Skills: Listen +7, Spot +5.

Ferocity (Ex): A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Tactics: Through careful planning the party may be able to deny the boar any reachable target, (such as through the use of *spider climb*, climbing up into trees, or similar tactics). In this case the boar either runs away, (requiring a second tracking roll to reacquire the trail), or, if the wagon is in the area, it attacks the wagon. The boar then switches back to a party member when one is available.

Throughout the combat, note what types of weapons and spells are being used against the boar: fire, acid, slashing weapons, or poison will dramatically reduce the quality of the boar carcass. As long as the party doesn't do more than three or four points of damage with these types of attacks, the boar's carcass remains in good condition.

Once the boar is defeated, the party will have several problems getting the boar back to Sobanwych. There are three different concerns:

Getting the boar out of the forest. If the party took the wagon into the Gnarley with them, then they can load the carcass onto it and trundle back out, (although this will take them another eight hours to get the wagon back out again). Otherwise, they have to haul the 1600 pound carcass on their own. A Wilderness Lore check (DC 12) allows the party to construct a stretcher allowing them to carry the carcass, but the

brambles and other obstacles still seriously impair their ability to haul the boar. Each character can drag twice his Heavy Load through the Gnarley, and characters can work together. If the characters all working together can't drag 1600 pounds, then they'll have to go get a wagon and bring it to the spot where the carcass lies.

Getting the boar back to Sobanwych. Once the carcass is back at the Varin homestead, the characters can heave it up into the wagon, if they have one. If they don't, then Varin offers to sell them a wagon for 75 gp, and two old mules to pull it for 30 gp each. A successful Diplomacy check (DC 15) will get him to knock 10 gp off of the price of the wagon and each mule. If the characters just don't have the cash, he'll take items they have in trade. Once the boar is in the wagon, the characters can be on their way again. Sobanwych is three and a half days away from the Varin homestead, which brings up the next problem...

Time Concerns. The boar carcass will be rotted after three days (72 hours). If the party has the *gentle repose* scroll and can successfully cast it, (see the sidebar on Casting the Spell), then the carcass won't rot for five days, which is plenty of time. Otherwise, the characters will have to do their best to hurry back to Sobanwych.

Once the party has determined how they're going to get the boar back to Sobanwych, move on to Encounter Three.

Encounter Three: The Road Home

The miles seem to crawl by as your weary group works its way back to the Harvest Festival. The sun rises over your party, and then sinks below the horizon, with barely a score of miles traveled in between. You begin to fear that you might not reach the Festival in time. Thoughts of dangerous predators attacking you from the wood torment you, particularly now that you are traveling with such a large amount of fresh meat.

The party retraces their route back to Sobanwych, passing Varin's cabin and the Knotted Oak Inn. Do not roll random encounters for the road home, (but you can make the players think you are). The morning after the characters leave the Knotted Oak Inn, while passing through the area where the tree-line is close to the road, the party is

ambushed by the Gruff Group. The characters can make a Spot check (DC 15) or a Listen check (DC 15) to avoid being surprised and are able to act in the surprise round.

APL 2 (EL 4)

Griffo Gruff, male halfling Brd1; Small humanoid (halfling); CR 1; HD 1d6; hp 6; Init +4; Spd 20 ft.; AC 17 (touch 15, flat-footed 13); Atks +5 melee (1d4/19-20, dagger) or +6 ranged (1d4/19-20, dagger); SQ bardic music, bardic knowledge, halfling qualities; AL NE; SV Fort +1, Ref +7, Will +4 (+6 against fear effects); Str 10, Dex 18, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Bluff +6, Climb +2, Diplomacy +6, Jump +2, Listen +3, Move Silently +6, Perform (lute, whistling, ridicule, dance) +6, Use Magic Device +6. Weapon Finesse (dagger).

Possessions: leather armor, two daggers, spell component pouch, masterwork lute, 120 gp, Chef Javin Jauntes' scroll of *gentle repose* (if the characters didn't take it).

Spells Known (4; base DC = 12 + spell level): 0—*detect magic, flare, light, mending*.

Dimberaid, female half-elf Sor1; Medium-sized humanoid (elf); CR 1; HD 1d4+1; hp 5; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +0 melee (1d8/x3, shortspear) or +1 melee (1d8/x3, masterwork shortspear); SA spells; SQ half-elf qualities, weasel familiar; AL CE; SV Fort +1, Ref +4, Will +2 (+4 against enchantment effects); Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +9, Listen +1, Knowledge (arcane) +5, Search +2, Spot +1, Spellcraft +5. Combat Casting, Alertness (from familiar).

Possessions: shortspear, spell component pouch, masterwork shortspear (if the Gruff Group took the spears).

Spells Known (5/4; base DC = 13 + spell level): 0—*daze, detect magic, prestidigitation, read magic*; 1st—~~*mage armor, magic missile*~~.

Perin, male human Rgr1; Medium-sized humanoid (human); CR 1; HD 1d10+1; hp 11; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +4 melee (1d6+3/19-20, shortsword) or +2/+2 melee (1d6+3/19-20 and 1d6+1/19-20, two shortswords) or +5 melee (1d8+4/x3, masterwork longspear); AL NE; SV Fort +3, Ref +1, Will +4; Str 16, Dex 12, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Animal Empathy +4, Hide +4, Listen +6, Spot +6, Wilderness Lore +6. Ambidexterity, Iron Will, Power Attack, Track, Two-Weapon Fighting.

Possessions: studded leather armor, two shortswords, backpack, masterwork longspear (if the Gruff Group took the spears).

Robin Sackton, male human Ftr1; Medium-sized humanoid (human); CR 1; HD 1d10+1; hp 11; Init +4; Spd 20 ft.; AC 19 (touch 14, flat-footed 15); Atks +6 ranged (1d8+1/x3, masterwork longbow) or +2 melee (2d6+1/19-20, greatsword) or +3 melee (1d8+1/x3, masterwork longspear); AL LE; SV Fort +3, Ref +4, Will +1; Str 12, Dex 18, Con 12, Int 8, Wis 12, Cha 8.

Skills and Feats: Craft (bowmaking) +5, Ride +8. Point-Blank Shot, Precise Shot, Weapon Focus (longbow).

Possessions: masterwork longbow, 40 arrows, breastplate, greatsword, masterwork longspear (if the Gruff Group took the spears).

Tactics: If it looks like the party is low on front-line fighters, then Robin stands back and shoots; otherwise, he enters melee. Perin and Griffo close for melee in any case, trying to flank with each other, while Griffo whistles to inspire his allies. Dimberaid hangs back by the treeline and provides support with magic missiles on anyone that looks threatening or closes with her. If the Gruff Group has the masterwork spears, they also try to use those if it's reasonable. If any of the Gruff Group combatants is reduced to a couple of hit points, they'll flee. If any three members of this group fall or flee, the fourth will also try to run.

Treasure: In addition to the equipment they carry, the Gruff Group has three horses and one pony with saddles and saddlebags tied off a few hundred feet back in the woods. The saddlebags carry a few days of provisions, but that's all.

Encounter Four: The Festival Feast

The sun is still high in the sky when your party crests the last rise of hills between you and the town and just a few hours later you approach the gates. As you do, you see Javin Jauntes riding out to meet you. The large dwarf stiffly slides off his pony and approaches your group with a wide grin. "Welcome, welcome!" he practically shouts as he strides forward. "I had begun to be concerned that you wouldn't arrive in time, but here you are!"

Javin Jauntes checks on the condition of the boar. If the boar was improperly killed or has started to rot, read the following:

Javin looks over the corpse with a critical eye, counting the many imperfections and damage your negligence has caused. Going back to his pony he silently lifts a large tarp off the back of the animal and quickly covers the beasts body. Javin begins to swear into his beard, and motions you to follow him back to his tent.

If the party followed Javin's instructions about killing the boar, and cast the *gentle repose* spell on the animal, read the following:

Javin runs his hand over the grizzled fur of the boars back, his eyes alight with wonder as he begins to mutter excitedly. You are able to make out a few short references to spices and cooking times, before he rouses himself from his contemplation of the animal before him. Looking up at you all, his bearded face positively glows with pleasure. "This is going to be quite a party, quite a party.... Please get the tarp from the pony and let us prepare – there is still so much to do".

The party is ushered through the gates to the town commons, where Javin maneuvers the boar into the tarp lined fire pit enclosure behind his tent. Any character can notice, (Sense Motive, DC 15), that Chef Javin is cautious to make sure the boar stays hidden from all eyes other than his own and the characters'. If confronted on this, Javin explains that he wants the boar to be a real surprise for the feast.

If the carcass was in bad condition, Javin is able to repair much of the damage and make the boar mostly edible, but won't reward the characters with the masterwork spears. If the carcass is in good condition, then he lets the characters keep the masterwork spears and the wagon.

Conclusion

Over the next day the smell of roasting meat fills the entire town, wafting from the tarp-enclosed area behind Chef Javin Jauntes' tent.

Headman Malin and Brewmaster Stealthwater have isolated themselves in the Temple of Wenta, and the acolytes there prevent anyone from disturbing them as they assist with the temple's holy work. Their work comes to fruition in late afternoon as large casks of ale

begin to regularly roll out of the side entrance of the temple.

As the day fades to night a air of expectation fills the crowd. Long tables and benches are set in rows off to either side of the commons and a immense table is placed squarely in front of the temple. Several acolytes of Wenta lead your group to a side table, where great mugs of ale already sit.

Just as the last light of the sun is dipping over the horizon Chef Jauntes, stained and sweat-faced, exits the enclosed area behind his tent and walks into the temple. Almost immediately the Chef, Headman Malin and Brewmaster Stealthwater exit the temple, all dressed in red, gold, and brown. Small glowing lights flit out of the temple to hover over the various tables, and the three walk to the head table and wait for the crowd to quiet.

Headman Malin raises his arms and calls out to the crowd, "People of Sobanwych! It has been a trying time for these past few years, but your stout hearts and the blessings of the Alewife have lead us through those times. We stand now after a great harvest; our cattle and sheep graze safely, our silos are again full, and the twin blessings of the grain nourish our bodies and souls.

"We must, however, stay vigilant! For even now there are dangers in the Gnarley. This very week we have received reports of a great boar ravaging the outlying farms and homesteads by the wood – and we cannot let any of our people suffer from such a monster. And so as your leader I say this to all the local Gnarleymen and adventurers: I pledge to you a ransom of two thousand gold coins to whomever presents me with the great beast's head! But now, the Feast!"

With a flourish Chef Javin Jauntes steps forward and makes a grand gesture. The tarp walls surrounding the fire pit fall away, revealing the now perfectly roasted great boar, its huge head pointing directly at Headman Malin.

The End

Experience Point Summary

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

Encounter One

Defeat the great boar 150 xp

Encounter Two

Defeat the Gruff Group 150 xp

Encounter Three

Return the carcass in good condition 60 xp

Story Award

Good roleplaying and combat heroics 90 xp

Total possible experience 450 xp

Treasure Summary

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a

characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Encounter Three:

Defeat the Gruff Group

APL 2: L: 127 gp (includes mounts); C: 10 gp.

Encounter Four:

If the carcass is in good shape, then Chef Javin Jauntes lets the characters keep the masterwork spears and the wagon.

APL 2: L: 79 gp; C: 0 gp.

If the characters were able to uncover the reward in Round 1 (by making the Gather Information check DC 27), and they convinced Chef Javin to split the reward with them, then they can gain the following reward. Chef Javin will 'forget' to pay the characters their share, and will have to be reminded.

APL 2: L: 0 gp; C: 167 gp.

Total Possible gp per PC: 383 gp.

