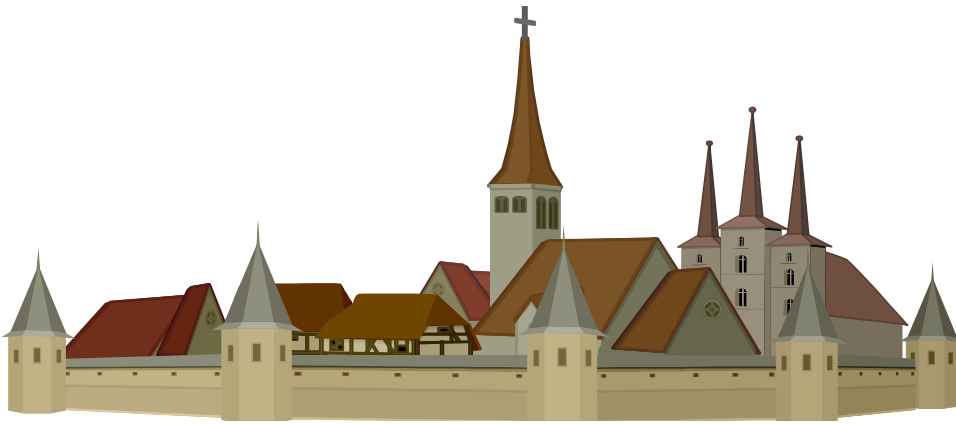


The Festival at Halbar



An Original d20 Adventure for 5th Level Characters

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DM Background

Introduction

The Village of Halbar is in a difficult position. The day before a set of ceremonial games are to be played with a neighbouring village, their athletes have gone missing. Later that day, the athletes turn up dead – cause unknown. The players will be asked to take their place and play a series of games to help the village fulfill its commitment to this holy ceremony.

After the ceremony begins, the cause of the death becomes known. Late one night, a group of Troglodytes attack the village in search of metal weapons and ore. The village might have been able to repel the Troglodytes on their own, but the leader of the Troglodytes has *charmed* a stone giant and enlisted his aid in his raids. The party must help defend the village, win the games, and rescue the Stone Giant from the clutches of the evil Troglodyte leader, Grizzl.

I prefer to run scenario based adventures rather than “boxed” adventures where the players wander from room to room fighting each monster along the way. If you are looking for a hack-and-slash adventure, this may not work for you. There *is* a large battle at the end, but it isn’t the focus of this adventure.

This adventure also involves mass combat (up to 25 villagers & PC’s against 50 enemies). The players in my group love this sort of fighting, but if this doesn’t appeal to you or your players, you may decide to omit that part. This adventure is intended to provide a bit of a distraction for the players from their normal combat based life. It could stand as such, and the players could simply play the games without ever meeting or fighting the troglodytes.

Adventure Summary

The party has stumbled across a village in dire need. Each year, the village of Halbar and the village of Mirad take part in a ceremony for Gaea’s favour (Greek god of Earth). This year though, the participants from Halbar have gone missing. With the ceremony only a day away, the village chief is desperate to find them. The chief will plead with the players to help him find the participants. He’ll claim that he doesn’t have much to pay them with, but they would certainly have his eternal thanks if they did.

Unfortunately for the village, the participants are dead. Their bodies can be found a little over a mile north of the village, toward Jovan’s Pass (see area map, page 29). The bodies have been stripped of all items of value, including their weapons and personal effects. The players will have a fairly easy time finding the bodies, especially if there is

someone with the *track* feat in the party. If they don't, the villagers will find them instead.

Now aware of the fate of his people, the village chief will ask the players to take their place in the ceremony. The players will probably be surprised at this and reluctant to participate without more information. The chief will then explain that the ceremony is a series of three athletic games. The athletes spend the entire year preparing for the games, and although there are men who could compete next year, no one in the village is up to the physical standards displayed by the player's characters. In extreme cases like this, it *is* permitted to have outsiders substitute for the slain villagers.

Looking around the village, it will be obvious that the chief is right about the lack of other potential players.

There are three games in all, and the players will be required to field four players per game. If there are more than four characters, encourage the party to mark them as "alternates" so that everyone can play at least one game.

The games are non-lethal, and fairly simple to play, so this should be a fun diversion for the players. One game per day is played. The winner of the games (described in the text) earns Gaea's favour for the year. (Improvement of crop yield, animal stock, etc...)

The players may be curious about the death of the athletes. Investigation at the time they discover the bodies will reveal only that the wounds they sustained were caused by claws and spears. There will be no tracks to follow.

On the first night of the competition, the players will discover what killed the athletes. A nearby band of Troglodytes saw the athletes and recognized their weapons as adamantine. They killed the athletes and took the precious metal from them. Now, anxious to lay their hands on more of the rare metal, the Troglodytes gather for an attack on the village.

Although the Troglodytes are normally not a threat to a village this size, they have a powerful weapon at their disposal. Grizzl, the leader of this group has managed to get his hands on a *wand of charm monster*. He has used it to convince a Stone Giant (Grig) to join his tribe and help him raid human settlements. Grig is *neutral good* and although he has agreed to help Grizzl raid the human's settlements, he will not kill indiscriminately. During any combat with humans he will use subdual force. This will change if he loses more than a quarter of his hit points or if he is panicked as a result of a violent attack such as mass damage spells (fireball, lightning bolt, etc...) or a particularly nasty trap.

The players and villagers will need to work together to repel the Troglodyte's attack. The Troglodyte's will attack twice - once on the first night of the games, and once on the last night. The attack on the first night will be a surprise, and although the

Troglodytes will do well, they should be repelled by the players and the villagers without a prolonged battle or a large number of casualties. The last night they attack, both sides should be ready and the fight will be a good one.

During the competition (three days), the players are not allowed to leave the village. If any player attempts to, either overtly or covertly, the chief or one of his men will attempt to stop them. He will warn the player that leaving the village will incur the wrath of their god and that the player and the village will be punished. This will prevent the players from tracking the Troglodytes back to their lair and attacking them before the final night of the games.

During the competition, another giant will come into the village. This is Grig's wife, Grenna. Grig has been missing for over a week and she is worried about him. She's looked in his usual haunts, but hasn't been able to find him. She is searching the village, afraid that the humans have taken him prisoner or have killed him.

Grenna is frantic to find Grig, but if handled properly, she is not a threat. She will respond to violence in kind, but if the players try to talk to her, she will explain her problem. If none of the players speak a language known to Grenna, have one of the villagers translate. Under no circumstances will she stay in the village, she will leave and continue her search for Grig.

This adventure is set at 5th level. This will make it *very* hard for the players to defeat the troglodytes and giant, even with the help of the villagers. For this reason, it is important that the players learn that the giant is only using subdual force. They *should* wonder why he is doing this and eventually come to the conclusion that he is being controlled in some way. Grenna's visit should be the clue that convinces them thoroughly.

During the night of the second battle, the *charm monster* spell will have worn off. (Grizzl is unaware of the exact duration of the wand's spell and has accidentally let it expire.) If a player talks to Grig and tries to convince him that he has been controlled by the troglodytes, Grig will stop fighting against the humans and turn on the troglodytes.

If the players don't figure out that Grig has been charmed, Grig will continue to fight for the troglodytes and probably defeat the party. At the least, he will kill one or two players. The players' weapons will be stolen along with any other metal belongings they might have and the Troglodytes will return to their lair. If this happens, the surviving players may find it *very* hard to recover their stolen goods.

Gameplay Hints for the DM

The fun part of this adventure is the surprise factor at each stage. When the players enter Halbar and find out about the missing villagers, they will be expecting an adventure to find and rescue them. To their surprise, they learn that the “participants” are dead. The chief asks them to part in the ceremony in the place of the dead villagers. Even those who weren’t surprised by being asked to replace the villagers *will* be surprised when they find out that the ceremony is a series of games. They will be even more surprised to find out about the adamantine. Make sure when you refer to the ceremony, you don’t mention that they are games. Refer to the missing athletes as “villagers” or “participants”.

Once the players get the idea of playing the games in their head, they will be surprised again by the attack during the night. Those that weren’t surprised by the attack *will* be surprised that the giant used non-lethal force.

I recommend that you play each of the games at least once before presenting them to the players. The hockey game is especially difficult to get the hang of, although once you do, it’s a blast. Remember that although the players may have better stats, the villagers from Mirad should have more experience. The only way that will happen is if *you* have played the games ahead of time and learned some of the strategies. (If the players *don’t* have better stats, you may want to adjust the villagers’ stats.)

After the games are over, and if the players have figured things out, they will be pleasantly surprised to find the giant is willing to fight with them. When it is all over, they should have defeated the Troglodytes, won the games, gained some very nice weapons and made friends with a powerful giant. Not a bad week, all in all.

Scene 1. Greeting the Players – 4pm, Day 1

Although the village doesn't employ guards, villagers are always on the lookout for travelers. When the players enter the village, they will be treated well by the villagers. Everyone they see will act friendly and wave or say hello to the players. The players will finally be approached by Chief Davin and his daughter. He will approach the players with his hands out, showing peace and friendship.

“Welcome friends,” he says. “You look weary and the day is growing old. Please, accept our hospitality and stay for the night. The village is in celebration tonight, and we would be glad to add four (fill in number of players) more to the festivities.”

Using *sense motive* on Davin will show that he is sincere and means no harm. This is true for all the people of the village. (DC 10)

If the players resist staying the night, the chief's daughter, Mara, will step in. She will choose one of the male players and approach him.

“Please, good sir. Won't you stay? The festival is about to begin and the men here are such poor dancers.” She says coyly.

Again, a *sense motive* will reveal that she is sincere and means no harm. (DC 10)

If the players still refuse, let them go. Use encounter 1c. If the players stay, use 1b.

Scene 1b. Party Time! – 5pm, Day1

If the players stay the night, they are treated to a wonderful feast consisting of a wide variety of meats and vegetables. Ponto, the Medicine Man, will offer the players a place to sleep in the church. There are three rooms, the players can split up any way they see fit. The rooms are quite comfortable, and adventurers who have been on the road for a long time will enjoy the accommodations.

At 5pm, around 100 people from the village of Mirad arrive. They will participate in the festival as well. Four of the men are dressed in ceremonial garb. The chief (Chanda), warlord (Jarra) and medicine man (Jiral) from Mirad will be with the visitors.

At 6pm, everyone assembles in the gathering hall for the festival. The four from Mirad join four men from Halbar dressed in similar garb and take the “stage” at the front of the hall. As they step on stage, the room grows quiet and all eyes are on the men. The men are very physically fit, each one clearly in top condition.

The men on stage then put on a play/dance that depicts a time where the crops were good and the herd was great. The play is conducted by four men from Halbar and four men from Mirad.

The people (the four from Halbar) wanted for nothing. Then they met a group of others (the four from Mirad) who also prospered as they did. The two tribes fought for each other’s land and animals. Many warriors died. This angered Gaea (played by Mara) and she took vengeance upon both tribes. Rivers dried up and livestock died. The soil went dry and crops wouldn’t grow. Both tribes suffered. Despite this, the two tribes still fought over their resources. (The men use ceremonial daggers and swords for this part in an amazing display of mock battle.)

After years of fighting and suffering, the chiefs of each village met. At first they did not trust one another, but eventually they learned to co-exist in peace.

Gaea was pleased, and the two tribes prospered. The people were happy again and once a year celebrated this peace with the other village in this ceremony.

When the play is over, gifts are exchanged with four dignitaries from the other village (Mirad). The Halbarian chief gives Mirad a ceremonial sword and two plows intended for an ox. Mirad gives Halbar five sacks of a mixture of seeds and roots in return. (The sword and plows are adamantine, but the players won’t get a good enough look to see that. The seeds and roots are very rare and medicinal in nature. Everyone in the village knows this and will answer any questions the players may have. The villagers will not mention that the weapons are adamantine unless specifically asked.)

After the gift giving ceremony, there is dancing and music. The villagers and dignitaries all take part in the dancing and everyone has an excellent time. The village brews a type

of ale that is quite tasty and the food keeps coming. There are no social prohibitions to getting drunk and “socializing” with the locals, so if the players choose to, they can do so without fear of offence. As for the advances of Mara, the chief’s daughter, I leave that for you to decide.

The visitors from Mirad, including the “actors” will leave around midnight. They will answer whatever questions the party might ask to the best of their ability. The players may ask about the village of Mirad. You may have to make something up in that case as the village is not important to this adventure and has not been created. Based on their gift of seeds, I suggest that you stick with an agrarian based society.

The evening will end around 2am as most of the villagers drift off to bed.

Scene 1c. On the Road Again – 5:30 am Day2

If the players refuse to stay, the villagers will let them move on without incident. The next morning before the adventurers set off for another day of travel, two of the villagers will catch up with them.

Read this to whoever is on watch for the last shift of the night:

You see two men approaching the camp from the south (fill in appropriate direction). They seem to be from the village you passed through last night.

They stop just at the edge of your camp. “Good travelers, you must help us. Four of our men have gone missing from the village during last night’s festival. Have you seen them?”

Of course, the adventurers have not seen the missing men. It is assumed they will say so.

The villagers will respond:

“That is too bad. We *must* find them,” he says. “Chief Davin told us to ask your help in finding these men. The survival of our village depends on finding them.”

If the players agree, the men lead the players back to the village. Go to encounter 2.

If the players disagree, you can either end the scenario, or, have the players find the bodies of the dead villagers when they set off again. If you decide to go that way, move to scene 3.

Scene 2. A Plea for Help, 6:30 am, Day 2

However the players get here, either by staying the night or by being called back after leaving, this event in the early morning. If the players try to leave earlier, make sure that they see the villagers are clearly panicked and that Davin meets up with them before they leave.

When the players approach the chief, he will turn toward the leader of the party. Although he is trying to hide it, he is clearly worried about the missing men. A *sense motive* will show this to be true. (DC 10)

“We must find our missing men. They were here last night for the festival, but this morning they are nowhere to be found. We must find them before the end of the day. They were to participate in the ceremony with Mirad this evening. Without them, we are lost.” Davin shows the players a map of the area. “Please help us,” he pleads, “we have little to offer, but we need your help desperately.”

When asked, the chief will go on to explain that the missing men are the ones who acted in the play last night. If the players didn’t see the play, the chief will describe the ceremonial costumes they were wearing. (Make something up if you like.)

If the players agree, the chief thanks them and asks their assistance in organizing the search. If asked, he will tell the players that he has already sent a group of men to Mirad to look there. The chief will follow any reasonable suggestions that the players make.

The players may wish to spend time questioning people in the village. They will learn little other than the men were seen wandering the village late last night. They were quite drunk and were still drinking. This was at about 2:30 am.

Scene 3. Discovering the Bodies, 2:30 pm, Day 2

Whether the players search or not, the men's bodies will turn up before the end of the day. They can be found by either the players or by other search parties. All four men are dead. The wounds were caused by claws and spears. Their clothing is badly damaged, and all four of them are missing their ceremonial weapons.

The chief will not recognize the claw marks and does not know of any local threat that could have caused them. He will be difficult to talk to initially, as his grief and fear for his village will be great. When he recovers his composure, he will turn to the players.

"Thank you for helping us find our men," he says. "but it seems that all has been lost." The chief is clearly worried and unhappy, fearful of his people's future.

Give the players a chance to console him or offer to find the killers. Whether they do or not, he will speak again to the players.

The chief looks at his village wistfully. "My people are good. They deserve better than this," he says. He looks at the dead villagers. "These men trained and prayed all year for the strength to endure the ceremony." "My people are strong, but not compared to these men." He pauses for a moment and then turns to face the players. "My friends, I can see that you are also very strong and healthy. I know this asks much of you, but would you consider taking the place of these men during the ceremony? Under such circumstances as these, it *is* permitted."

The players will want more information about the ceremony before they agree to participate. At this point, have the chief fill them in on the games of the ceremony. He will show them the playing fields for each and explain the rules. If the players agree, move to scene 4. If not, this ends the adventure.

Scene 4. The Ceremony Begins, 5pm Day 2

The village only needs four players, but the chief suggests that they all be included in the games. This way, if there is a game that one of them is better at than the others, they can put that man in.

The local villagers are upset by this turn of events and it shows. Despite this, the villagers are still hopeful that the characters can win the games and bring favour to their village. They will wish the players luck and chat with them to help reassure themselves as to their skills.

The villagers from Mirad return to take part in the ceremony. They are aware of the dead villagers and are somewhat subdued because of it. The ceremony is very brief. It is held in the gathering hall. Each of the villages' medicine men takes the stage, along with the competitors. The competitors are dressed in a simple uniform, blue for Halbar, red for Mirad. The medicine man from each village gives each man a necklace with a stone on it. The stone is the holy symbol of their god. The medicine man from Mirad speaks first:

"Great Gaea, we ask your blessing for our men in these games we are about to play in your honour. It is only through your wisdom and blessing that we prosper in this world. We ask your guidance and strength.

The medicine man from Halbar speaks next:

"Great Gaea. Though our village has suffered a great loss, we ask that you help us in our efforts in this ceremony. It is only through your will that we will succeed. We ask your wisdom and endurance.

Everyone bows their heads in a moment of silence. Then chief Davin speaks:

"These men (and women) have been chosen by each village as the participants of this year's ceremony. They have lawfully accepted the position. So it shall be."

"At the first light tomorrow, the games shall begin. We begin at the Great Tree!"

After Davin finishes, a cheer goes up from the assembly. The villagers begin to leave the room, talking about the events to come. The villagers spend most of the rest of the evening eating, drinking and talking.

Things wind down early in the village in deference to the competitors. By 11pm, most villagers are asleep in their houses. The visiting villagers return home by 9pm.

Scene 5. Midnight Attack! 3 am, Day 3

Encounter: (EL 11)

The troglodytes, lead by Grizzl, attack the village looking for more adamantine weapons. They have done a little preliminary scouting, so they know about the weaponsmith and the forge. They *don't* know about the player characters presence.

The Troglodytes have split into two forces. Group one, consisting of Birriz, Ararr, and 30 Troglodytes will attack the forge from the south. Group two consists of the remaining fifteen troglodytes, the stone giant, and Grizzl. They will attack the weaponsmith. It is a bold plan, but given what they know about the village, Grizzl expects that they will succeed easily. He is only partly right.

While group one is attacking the forge, Grizzl leads group to the weaponsmith. It should be an easy attack, but in his overconfidence, Grizzl will decide that it might be fun to shake up the local villagers. Instead of stealthily attacking the weaponsmith and holding the giant in reserve, he brings the giant with him and has him break down the doors to the weaponsmith. The noise is loud enough to wake anyone in the area, including the adventurers. Grizzl enters the building and they put all the weapons they can find (three longswords, 2 shortwords and 5 daggers) in a sack.

The adventurers will wake when the giant smashes down the door to the weaponsmith. If they decide not to investigate immediately, Ponto will come up to their rooms to get them. Either way, the players will find themselves outside the church and heading towards the source of the noise.

When they arrive, the giant and troglodytes will be in battle with Xinta and three of his warriors. The giant will be carrying a sack over his shoulder and attacking with his club. The villagers present no real threat to the giant, so he is using subdual damage. The Troglodytes are attacking with their spears and doing actual damage. It's important that he continues doing subdual damage. Have him retreat if necessary, but when he leaves, the players must understand that he was *not* doing real damage.

When the players arrive, it should be on the third round of battle. Ponto will accompany them. Remember that the players were asleep, so the fighters will probably not be wearing any armour.

The battle should result in the Troglodytes and the giant retreating, *without* the sack. This should be a challenge, but not too difficult given the number of people available to fight them. Have Xinta make a final strike to retrieve the sack if needed.

The battle in the south will result in the defeat the villagers. The Troglodytes will escape with all the adamantine in the forge. (Enough for four weapons to be built.)

In the event the players sleep in the south, simply reverse the attack. The main point is that the players fight the giant and see that he is only doing subdual damage and that the Grizzl commands him. However the battle goes, one of the two sites with adamantine should be cleaned out, the other one should be left intact. (This sets up the game for the later attack.)

The players may want to pursue the Troglodytes. They will be told by whoever is present (Davin, Xinta or Ponto) that now that the ceremony has begun, they cannot leave the village until it is complete. If they do, they forfeit the games.

Between the two battles, eleven troglodytes should die. Whatever number the PC's in the north kill, ensure that the villagers in the south kill a number that will bring the total to eleven. (So, if the PC's kill 6, then the villagers in the south should kill 5) That will leave 34 Troglodytes plus the two leaders and the giant for the final battle.

Scene 6. The Morning After, 6am Day3

The morning after the attack, the players and Chief Davin will have a chance to talk before the first game. Davin will look to the players for advise on how to handle this latest development. Although he is a good leader, his experience with this sort of thing is limited.

The best idea is for the villagers to track the Troglodytes back to their lair. Given the number of troglodytes, this is a fairly easy task. Give the PC's time to suggest the idea (and reward them with experience if they do!). If they don't, then Davin will suggest it. Xinta will take two warriors with him to track down the Troglodytes. They will not attack, but will try to find out what their intentions are.

The players may also suggest that the other village may be able to lend assistance. This is a good idea and the other village will send four of their six warriors, but the warlord will not want to leave her village, fearful that they may attack there next. She will remain in Mirad with the two remaining warriors. A diplomacy roll of 25 or better will convince her to change her mind and join the force in Halbar. In no event will she leave her village totally unguarded. The other two warriors will stay in Mirad regardless of her presence.

The players may convince Chanda (Mirad chief) and Jiral (Mirad medicine man) to stay and help as well. This requires a diplomacy roll of 20 and 15 respectively. If the players are unable to convince Jarra to stay and appeal the Chanda, it will require a diplomacy roll of 30 to have him override Jarra's wishes. If they approach him first, he it will only require a roll of 20.

Scene 7. Game 1 – Just a Stone’s Throw Away, 7am Day3

After being served breakfast by the villagers, the players will be led to a gigantic tree near the center of the village.

The tree is over one hundred feet high and sixty feet wide. The growth of the branches has been carefully directed to provide eight spaces to stand on eight different levels. Hanging from some of the spaces are vines that lead up to higher spaces. Spread throughout the tree are knots with small red arrows pinned to them.

From there, they will be instructed to climb up to the first spot. When all eight players are in place, Davin will speak.

“In days past, our warriors would hurl mighty weapons at each other to kill one another. Now we throw stones in this game to show that although our skill has not diminished, our need for war has.”

The players will now play “Just a Stone’s Throw Away” by the rules presented in the section at the end. The game will take about two hours to play.

Scene 8. Game 2 – “A Rolling Stone Gathers No Moss”, Noon, Day 4

An early lunch is served and then the players are led to the hill just north of the town.

You see a long path dug into the side of a hill. It reaches from the top, about 100 feet up and 100 feet north, to where you are standing. The path twists and turns as it comes down the hill towards a roughed out sand pit marked with a finish line. Near the top of the hill, you can almost make out several small carts, lined up with the entrance to the track.

The players are led up to the top of the hill.

Following the twisting path leading to the top of the hill, you get a better view of the track you will be racing down. It is made of stone and gravel, with deep grooves where the carts have left their mark. Many of the turns have large gouges marked in the walls where prior racers have missed a turn. Seeing the angle of some of the turns, you can understand why.

Once you reach the summit, you get a good look at the cart. It is made of wood and is just large enough for a person to fit in. There is a simple steering mechanism and a hand brake. Looking at it, it seems unlikely it would stay together on a level road, let alone this racetrack.

When all eight players have reached the top, Davin will speak.

Our people used to build weapons and vehicles that were used to kill and destroy each other. Now, we use these simpler vehicles so that we will not forget how dangerous a path we were once on.

The players will now play “A Rolling Stone Gathers No Moss”, as described in the last section of this adventure.

The game will take about three hours.

Scene 9. A Frantic Guest, 3pm Day 4

(EL 8)

After the game is finished, the players return to the village. They arrive to hear screaming and yelling coming from the south.

As the players run through the village, they encounter villagers running the other way, screaming “The Giant has returned! Run for your lives!”

If the players try to question someone, he/she will tell the player that the giant is near the forge, looking to kill everyone.

When the players arrive at the spot where the giant is, they will see a giant roaming about the village, yelling something. Characters who speak giant will recognize that she is yelling the name “Grig!”

This is Grig’s wife, Grenna. Grig has been gone for almost a week and she is frantically searching for him. She has searched the hills, but to no avail. She’s afraid that the villagers have kidnapped or killed him and is searching for proof of either.

As the players reach the southern part of the village, read the following:

As you near the forge, you can see a female giant storming through the village. She’s crashing into fences, knocking over trees and breaking anything in its way with her huge hands. She has a huge greatclub tied to her back and a sack tied to her belt.

If the players approach her in a threatening manner, she will take a defensive stance, but not attack. She will speak to them in giant, trying to find out if they have her husband. If there is someone in the party that can speak giant, she will talk to that person. If not, she will eventually turn away from the party and continue searching for Grig.

If the players attack her, she will fight back. She has a Ring of Protection+2 and a Greatclub +1. (Grig didn’t take these things because he was charmed while out for a walk)

If the players choose to talk to Grenna, she will explain that Grig has been missing for nearly a week now and she’s worried that something bad has happened to him. When the players describe the giant from the other night, she will confirm that it matches his appearance, but that it couldn’t have been him because he would never hurt someone or participate in a raid on a town, even a human one.

After being satisfied that Grig is not in the village (diplomacy roll 15 or better), she will leave the village to continue her search. She will ask the group not to hurt him if he returns.

This encounter should be handled carefully. It is important that the party gets the chance to see that she is *not* actually killing people, but just looking around (although somewhat violently with respect to buildings and animals). If the party attacks and kills her, it is likely they will try to do the same to Grig – with tragic results.

Scene 10. Xinta's Return, 9am Day 5

At 9am on the fifth day, Xinta and his party will return. They have traced the Troglodytes back to their camp about two miles north of the village.

Xinta knows the following:

There are 37 warriors, including three leaders.

Two leaders, one appears to be a mage, the other two are clerics.

The mage is in charge of the group.

The giant seems quiet most of the time.

The giant doesn't leave the mage's side very often.

The giant has little patience for the other troglodytes.

The other troglodytes stay away from the giant.

The mage eats first, then the giant, then the clerics and then the others. (dominance)

Their camp is made just inside a cave complex, two miles north.

They always post guards outside the entrance to the cave.

They are armed with spears only. (Unless they recovered weapons from the village attack)

They came from the east to their present camp.

They got across the river on a raft and a rope. The rope has been cut and the raft destroyed by Xinta's men.

They are active at night and sleep during the day.

They are packed up and ready to leave for first thing this evening. Xinta feels they may be coming back to the village, but he doesn't know for sure.

One of the clerics left with the stolen adamantite and two warriors. They went southwest.

Xinta is very good at scouting. He should be able to answer just about any question the PC's put to him. He will offer as much as he can (basically the whole list). Let the players ask questions and award experience points for each one that seems useful.

Scene 11. Game 3 – Birds of a Feather , Noon Day 5

The players are given an early lunch and then brought to the game arena.

You arrive at the arena near the edge of the village. The playing field is 65 feet wide and 75 feet long. On each side of the arena are four large birds. They look like a cross between an ostrich and an owl. Each of the birds has a saddle attached to it.

The players are led to the birds. Each bird's attributes are described to the players. They arrange for their mounts and numbers based on the rules and their strategies. When they are done, Chief Davin speaks:

“At one time we used to ride these birds into battle against one another. Often, wars were won or lost because of the quality of the mounts that we bred. Now, we use them peacefully, in harmony with one another. This game helps us remember the violent people we once were, and will never be again.”

The players will now play the game “Birds of a feather” as per the rules.

The game will take about four hours.

Scene 12. Grizzl Strikes Again, 2 am, Day 6

(EL 12)

After the games are over, the players will want to prepare for the Troglodyte attack. The four warriors from Mirad will still be in the village and will help. Of course, Davin, Xinta, and Ponto will help, and the players may have convinced some of the people from Marid to help as well. (This includes the four athletes from Marid). If the players are lucky, they may have as many as 11 from Marid helping them. In any case, they will have the four athletes plus the four warriors Jarra left for them. That presents a minimum of 16 villagers assisting the players. If they convince the giant to stop fighting, that should be more than enough to deal with the troglodytes.

You can decide how the troglodytes will attack. Troggs are bright, but not too bright. Present a simple strategy – nothing too complex or effective. The deciding factor for this battle is how the players handle the giant. The challenge is to deal with the Troggs *without* causing the giant serious harm or panicking him. If the players fail to do this, there will be severe consequences for the village and players.

If the players have figured things out, they should know that the giant is being controlled. Since the spell has worn off, the giant is now only there because of momentum. If someone causes him to question why, he will realize that he has been controlled and stop fighting the village. Alternately, you can have the spell still in effect and have the players cast *dispel magic* to remote it. If this is your choice, the DC for the dispel is 18. Be sure to increase the experience awarded accordingly.

Depending on how the battle is going, you can either have the giant turn on the troglodytes, or simply leave.

Scene 13. Saying Goodbye, morning, Day 6

Assuming that the players were victorious in battle, Davin will want to reward them. As a reward for protecting the village, Davin will reward them with adamantine weapons. A suitable reward for the encounters should be +1 adamantine weapons or +1 adamantine light armor for four players. Check page 242 of the DMG for pricing and rules regarding adamantine.

If you want to continue the adventure, the players will discover that the Troglodytes no longer have the adamantine. Xinta will tell the players about the Cleric that left with the adamantine (if he hasn't already) and will suggest that they attack the Troglodytes to get it back.

Whether they have a captured Trog to tell them how to find the base, or whether they follow the trail left behind by the three who returned, the players should find the base with relative ease.

If the players do decide to continue, Xinta and three of the warriors will offer to join the party. Ponto and Davin plus the two remaining warriors will remain to guard the village, should more Troglodytes arrive.

Scene 14. Attack on the Troglodytes, Undetermined time

While traveling to the Troglodyte camp, the players will have to go around Mount D'nal. Whether they are using tracking skills, or directions given by a captured Troglodyte, they will find the best way to approach is to travel west and then south around the mountain. The mountain itself is a very hard climb and anyone without proper equipment will surely die in the attempt.

There are fifteen Troglodytes and four giant lizards at the base, including one leader (Ararra). While this does not represent as large a force as what the players faced in the village, they are on their own turf now and as such present a much more formidable challenge.

The Troglodytes always have guards posted, even during the day. There are two guards with spears visible at the main entrance and one in the back. In addition to this, there are two guards with javelins posted at the front entrance and one in the back. They are concealed in small alcoves that make it very difficult for someone to spot them. (DC 25 in daylight, 35 at night) The front right and rear guard each has a trumpet that he can sound if an intruder approaches. The trumpet is visible to anyone who looks at the guard.

In addition to this, the Troglodytes have dug pits with poisoned spikes in strategic areas around the camp. The pits are ten feet deep and cause 1d6 falling damage, plus 2d6 spike damage. In addition to this, the spikes are poisoned with medium sized spider venom (recovered when they killed the spiders that used to inhabit these caves). The poison has a DC of 14 for fortitude and does 1d4 Str for initial damage and 1d6 Str secondary damage. All of the pits are concealed to be indistinguishable from the rest of the ground, making them very hard to spot. (Spot DC 30, Search DC 20, Disable DC 20)

Pit Traps

Trap Type: Poisoned Spike Pit

Construction Type: Simple Mechanical

Activation Type: Instant

Trigger: Local; trapdoor

Mechanism: Gravity

Effect: Ensnarement, Injury

Attack Bonus: No attack roll necessary

Damage: 1d6 + 2d6 + poison (2-10 strength)

Save: Reflex save (DC 20) avoids

Search DC: 20

Disable Device DC: 20

Challenge Rating: 4

The Troglodytes are very attentive and always on guard for intruders. The standard method of attack is for the Troglodytes to lure the attackers into the areas with pits in the hopes that some of them might fall in. Once they do, they surround the pit with the captured foe and hit him with javelins and musk. With luck, between the poison and the musk, the foe has been reduced to 0 strength and can't fight back. If things look bad, the Troglodytes will retreat into the cave.

Although they are not intelligent, the Troglodytes are very cunning and know the area well. They will use the caves and trees around the area to their advantage, attacking the players when it is in their advantage to do so, retreating when it is not. Their favourite tactic is to lure the fighters away from the opposing force with a small group while a larger group waits to ambush the remaining spellcasters and rogues. Ararra is *very* cautious and will not risk a frontal assault if possible. She will use every trick she can think of to kill attackers without risking her people. Since there are young and eggs in the cave, she will also be reluctant to leave.

Chamber 2 is the Giant Lizard pen. The lizards are chained up in chamber 2a during the day, but allowed to roam freely in chamber 2 during the night. They have been trained not to leave chamber 2 unless one of the Troglodytes comes to get them. They are well trained for offensive action, but their tendency to run into the pits makes them poor watchdogs.

Chamber 1 – Main Living Chamber

This is the main living chamber. During normal conditions, most of the Troglodytes can be found in this room. They will eat, sleep, play dice games and talk about past battles here. There is a stockpile of javelins (23) and spears (12) in the alcove near the entrance. Other than that, there is little of interest here.

You push through debris and plant litter on the floor to enter the large cavern. The room smells of rotten food, decomposing plant life and musk. The stench turns your stomach and you struggle to maintain your composure. The room is more than fifty feet across in each direction. There are passages of different sizes leading out of the chamber and dozens of alcoves, nooks and crevices throughout the room.

Chamber 2 – Lizard Habitat

This is where the Giant Lizards live. They are usually chained to the wall in area 2a during the day. At night, they are loose, but have been trained to stay in this area.

This small cave is littered with half eaten rats and other small animals. The stone floor has deep scratches and gouges cut in it.

Chamber 3 – Smaller Living Chamber

Under normal conditions, the cave is quite full. With most of the band gone, this room is usually empty. There is nothing of interest here.

If possible, this smaller room smells even worse than the main room. It appears that it was a living quarters, but has recently become the favourite spot for the remaining Troglodytes to store their garbage, leftover bones and dirty rags. There are piles of leaves and grass throughout the room.

Chamber 4 – Grizzl's Room

When they discovered this cave, Grizzl claimed this room for his own. It is kept reasonably clean (by Troglodyte standards) and contains Grizzl's personal treasure. The rest of the band won't enter this room, even when Grizzl is gone.

This room is better kept and smells better than the others. There is a pile of leaves in one corner and a small pile of refuse and debris in the crevice near the entrance.

Players who search the refuse will find items that Grizzl has discarded from his victims. Contained in the refuse is a sack with 241 platinum pieces in it and a ruby in a belt pouch worth 750 gp.

Chambers 5 – 7 Hatchling / Egg Chambers

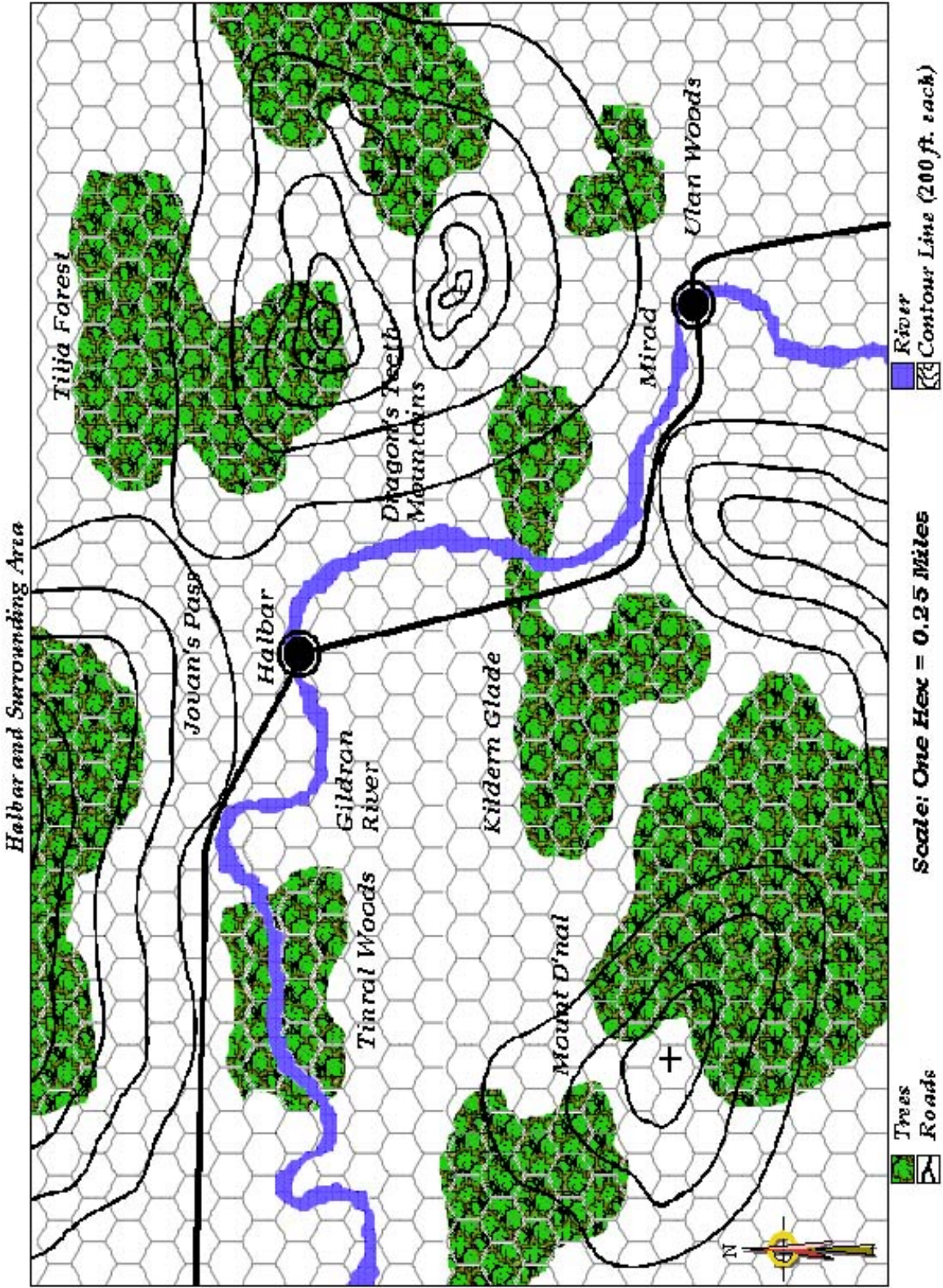
These chambers are where the hatchlings and eggs are kept. There are 8 hatchlings and 22 eggs distributed throughout these chambers. The hatchlings will not fight, but they will run if attacked.

Chamber 8 – Rear Exit

This is the rear exit to the cave. When the entire band is at home, this cavern is usually full of Troglodytes relaxing and sleeping. Unless the band has returned, or the remaining Troglodytes are on alert, this room will be empty.

This room is well ventilated, but smells of rotting flesh and garbage. Behind that smell is the scent of musk, strong but not overpowering. There are obvious exits to the northwest, northeast and west.

Map of Area

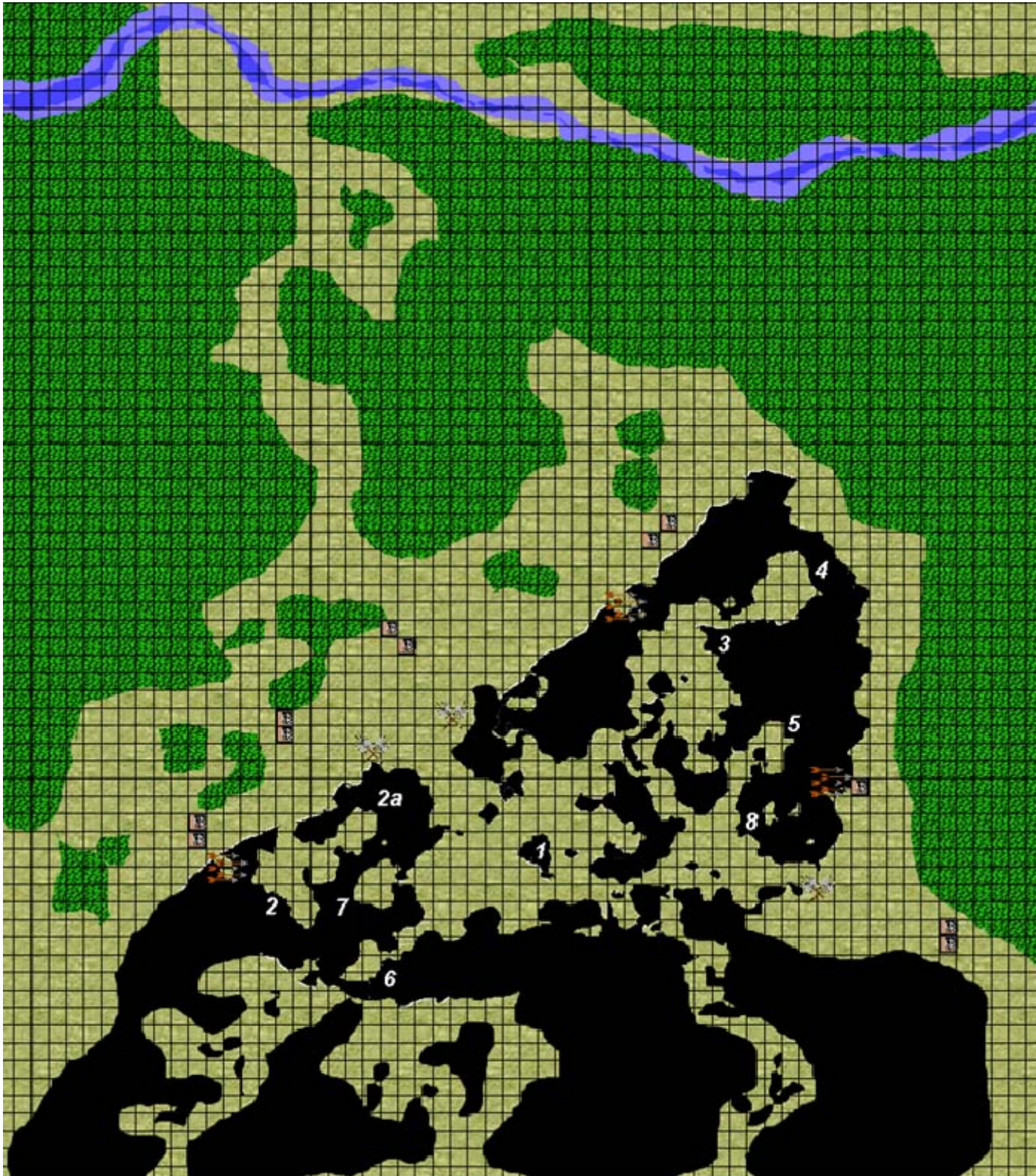


Map of Halbar

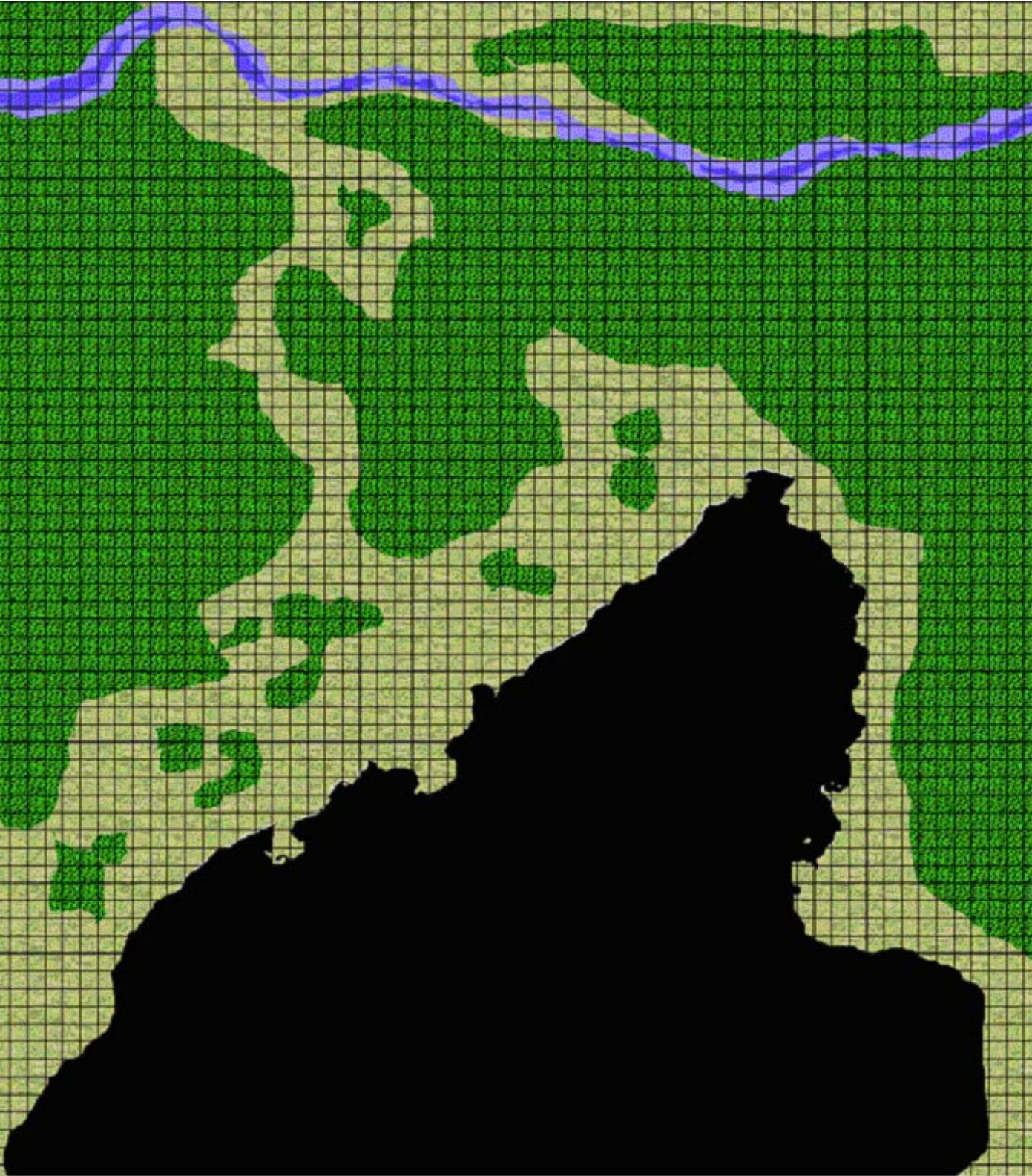




**Troglodyte DM's
MAP**



Troglodyte Player Map



The Village Of Halbar

The Village of Halbar is much as you would expect a small village to be. They are primarily farmers, but livestock including chickens, pigs and goats can be found in the village. The villagers also fish in the local river using nets and small boats. It has a population of 372. The main industry here is metalsmithing. They are superb miners and weapon makers. The two largest buildings are the forge and the weaponsmith. They do not have formal trade relations with anyone, but instead simply trade with whomever passes their way.

The village is well kept. The houses are built largely of wood and a plaster made from natural elements. Iron nails are used as are metal tools. Stone equipment is rare. Most tools are well constructed and made of iron. Roofs are made of oak shingles with leaves and straw for insulation and sealed with tree sap. The homes are fairly similar in construction, but each one has its own "style". The outside appearance of the houses is tidy and well-kept. Roads are dirt and gravel. They are kept clear of debris and refuse. Although there aren't any gutters, the Halbarians have learned the value of a raised center road. All of their roads are built with the center raised to allow rain to run off the road. This helps keep the roads in excellent shape.

The Halbarians are very friendly people. They welcome visitors with open arms and treat them with great hospitality. The people are fair skinned with reddish-brown hair. One Halbarian in 20 has pure red hair. Men tend to dress simply in pants and loose fitting shirts made of cotton or wool. When dressed formally, most men wear a vest and dark, fitted pants made of a silk/cotton blend. Women tend to dress functionally, which means pants similar to the men and cotton or wool shirts. When dressed formally, most women tend to wear cotton/silk ankle length skirts and blouses. Their use of color in dress is tasteful, but varied.

Animals can be found throughout the village. Goats and domesticated dogs are allowed to roam loose throughout the village. Pigs and other livestock are penned and kept away from the roads. A few houses also keep large birds. They are 6 feet tall and look like something between an ostrich and an owl. These birds have been domesticated and can be ridden like horses. Occasionally, they are used as mounts for travel over long distances. The birds cannot fly.

There are several people of note in the village of Halbar. Davin, the chief of the village, Xinta, the village Warlord, and Ponto, the village Medicine Man. In addition to these people, there are five village warriors.

Additional businesses include a small tavern, a mill, two brass workers, a barrelwright, a dairy, a fletcher and a leatherworker.

Village NPC's

Chief - Halbar

Davin, male human Pal5: CR 5; Size M (5 ft., 11 in. tall); HD 5d10+10; **hp 40**; Init +1 (+1 Dex); Spd 30 ft.; **AC 20** (+1 Dex, +2 Deflection, +7 armor); **Attack +9 melee, or +6 ranged**; **SV Fort +10, Ref +8, Will +8**; AL LG; Str 18, Dex 13, Con 15, Int 12, Wis 16, Cha 19.

Languages Spoken: Elvish, Common.

Skills and feats: Handle animal +12, Heal +11, Hide +1, Knowledge (religion) +9, Listen +3, Move silently +1, Profession +6, Ride +6, Spot +3; Dodge, Extra turning, Lightning reflexes.

Paladin Spells Per Day: 1.

Spells:

1 - Bless

Possessions:

Chain mail +2 (adamantine)
Greatsword +2 (adamantine)
Ring of Protection +2
Potion of Cure Moderate Wounds
Potion of Cure Light Wounds
Potion of Heroism

Davin is a very charismatic man. He has an easy going nature that puts people at ease immediately. He is very friendly and open to suggestion from those who have more experience than he does. That having been said, he has a devotion to Gaea that helps define him as a person. His belief that life should be lived in harmony with nature drives him. This is why the village prospers, but doesn't "clean up". The adamantite is very valuable, and Davin knows it, but his people take only what is needed to provide the village with things that they cannot get from the wild.

Davin is a typical paladin in battle. He will not use a missile weapon and will fight to the death for a cause he believes to be just.

Village Warlord - Halbar

Xinta, male human ***Ftr5***: CR 5; Size M (6 ft., 1 in. tall); HD 5d10+20; hp 53; Init +1 (+1 Dex); Spd 20 ft.; **AC 20** (+1 Dex, +7 Armor, +2 Buckler); **Attack +11 (+13 Greataxe Damage 1d12+8) melee, or +6 ranged**; SV Fort +8, Ref +2, Will +2; AL LG; Str 18, Dex 12, Con 19, Int 12, Wis 12, Cha 12.

Languages Spoken: Common, Giant.

Skills and feats: Climb +8, Hide +1, Innuendo +4, Jump +11, Listen +1, Move silently +1, Spot +1, Swim +12, Tumble +4.5; Blind-fight, Weapon Specialization (Greataxe), Combat Reflexes, Power attack, Quick draw, Weapon focus (greataxe).

Possessions:

Greataxe +2 (adamantine)
Shortbow (12 arrows +1 adamantite)
Chain mail +2 (adamantine)
Buckler +1 (magical)
Potion of Cure Light Wounds
Potion of Cure Moderate Wounds
Potion of Bull's Strength

Xinta is a capable warrior and a no-nonsense kinda guy. He believes that conversations, like battles, should be brief and to the point. He trains his men hard, and because of that, they are strong. He was expecting them to win the competition this year and is very disappointed that they will not be competing. That's not to say he doesn't care about them past their value as warriors. In fact, he cared for them very deeply, but his personality is such that he won't show it.

Xinta is very brave in battle and will sacrifice his own life for anyone who fights with him.

Warriors – Halbar

Male human War2: CR 1; Size M (5 ft., 5 in. tall); HD 2d8+6; hp 20; Init +1 (+1 Dex); Spd 20 ft.; **AC 16** (+1 Dex, +5 Armor); Attack +5 melee (+7 longsword), or +5 ranged; **SV Fort +6, Ref +1, Will +2**; AL NG; Str 16, Dex 12, Con 16, Int 12, Wis 15, Cha 14.

Languages Spoken: Elvish, Common.

Skills and feats: Appraise +3, Climb +8, Handle animal +7, Hide +1, Intimidate +5, Intuit direction +3, Jump +4, Listen +2, Move silently +1, Spot +2; Expertise, Dodge.

Equipment:

Longsword +2 (adamantine)

Crossbow (+1 adamantine arrows – 12)

Chain Shirt +1 (adamantine)

Potion of Cure Light Wounds

Medicine Man – Halbar

Ponto, male human, Drd5: CR 5; Size M (4 ft., 11 in. tall); HD 5d8+5; **hp 39**; Init +2 (+2 Dex); Spd 30 ft.; **AC 16** (+2 Dex, +4 Armor); **Attack +4 melee**, or +5 ranged; **SV Fort +5, Ref +3, Will +7**; AL NG; Str 13, Dex 15, Con 12, Int 13, Wis 17, Cha 9.

Languages Spoken: Common, Druidic, Dwarven.

Skills and feats: Handle animal +7, Heal +11, Hide +2, Innuendo +4, Knowledge (nature) +8, Listen +5, Move silently +2, Profession (Herbalist) +11, Spellcraft +3, Spot +5, Swim +8, Wilderness lore +10; Brew Potion, Combat casting, Heighten spell.

Druid Spells Per Day: 5/4/3/2.

Druid Spells Normally Chosen (non-combat):

- 0 – Detect Poison, Know Direction, Light, Mending, Purify Food and Drink
- 1 – Calm Animals, Cure Light Wounds, Goodberry, Pass without trace
- 2 – Delay Poison, Hold Animal, Speak with Animal
- 3 – Cure Moderate Wounds, Plant Growth

Druid Spells Normally Chosen (combat)

- 0 – Cure Minor Wounds, Flare x2, Guidance, Resistance
- 1 – Cure Light Wounds, Entangle, Faerie Fire, Obscuring Mist
- 2 – Flame Blade, Flaming Sphere, Summon Swarm
- 3 – Cure Moderate Wounds, Spike Growth (Substitute Call Lightning in stormy weather)

Animal Friend: Fensha, female Dire Wolf

Dire Wolf, Animal: CR 3; Size L (7 ft., 10 in long); HD 6d8+18; **49 hp**; Init +2 (Dex); Spd 50 ft; **AC 14** (-1 size, +2 Dex, +3 natural); **Attack Bite +10 melee (1d8+10 damage)**; **SA: Trip; SQ: Scent**; Face: 5ft x 10ft/5ft; **SV: Fort +8, Ref +7, Will +6**; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10; AL: N; Skills: Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1

Equipment:

- Studded Leather Armor +1
- Sickle +1 (adamantine)
- Potion of Cure Light Wounds
- Potion of Truth
- Potion of Bull's Strength
- Potion of Endurance

For a druid, Ponto is a very animated man. He has a boisterous personality that, although sometimes entertaining, can also grate on the nerves of those who don't know him. His devotion to Gaea is not as strong as Davin's, but he takes his duties seriously. He is brave in battle, to the point of self-sacrifice.

Village of Mirad – NPC's

Chief – Mirad

Chanda, male human Rgr6: CR 6; Size M (5 ft., 8 in. tall); HD 6d10+12; **hp 51**; Init +4 (+4 Dex); Spd 30 ft.; **AC 18** (+4 Dex, +4 Armor); **Attack +8/+3 melee (+12/+7 Rapier)**, or **+10/+5 ranged**; SV **Fort +7, Ref +8, Will +5**; AL LG; Str 15, Dex 18, Con 14, Int 18, Wis 16, Cha 12.

Languages Spoken: Abyssal, Aquan, Common, Ignan, Undercommon.

Skills and feats: Climb +9, Concentration +11, Craft +13, Disguise +3, Handle animal +10, Hide +4, Listen +12, Move silently +10, Profession +9, Search +11, Spot +3, Use rope +13, Wilderness lore +9; Dodge, Expertise, Lightning reflexes, [Track], Weapon finesse (rapier).

Ranger Spells Per Day: 2

1 – Entangle, Pass without Trace

Favoured Enemies: Constructs, Undead

Equipment:

Rapier +2 (adamantine)

Longbow (magic, 12 arrows +1 adamantine)

Studded Leather +1 (magical)

Potion of Cure Serious Wounds

Potion of Cure Light Wounds

Potion of Haste

Chanda is a reluctant leader. During his travels as a ranger, he came across Mirad while it was in the midst of an epidemic. He helped to find a natural cure for the plague, but not in time to save the chief or his warlord. He agreed to stay with the village until they could find a new chief. That was seven years ago. Although there are people in the village that could take his place, the people's love and trust for him cause them to ignore possible successors. He is quiet, speaking only when he has something to say.

Chanda is brave in battle and will fight to the death for his people. He will sacrifice himself for others *only* if it benefits his village. He feels his primary responsibility is to the village and that it would be irresponsible for him to be killed defending others.

Warriors - Mirad

Male human War2: CR 1; Size M (5 ft., 5 in. tall); HD 2d8+6; hp 20; Init +1 (+1 Dex); Spd 30 ft.; **AC 15** (+1 Dex, +4 Armor); Attack +5 melee, or +5 ranged; **SV Fort +6, Ref +1, Will +2**; AL NG; Str 16, Dex 12, Con 16, Int 12, Wis 15, Cha 14.

Languages Spoken: Elvish, Common.

Skills and feats: Appraise +3, Climb +8, Handle animal +7, Hide +1, Intimidate +5, Intuit direction +3, Jump +4, Listen +2, Move silently +1, Spot +2; Expertise, Dodge.

Equipment:

Longsword

Light Crossbow (+1 adamantine arrows – 12)

Chain Shirt

Potion of Cure Light Wounds

Warlord – Mirad

Jarra, female human Ftr3/Brd2: CR 5; Size M (5 ft., 7 in. tall); HD 3d10+3 + 2d6+2; **hp 45**; Init +1 (+1 Dex); Spd 30 ft.; **AC 15** (+1 Dex, +4 Armor); **Attack +8 melee**, or **+5 ranged**; **SV Fort +4, Ref +5, Will +5**; AL CG; Str 18, Dex 13, Con 12, Int 12, Wis 12, Cha 19.

Languages Spoken: Common, Elven, Goblin, Giant.

Skills and feats: Climb +11, Handle animal +10, Hide +1, Intuit direction +4, Jump +11, Listen +1, Move silently +1, Perform +6, Profession +4 (woodworking), Scry +2, Speak language +2, Spot +1, Swim +10; Improved unarmed strike, Power attack, Toughness, Two-weapon fighting, Weapon focus (shortspear).

Bard Spells Known (5/2):

Bard Spells per day (3/1):

0th -- Detect Magic, Ghost Sound, Mending, Read Magic, Resistance.

1st – Mage Armour, Sleep

Equipment:

Hide +1 (magic)

Shortspear +1 (magic)

Shortbow

Wand of Sound Burst (17 charges – 3rd level caster)

Potion of Cure Moderate Wounds

Potion of Cure Light Wounds

Jarra was appointed warlord 6 years ago by Chanda. After the plague, many of the warriors were dead. Jarra fought for the right to be warlord against the survivors. In the end, her great strength and charisma won out. She is a very talented musician. The flute is her favourite instrument, but her singing voice is such that she needs no musical accompaniment.

In battle, she is the perfect warrior. Brave, clever, tactically minded and prudent. She will die for her village, the innocent or for another warrior who she respects.

Medicine Man - Mirad

Jiral, male human Drd5: CR 5; Size M (5 ft., 6 in. tall); HD 5d8+20; **hp 39**; Init +2 (+2 Dex); Spd 30 ft.; **AC 17** (+2 Dex, +5 Armor); **Attack +4 melee**, or **+5 ranged**; **SV Fort +10, Ref +3, Will +8**; AL NG; Str 12, Dex 14, Con 18, Int 12, Wis 19, Cha 12.

Languages Spoken: Aquan, Common, Druidic.

Skills and feats: Animal empathy +9, Concentration +12, Diplomacy +8, Handle animal +9, Heal +11, Hide +2, Listen +6, Move silently +2, Search +2, Spot +6, Wilderness lore +12; Alertness, Great fortitude, Dodge.

Druid Spells Per Day: 5/4/3/2.

Druid Spells Normally Chosen (Non-combat):

- 0 – Cure Minor Wounds, Detect Poison, Know Direction, Resistance
- 1 – Cure Light Wounds, Detect Animals or Plants, Goodberry, Invisibility to Animals
- 2 – Animal Messenger, Soften Earth and Stone, Wood Shape
- 3 – Plant Growth, Water Breathing

Druid Spells Normally Chosen (Combat):

- 0 – Cure Minor Wounds, Detect Magic, Flare, Resistance, Virtue
- 1 – Cure Light Wounds, Entangle x2, Magic Fang
- 2 – Barkskin, Flame Blade, Produce Flame
- 3 – Contagion, Poison

Animal Friend: Abner, male Brown Bear

Brown Bear, Animal: CR 4; Size L (5 ft 1 in); HD 6d8+24; **58hp**; Init +1 (dex); Spd 40 ft; AC 15 (-1 size, +1 Dex, +5 natural); **Attack 2 claws +11 melee, bite +6 melee (damage 1d8+8, 2d8+4)**; **SA: Improved Grab**; **SQ: Scent**; Face 5ft x 10ft / 5ft; **SV: Fort +9, Ref +6, Will +3**; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6; AL:N ; Skills: Listen +4, Spot +7, Swim +14

Equipment:

Hide Armor +2 (magical)
Staff +1 (magical)
Potion of Cure Moderate Wounds
Potion of Cure Light Wounds
Potion of Fly

Jiral survived the plague on his village, but it changed him. A fun, light-hearted man before, he is now sombre and brooding most of the time. Occasionally, a kind word or funny joke can bring a smile to his face, but it is very rare. Jiral is a very attractive man and although women flock to him, his personality usually ends any chance for a relationship.

Jiral is a powerful druid, but can be reluctant to use that power. He is not self-serving, but sometimes he has trouble overcoming his first instinct, which is usually to run away. Despite this, he will stay in a battle so long as there appears to be a chance that his side will win. If not, he will perform a fighting retreat, or outright run away.

The Athletes - Mirad

Mya, female human War2/Ftr1: CR 2; Size M (5 ft., 5 in. tall); HD 2d8+4 + 1d10+2; **hp 26**; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 Armor); Attack +6 melee, or +5 ranged; SV **Fort +9, Ref +2, Will +1**; AL LG; Str 17, Dex 15, Con 14, Int 14, Wis 12, Cha 13.

Languages Spoken: Common, Goblin, Ignan, Undercommon.

Skills and feats: Appraise +3, Climb +7, Concentration +3, Escape artist +4, Handle animal +5, Hide +2, Knowledge (nature) +2.5, Listen +3, Ride +4, Speak language +1, Spot +1, Swim +8; Blind-fight, Great fortitude, Quick draw, Weapon Focus (sling).

Equipment:

Longsword

Crossbow (+1 adamantine arrows – 12)

Chain Shirt

Potion of Cure Light Wounds

Brea, female human War2/Ftr1: CR 2; Size M (5 ft., 1 in. tall); HD 2d8+2 + 1d10+1; **hp 21**; Init +0; Spd 30 ft.; **AC 14** (+4 Armor); **Attack +6 melee, or +3 ranged**; SV **Fort +6, Ref +0, Will -1**; AL CG; Str 16, Dex 10, Con 13, Int 13, Wis 9, Cha 12.

Languages Spoken: Common, Undercommon.

Skills and feats: Bluff +2.5, Climb +8, Heal +1, Hide +0, Jump +5, Listen -1, Move silently +0, Ride +5, Spot -0.5, Swim +7; Expertise, Power attack, Sunder, Weapon Focus (longsword).

Longsword

Crossbow (+1 adamantine arrows – 12)

Chain Shirt

Potion of Cure Light Wounds

Kandar, male human War2/Ftr1: CR 2; Size M (5 ft., 8 in. tall); HD 2d8+4 + 1d10+2; hp 23; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +4 Armor); **Attack +5 melee, or +4 ranged**; SV **Fort +7, Ref +1, Will +0**; AL NG; Str 14, Dex 13, Con 15, Int 13, Wis 10, Cha 10.

Languages Spoken: Common, Elven.

Skills and feats: Diplomacy +1, Gather information +1, Handle animal +4, Hide +1, Intimidate +2, Jump +7, Listen +0, Move silently +1.5, Ride +6, Spot +0, Swim +6; Cleave, Deflect arrows, Improved unarmed strike, Power attack.

Longsword

Crossbow (+1 adamantine arrows – 12)

Chain Shirt

Potion of Cure Light Wounds

Denn, male human War2/Ftr1: CR 2; Size M (6 ft., 0 in. tall); HD 2d8+6 + 1d10+3; hp 25; Init +7 (+3 Dex, +4 Improved initiative); Spd 30 ft.; **AC 17** (+3 Dex, +4 Armor); **Attack +6 melee, or +6 ranged**; SV **Fort +8, Ref +3, Will +0**; AL N; Str 16, Dex 17, Con 16, Int 13, Wis 11, Cha 10.

Languages Spoken: Common, Ignan.

Skills and feats: Climb +5, Disguise +2, Handle animal +2, Hide +3, Intimidate +1, Jump +4, Listen +2, Move silently +3, Open lock +5, Ride +7, Spot +2, Swim +4, Tumble +5.5; Alertness, Improved initiative, Quick draw, Weapon focus (shortbow).

Longsword

Crossbow (+1 adamantine arrows – 12)

Chain Shirt

Potion of Cure Light Wounds

Troglodyte Encampment

Total Number: 37 (including leaders)

Leaders: 1 Sorcerer, 2 Clerics

Grizzl, male Troglodyte Chief, male troglodyte Sor6: CR 7; Size M (5 ft., 2 in. tall); HD 2d8+6 + 6d4+18; **hp 58**; Init +0; Spd 30 ft.; **AC 16** (+6 Natural); **Attack +3 melee**, or **+4 ranged**; **SV Fort +8, Ref +2, Will +7**; AL CE; Str 9, Dex 10, Con 17, Int 13, Wis 15, Cha 15.

Languages Spoken: Common, Giant.

Skills and feats: Concentration +11, Escape artist +2, Gather information +4.5, Hide +7, Listen +5, Move silently +0, Sense motive +2.5, Spellcraft +10, Spot +2; Combat casting, Enlarge spell, [Multiattack], Weapon focus (crossbow, heavy).

Sorcerer Spells Known (6/7/6/4): 0th -- Daze, Detect Magic, Ghost Sound, Light, Mage Hand, Mending, Ray of Frost. 1st – Shocking Grasp, Mage Armor, Magic Missile, Sleep. 2nd -- Blur, Melf's Acid Arrow. 3rd – Lightning Bolt

Possessions:

Longspear

Javelin (2)

Wand of Charm Monster (11 charges – Acts at 7th Level)

Potion of Cure Light Wounds

Potion of Cure Moderate Wounds

Birriz, male Troglydyte SubChief, Clr3: CR 4; Size M (5 ft., 1 in. tall); HD 2d8+4 + 3d8+6; **hp 37**; **Init +0**; Spd 30 ft.; **AC 16** (+6 Natural); **Attack +4 melee**, or **+3 ranged**; **SV Fort +8, Ref +1, Will +5**; AL NE; Str 13, Dex 10, Con 15, Int 8, Wis 14, Cha 12.

Languages Spoken: Draconic.

Skills and feats: Hide +7, Knowledge (nature) +1, Listen +5, Move silently +0, Open lock +2, Spot +2; [Multiattack], Scribe scroll, Weapon focus (morningstar).

Cleric Domains: Death, Destruction.

Cleric Spells Per Day: 4/3+1/2+1.

Typical Spells:

- 0 – Detect Magic, Inflict Minor Wounds, Light, Resistance
- 1 – Summon Monster I, Shield of Faith, Command, *Cause Fear*
- 2 – Hold Person, Cure Moderate Wounds, *Death Knell*

Possessions:

Longspear
Javelin (2)
Potion of Blur
Potion of Sneaking
Potion of Cure Moderate Wounds
Potion of Cure Light Wounds
Scroll: Hold Person, Obscuring Mist, Command

Ararr, male troglodyte Clr5: CR 6; Size M (4 ft., 11 in. tall); HD 2d8+8 + 5d8+20; hp 60; Init +0; Spd 30 ft.; AC 17 (+6 Natural, +1 Dex); Attack +6 melee, or +5 ranged; SV Fort +11, Ref +2, Will +8; AL CE; Str 14, Dex 12, Con 18, Int 12, Wis 19, Cha 10.

Languages Spoken: Draconic, Dwarf, Common

Skills and feats: Concentration +8, Heal +10, Hide +11, Knowledge (religion) +2, Listen +7, Spot +6; Alertness, Extend spell, [Multiattack].

Possessions: 4,300 gp in gear.

Cleric Domains: Destruction, Evil.

Cleric Spells Per Day: 5/4+1/3+1/2+1.

Typical Spells:

0 – Detect Poison, Guidance x2, Resistance, Virtue

1 – Bane, Cause Fear, Random Action x2, *Protection from Good*

2 – Sound Burst x2, Darkness, *Shatter*

3 – Blindness x2, *Contagion*

Possessions:

Longspear

Javelin (2)

Wand of Cure Light Wounds (12)

Cloak of Elvenkind

Potion of Alter Self

Potion of Spider Climb x2

Potion of Wisdom

The Giants

Grig, Stone Giant (1): CR8; SZ L (giant earth); HD 14d8+56; **hp 119**; Init +2 (Dex); Spd 40; **AC 25** (-1 size, +2 Dex, +11 Natural, +3 hide); **Atk: Huge Greatclub +17/+12 (2d6+12) (melee); SA: Rock Throwing (+12/+7, 2d8+8) (ranged);** SQ: Rock catching (+4); Face: 5ft x 5ft / 10 ft; SV: **Fort +13, Ref +6, Will +4**; Str 27, Dex 15, Con 19, Int 10, Wis 10, Cha 11; AL: NG, Skills: Climb +10, Hide +0*, Jump +10, Spot +3; Feats: Combat Reflexes, Point Blank Shot, Power Attack, Precise Shot.

Possessions:

Huge Greatclub
Bag of Rocks (12)
Potion of Cure Moderate Wounds
Potion of Blur
Potion of Haste

Grenna, Stone Giant (1): CR8; SZ L (giant earth); HD 14d8+56; **hp 119**; Init +2 (Dex); Spd 40; **AC 27** (-1 size, +2 Dex, +11 Natural, +3 hide); **Atk: Huge Greatclub +18/+13 (2d6+12) (melee); SA: Rock Throwing (+12/+7, 2d8+8) (ranged);** SQ: Rock catching (+4); Face: 5ft x 5ft / 10 ft; SV: **Fort +13, Ref +6, Will +4**; Str 27, Dex 15, Con 19, Int 10, Wis 10, Cha 11; AL: NG, Skills: Climb +10, Hide +0*, Jump +10, Spot +3; Feats: Combat Reflexes, Point Blank Shot, Power Attack, Precise Shot.

Possessions:

Huge Greatclub +1
Bag of Rocks (12)
Potion of Cure Moderate Wounds
Ring of Protection +2

Game One – “Just A Stone’s Throw Away”

Rules

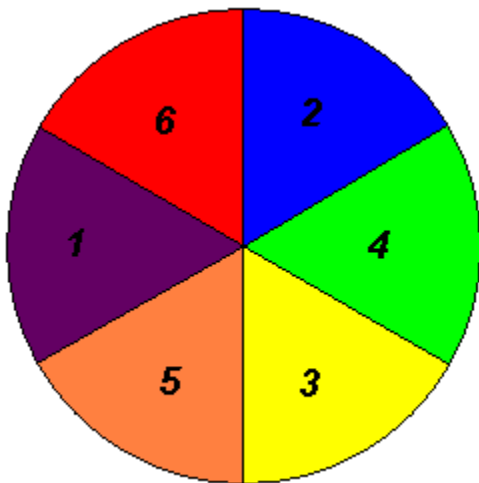
This game is very simple. All four men from each team will climb up the tree to the first position. Each man in turn will throw a rock at the target 30 feet away. The number that the player strikes determines the number of squares he will move. Each number on the target has a specific “to hit” roll, as shown on the picture below. Any shot that does not strike the target results in a move of 3 spaces.

Knots and Vines

If a player ends his turn on a space with a vine, he may climb up the vine to the space it connects to. (No climb role required)

The spaces with knots result in the player falling down to the space indicated in the square.

The first team to have all four players reach the last space wins.



Game Target

Scoring:

20+ Direct hit

18 – 19 Near miss (top/bottom wedge respectively)

16 – 17 Miss (wedge in opposite hemisphere, top/bottom respectively)

14 – 15 Far miss (opposite wedge)

13- Complete miss (no score)

Combat:

If two or more players from opposite teams occupy the same space, the players fight for control of the space. Each player rolls a d20 and adds their strength bonus to the roll. The player with the highest score stays in the tree, the one with the lowest drops to the space directly below the one they are currently in. In the event there are two players from one team and one from the other in the same space, the lone player chooses which opponent he attacks, however, both the other players may attack him. All three players would roll d20. If either of the paired players beat the lone player, he falls down. If the lone player beats his opponent, then that player falls down too. The two players that have fallen can then fight for control of the new space.

In the event that a player falls onto a space that has a knot, the player must obey the directions of that penalty and drop down to the space indicated on the knot.

Example of Play: A player is standing on square 13. He wants to reach square 17 so he can climb up the vine to square 30. He aims for the light green wedge on the target for 4 points. That means that near miss, top is the wedge above (2), bottom is 3, miss top is 6 and miss bottom is 5. Far miss is the opposite wedge (1).

He rolls an 18 and as such, misses his intended target. An 18 is listed as near miss, top. (19 would have been near miss – bottom). Based on this hit, he moves two spaces to space 15.

On his next turn, he wants to hit the 2. He shoots and rolls a 17. That's a miss to bottom. The bottom wedge is the 3. He moves three spaces to space 18. Bad news. That space has a knot that sends him back down to 15. He returns his marker to that spot.

On his next turn he again wants to hit the 2. He rolls a 12. His shot was off target, so he does not move this turn.

On his next turn, he finally rolls a 20. He hit the 2 and moves up to space 17. Space 17 has a vine that reaches up to space 30. Since he ended his turn on this space, he climbs the vine up to space 30.

As luck would have it, there is someone from the other team already occupying space 30. When he arrives, he must fight to keep the space. Each player rolls a d20 and adds his strength bonus. The player already occupying the space rolls a 17 and the new occupant rolls an 18. Since his score is higher than that of the other player, the other player falls down to the space below space 30 (space 19) and the new occupant takes control of space 30. Should someone else arrive on that space from the other team, he may have to fight to keep it.

Basically, this is a game of snakes and ladders with combat thrown in. Have fun!

Game Two – “A Rolling Stone Gathers No Moss”

Rules

This game is slightly more complicated than the last. There is a large hill to the northeast of the village. On this hill is a dirt track, fitted with grooves. Each player is given a vehicle that looks a lot like a go-cart. The objective is to reach the bottom of the hill in the shortest time possible.

Movement

Players start with a speed score of one. That means they can move one square in a round. Each round, the player can increase or decrease his speed score by one. Undamaged carts have a maximum speed of 8.

Scoring

Each player's time in a team is added to determine the total time for the team. Whichever team has the lowest score, wins. Time is measured in the number of turns they take to complete the course. Each movement is considered a time interval. So, if a player is moving at 6, then he moves 6 spaces on the board and counts one time interval. If he reduces speed to 5, then he moves 5 spaces on his next turn and counts one time interval.

Turns

Each turn on the course has a difficulty rating. To navigate the turn successfully, the player must have a turn score equal to, or less than the difficulty rating.

The turn score is calculated as such: $10 + \text{reflex save bonus} - \text{current speed score}$.

So, if a player has a reflex save bonus of +5, and they are moving at 3 squares per round (a speed score of 3), their total turn score is $10 + 5 - 3 = 12$. They could successfully navigate any turn of 12 or less without rolling.

If the player's turn score is lower than the difficulty rating, the player must roll to determine if he navigates the turn successfully. This is done by rolling a d8 and comparing the roll to the difference between the turn score and the difficulty rating.

So, if a player has a reflex bonus of +4, and a speed score of 5, his total turn score would be $10 + 4 - 5 = 9$. He comes up on a turn with a difficulty rating of 12. He is going too fast to make that turn, so he needs to roll to see if he can make it. $12 - 9 = 3$. He rolls a d8. A result of 1, 2, or 3 means he crashes. A result of 4 – 8 is a success. If he had slowed to 3 before coming to the turn, his turn score would be $10 + 4 - 3 = 11$. That is still too fast for a

turn of 12, but now his failure score is $12-11=1$. To miss the turn, he would have to roll a 1 on a d8.

Crashing

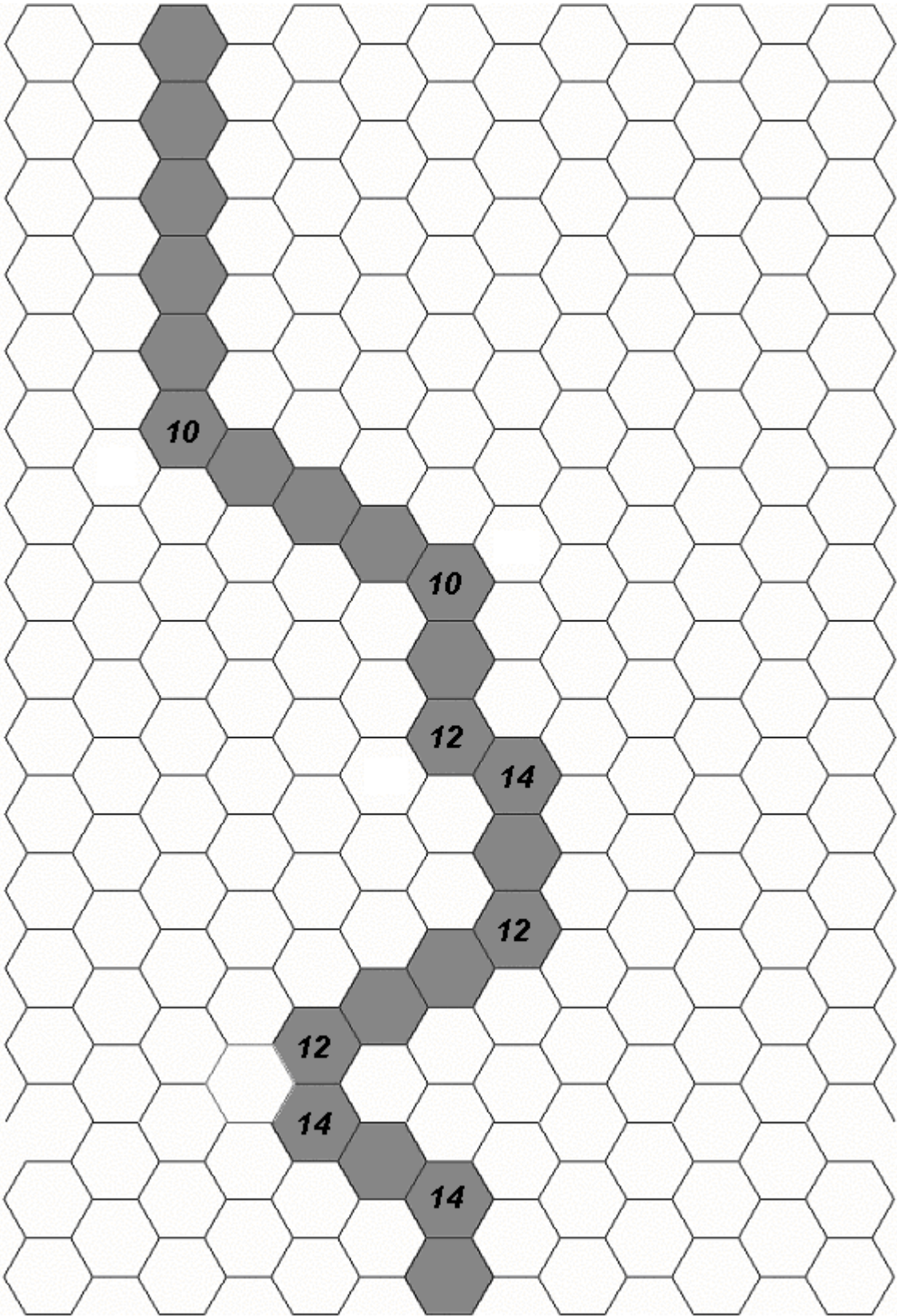
If you are going too fast for a turn and you are forced to make a turn failure roll, you may end up crashing. If you do, you must spend one round setting your vehicle back up. You start with a speed score of one and proceed from there.

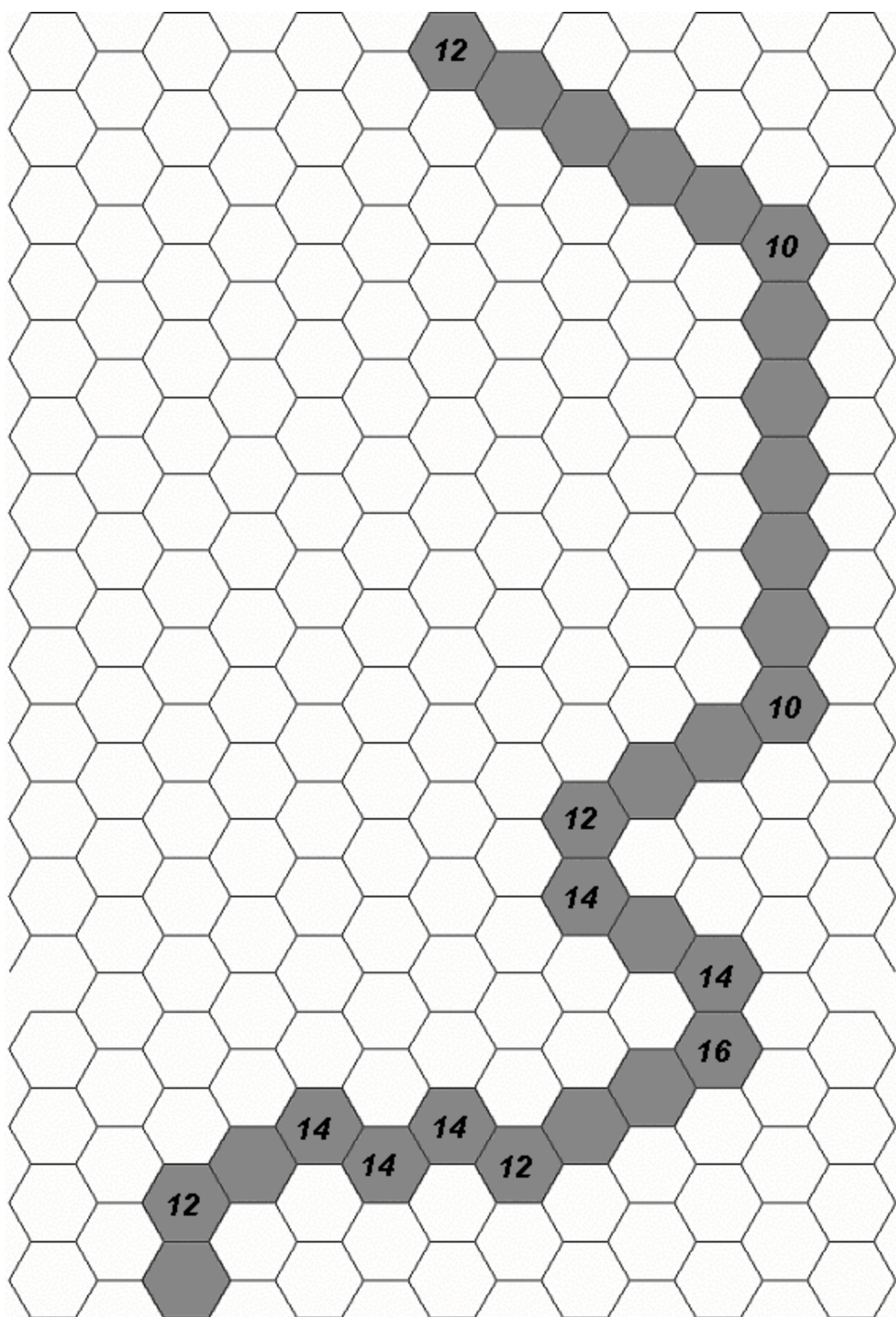
When a player crashes, he must roll a d20 to determine if there is damage to the cart. On a roll of 10 or less, the cart is damaged. A damaged cart's maximum speed is reduced by one each time it is damaged. If a cart reaches 0 maximum speed, the cart is destroyed and the player cannot continue.

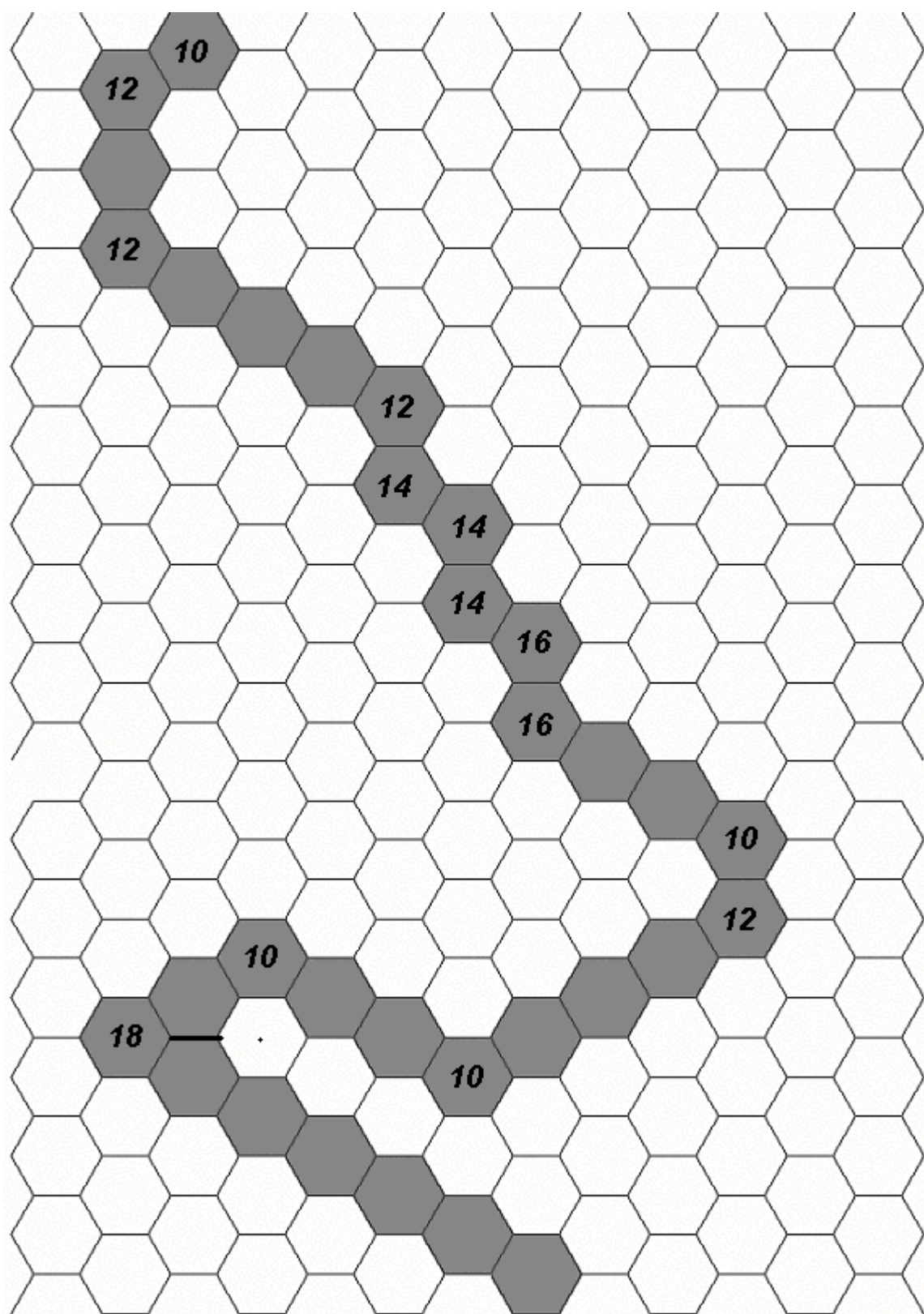
If the player rolls a 1 on the d20, the player himself is thrown from the cart and cannot continue.

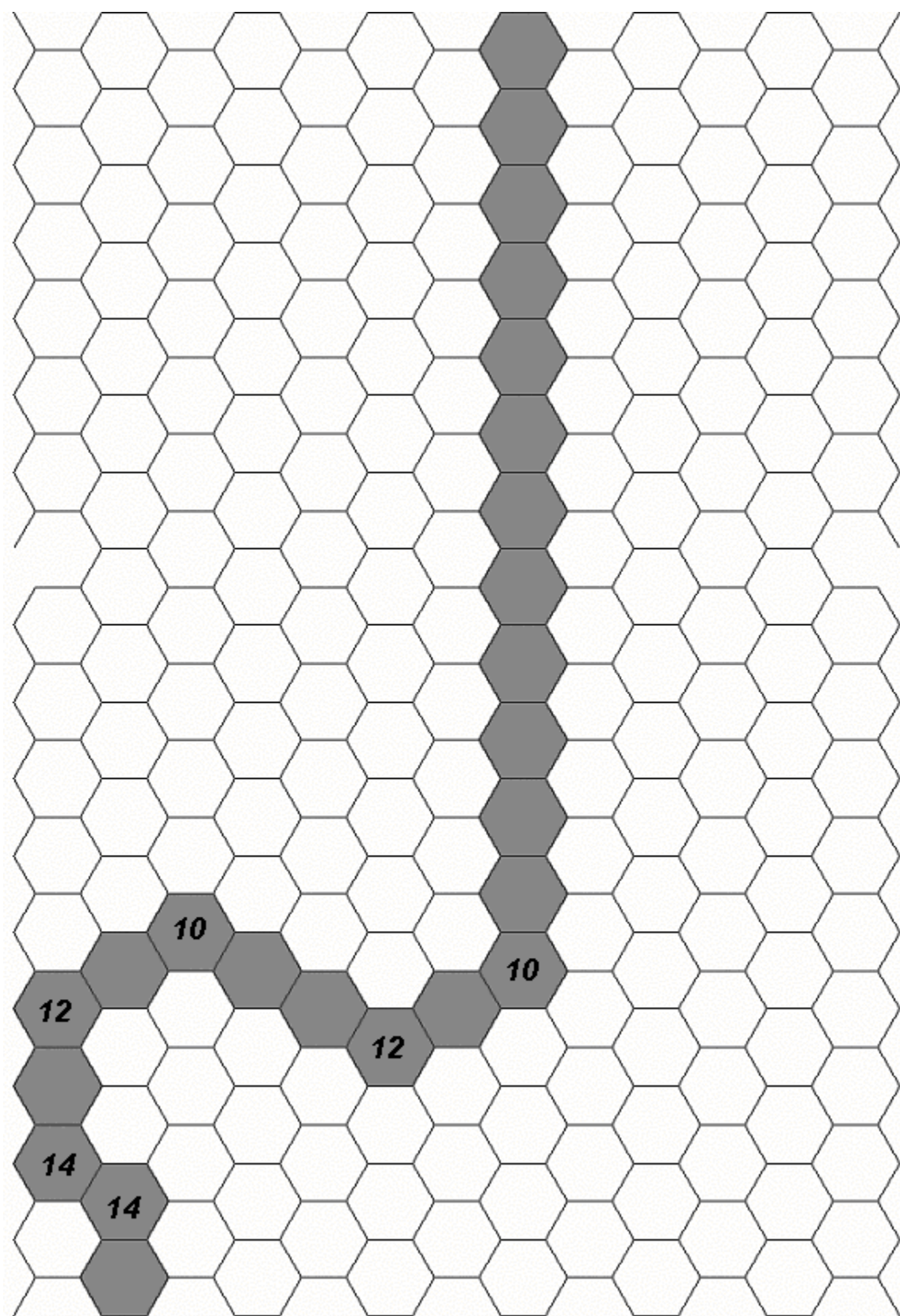
A player who cannot continue takes a score that is one point worse than the worst score of any player from either team.

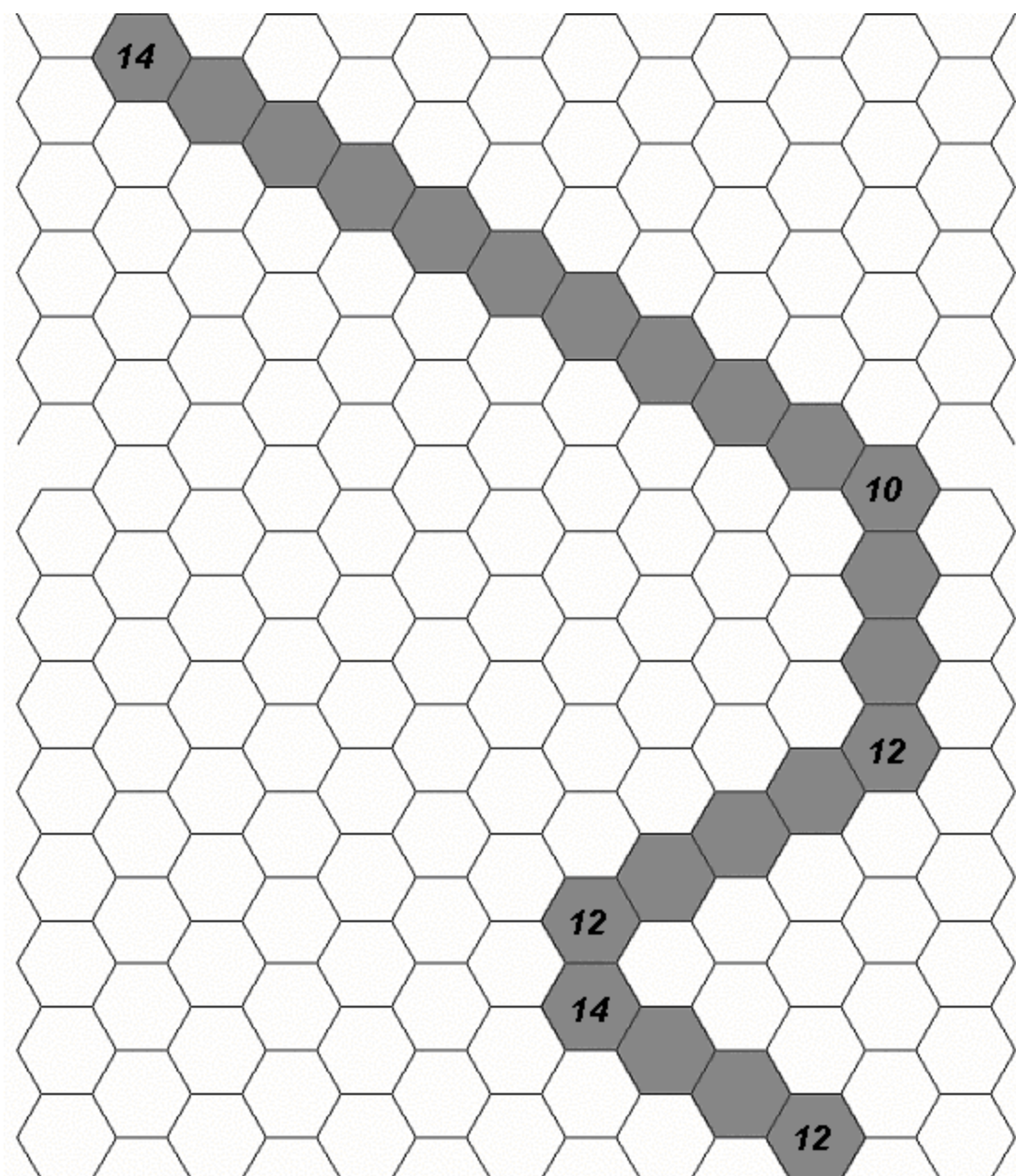
Course Map

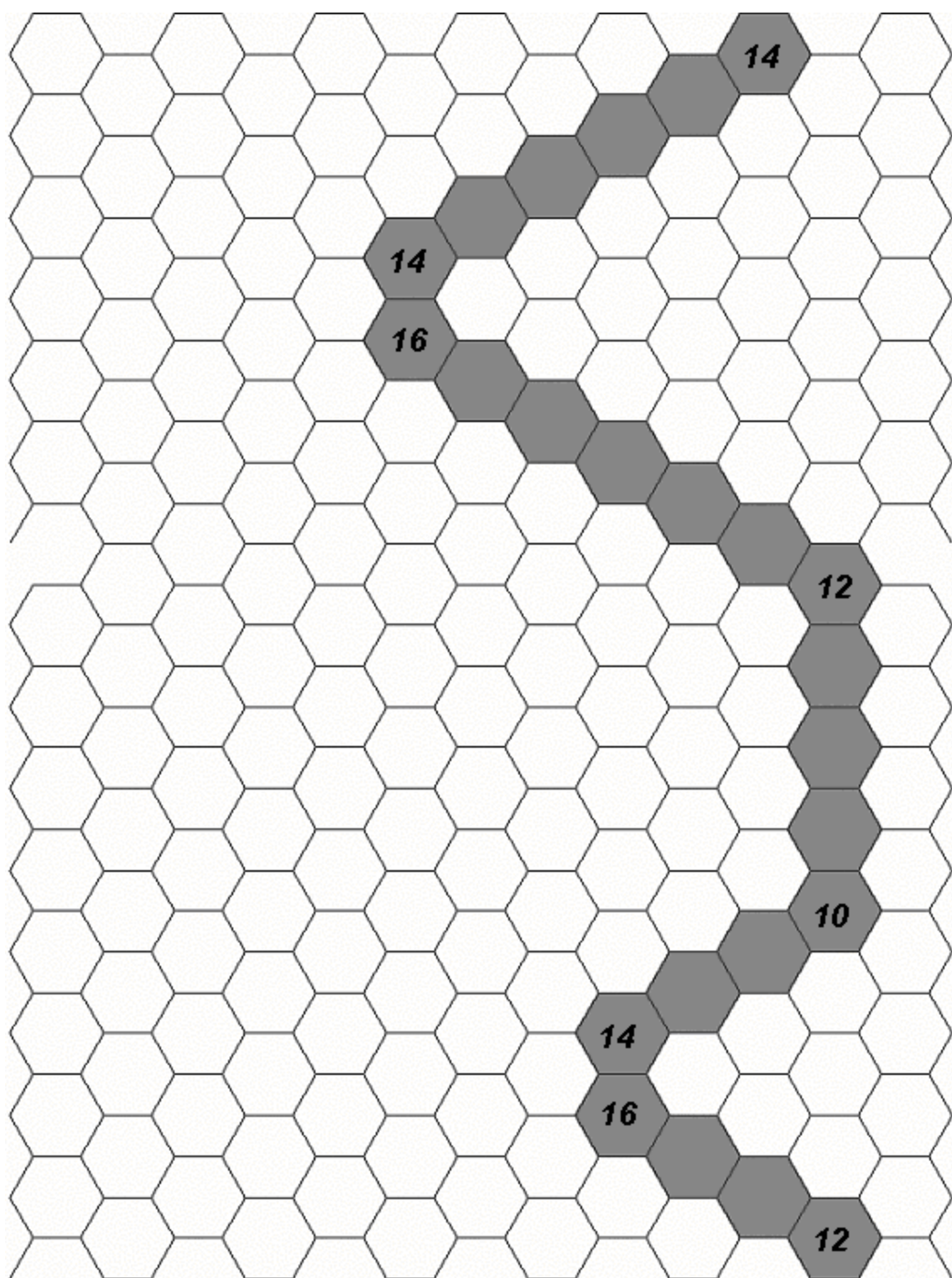


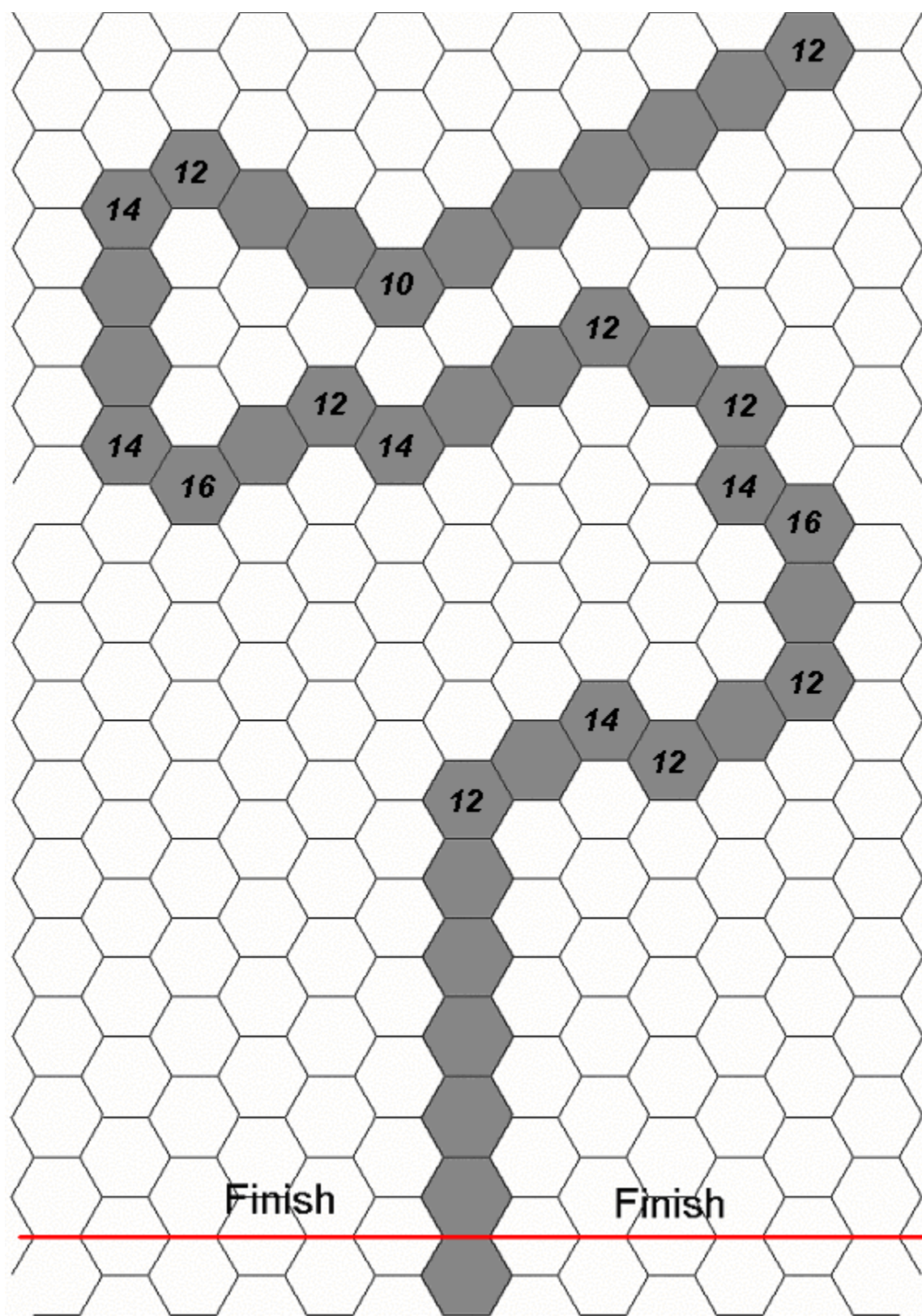












Game Three – “Birds of a Feather...”

Rules

This game is a little more complicated. It is a cross between polo and hockey. Each player rides a mount and tries to score in the other team's goal. There are four players on each team.

Each team starts with a score based on the results of Game One and Game Two. For each game they won, they receive one point. The game continues until one team has four points. That means that if the players won Game 1 and Game 2, they are starting with a 2-0 lead. If they lost them, they are starting with a 0-2 deficit.

Playing Field

Red spaces on top and bottom are goals.

Green spaces are starting positions for each team – 4 players per team.

Blue space in the middle is the beginning position of the ball.

Mounts

Each mount has a speed attribute between 0-2. Each mount has a strength attribute between 1-5.

Halbar

	Speed	Strength
Mount 1:	1	2
Mount 2:	2	3
Mount 3:	1	5
Mount 4:	2	3

Mirad

Mount 1:	1	2
Mount 2:	0	3
Mount 3:	1	2
Mount 4:	0	2

Villager Skills

Each player and villager has a ride skill and a strength skill:

	Ride	Strength
Mya:	4	2
Brea:	5	3
Kandar:	6	2
Denn:	7	3

Checking skill is a combination of the rider's ride skill plus the mount's strength value.
(See Appendix A for a full listing of player skills)

Players can choose their mounts and may change mounts between goals. Here are the recommended mount assignments for Mirad.

	Check Skill
Mya – Mount 1	$4+2+2=8$
Brea – Mount 2	$5+3+3=11$
Kandar – Mount 3	$6+2+2=10$
Denn – Mount 4	$7+3+2=12$

Game Play

Each player is assigned a number 1-4 on his team. That is the order in which the players will move. This number may be changed between goals.

Each player & villager rolls a d6 and adds their mount's speed score to get the total number of movement spaces for that turn.

One d6 is rolled for each team. The team with the highest roll chooses who moves first for the round. This roll is made each round.

Beginning of round.

Each team rolls d6 to determine initiative.

Player 1 on the first team moves.

Player 1 on the other team moves.

Player 2 on the first team moves.

Etc...

Player 4 on the other team moves.

End of round.

Movement

Players may move to any adjacent square. They may use any number of moves up to the total that they rolled plus their speed bonus.

Players may not move through an occupied square, unless the player in that square is disabled or checked. Players may not move through a square occupied by another player of their own team.

Passing

The ball may be passed between two players, provided the players are along an axis to one another (see diagram). Touching a teammate with the ball allows the touched player to hand the moving player the ball. The player without the ball does not suffer a movement penalty for this handoff, but does expend one movement point to “touch” the other player.

If a player receives the ball as part of a pass, he can immediately pass the ball to another player, even if it is not his turn to move. The pass must follow the normal passing rules. He may also shoot at the goal, if he is near enough.

A player may move and pass in the same turn. (Passing does not end your turn).

Checking

A player may check a player in an adjacent square, provided the player has enough movement points to reach that square. To do this, the checking player and the checked player each roll a d20. The scores are added to the checking score for each player and compared.

If the checked player's score is higher than the checking player's score, the check fails and the player ends his movement. The checked player may move the checking player two squares in any chosen direction.

If the checked player's score is lower than the checking player's score, the checked player is moved two squares in any direction the checking player wishes. The checking player moves into the square previously occupied by the checked player. The checking player may continue moving, if he has movement points left.

If the checked player's score is 10 points or more lower than the checking player's score, the checked player is knocked down. This ends his current turn and he loses his next turn as well.

If the checked player has the ball, and a successful check is delivered against him, he loses the ball to the checking player.

Attacks of opportunity apply as in normal 3rd edition, however, feats associated with AOO's do not apply. (spring attack, mobility, combat reflexes...)

An AOO is taken as a check. Passing provokes an AOO, however, checking someone does not provoke an AOO from a nearby enemy player. Moving past an enemy with the ball provokes an AOO.

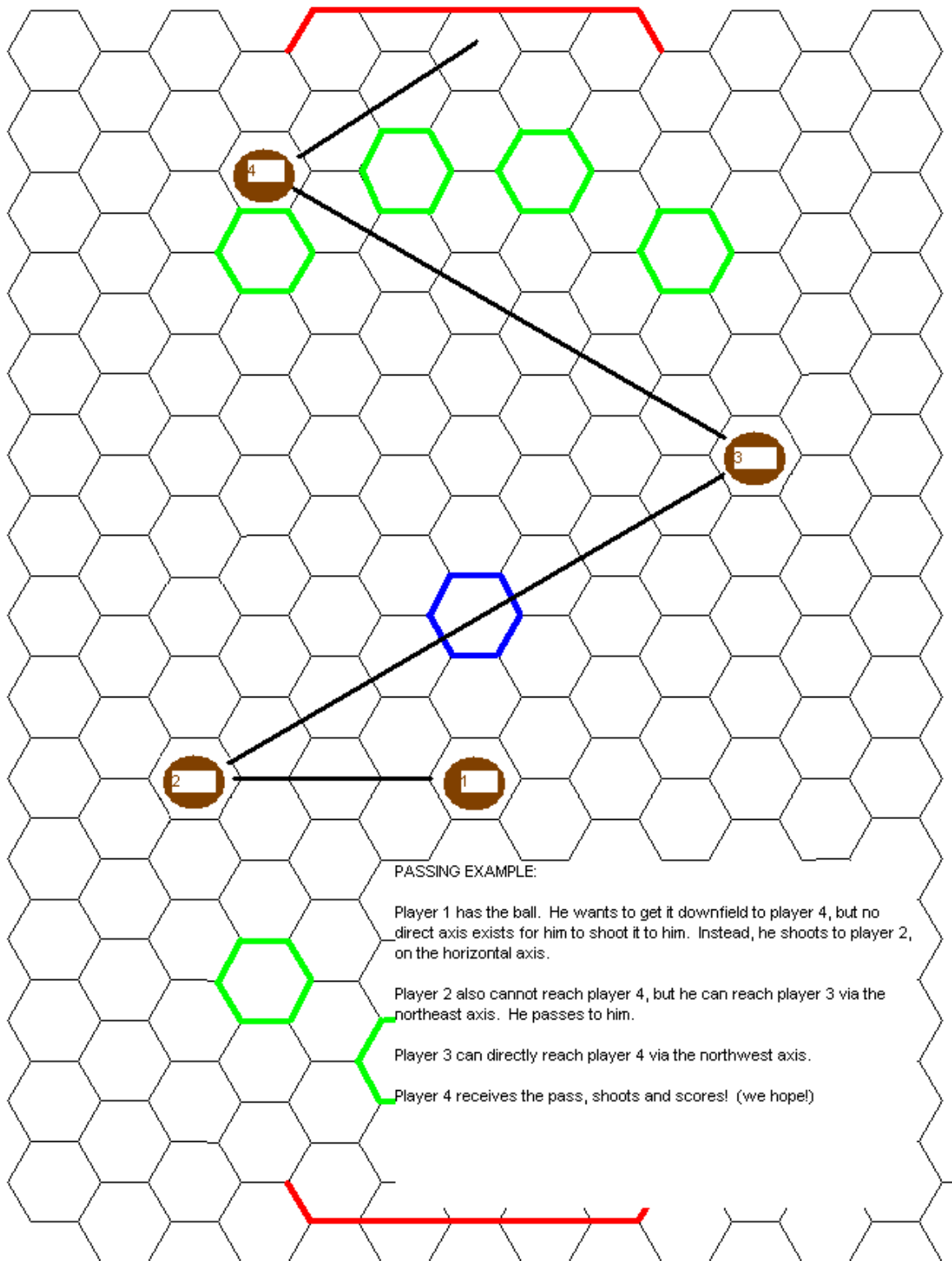
Scoring

The ball may be shot at the net once a player is within 3 squares of it. The shot is taken as a "to hit". BAB and dexterity bonus apply. If the result is higher than 15, the shot goes in. If not, the ball is given to the nearest player of the opposing team.

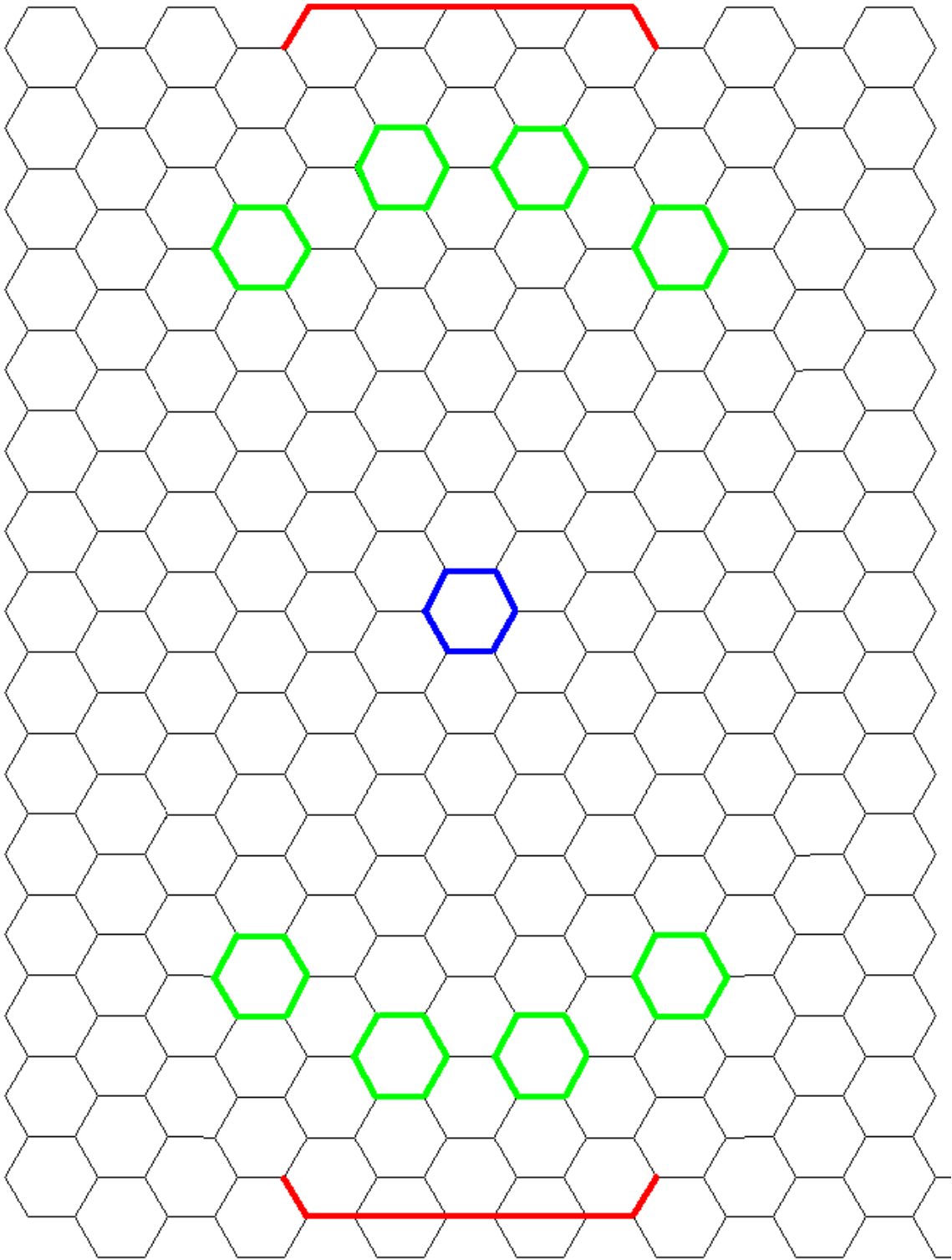
Winning

The first team to score 4 goals wins the entire competition.

Passing Example



Game Three Playing Field



Game Stats for Marid Players

Mya

Game One: +7 to hit (sling focus crosses over)

Game Two: +5 to reflex (+2 dexterity, +3 practice)

Game Three: +7 to hit, +4 Ride, +3 Str

Brea

Game One: +5 to hit

Game Two: +4 to reflex (+2 dexterity, +2 practice)

Game Three: +5 to hit, +5 Ride, +3 Str

Kandar

Game One: +5 to hit

Game Two: +3 to reflex (+1 dexterity, +2 practice)

Game Three: +5 to hit, +6 Ride, +2 Str

Denn

Game One: +6 to hit

Game Two: +6 to reflex (+3 dexterity, +3 practice)

Game Three: +6 to hit, +7 Ride, +3 Str

NPC Stat Sheet

Name	Init	Melee Weapon	Damage	Crit Range	Missile Weapon	Damage	Crit Range	AC	Spd	Saves	Ref	Will	CL	CM	CS	HP
Halbar																
Name	Bonus	Weapon	Damage	Range	Weapon	Damage	Range	AC	Spd	Fort	Ref	Will	CL	CM	CS	HP
Davin	+1	Greatsword (+11)	2d6+6	19-20	None	nil	nil	20	20	+10	+8	+8	2	1	0	40
Xirta	+1	Greataxe (+13)	1d12+8	20(x3)	Shortbow (+7)	1d6+1	20(x3)	20	20	+8	+2	+2	1	1	0	53
Porto	+2	Sickle (+5)	1d6+2	20	None	nil	nil	16	30	+5	+3	+7	1	0	0	39
Fensha	+2	Bite (+10)	1d8+10	20	S.A. Trip	nil	nil	14	50	+8	+7	+6	0	0	0	49
Warrior 1	+1	Longsword (+7)	1d8+5	19-20	Lt. Crossbow (+6)	1d8+1	19-20	16	30	+6	+1	+2	1	0	0	20
Warrior 2	+1	Longsword (+7)	1d8+5	19-20	Lt. Crossbow (+6)	1d8+1	19-20	16	30	+6	+1	+2	1	0	0	20
Warrior 3	+1	Longsword (+7)	1d8+5	19-20	Lt. Crossbow (+6)	1d8+1	19-20	16	30	+6	+1	+2	1	0	0	20
Warrior 4	+1	Longsword (+7)	1d8+5	19-20	Lt. Crossbow (+6)	1d8+1	19-20	16	30	+6	+1	+2	1	0	0	20
Warrior 5	+1	Longsword (+7)	1d8+5	19-20	Lt. Crossbow (+6)	1d8+1	19-20	16	30	+6	+1	+2	1	0	0	20

Mirad

Name	Init	Melee Weapon	Damage	Crit Range	Missile Weapon	Damage	Crit Range	AC	Spd	Saves	Ref	Will	CL	CM	CS	HP
Chanda	+4	Rapier (+12/+7)	1d6+4	18-20	Longbow (+11/+5)	1d8+1	x3	18	30	+7	+8	+5	1	0	1	51
Jarra	+1	Shortspear (+9)	1d8+4	20(x3)	Shortbow (+6)	1d6+1	20(x3)	15	30	+4	+5	+5	1	1	0	45
Jirai	+2	Quarterstaff (+5)	1d6/1d6	20	None	Nil	Nil	17	20	+10	+3	+8	1	1	0	39
Abner	+1	Claws (+11)	1d8+8	20	Bite (+6)	2d8+4	20	15	40	+9	+6	+3	0	0	0	58
Warrior 1	+1	Longsword (+5)	1d8+3	19-20	Lt. Crossbow (+6)	1d8+1	19-20	15	30	+6	+1	+2	1	0	0	20
Warrior 2	+1	Longsword (+5)	1d8+3	19-20	Lt. Crossbow (+6)	1d8+1	19-20	15	30	+6	+1	+2	1	0	0	20
Warrior 3	+1	Longsword (+5)	1d8+3	19-20	Lt. Crossbow (+6)	1d8+1	19-20	15	30	+6	+1	+2	1	0	0	20
Warrior 4	+1	Longsword (+5)	1d8+3	19-20	Lt. Crossbow (+6)	1d8+1	19-20	15	30	+6	+1	+2	1	0	0	20
Mya	+2	Longsword (+6)	1d8+3	19-20	Lt. Crossbow (+6)	1d8+1	19-20	16	30	+9	+2	+1	1	0	0	26
Brea	+0	Longsword (+6)	1d8+4	19-20	Lt. Crossbow (+5)	1d8+1	19-20	15	30	+6	+0	+1	1	0	0	21
Kandar	+1	Longsword (+5)	1d8+2	19-20	Lt. Crossbow (+6)	1d8+1	19-20	16	30	+7	+1	+0	1	0	0	23
Denn	+7	Longsword (+6)	1d8+2	19-20	Lt. Crossbow (+6)	1d6+1	19-20	18	30	+8	+3	+0	1	0	0	25

Monsters

Name	Init	Melee Weapon	Damage	Crit Range	Missile Weapon	Damage	Crit Range	AC	Spd	Saves	Ref	Will	CL	CM	CS	HP
Grizzi	+0	Longspear (+3)	1d8-1	20(x3)	Javelin	1d6	20(x2)	16	30	+8	+2	+7	1	1	0	58
Biriz	+0	Longspear (+4)	1d8+1	20(x3)	Javelin	1d6+1	20(x2)	16	30	+8	+1	+5	1	1	0	37
Trog Warrior	-1	Longspear (+1)	1d8	20(x3)	Javelin	1d6	20(x2)	15	30	+5	-1	+0	0	0	0	13
Trog Warrior	-1	2 Claws (+1)	1d4	20(x2)	Bite (-1)	1d4	20(x2)	15	30	+5	-1	+0	0	0	0	13
Grig	+2	Huge Greatclub (+17/+12)	2d6+12	20(x2)	Rocks (+12/+7)	2d8+8	20(x2)	25	40	+13	+6	+4	0	1	0	119
Grenna	+2	Huge Greatclub (+18/+13)	2d6+12	20(x2)	Rocks (+12/+7)	2d8+8	20(x2)	25	40	+13	+6	+4	0	1	0	119

NPC Combat Stat Sheet

Acknowledgements and Usage Restrictions

Usage

This adventure is released at this time to the general gaming public at no charge. You are free to distribute this adventure any way you see fit, provided you don't change the contents or charge money for it.

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About the Author

Ever since the release of the D&D basic set, I've been fascinated by this game. I played fanatically through my high school and college years, transitioning from basic to advanced, expert, 2nd edition, Dragonlance, Forgotten Realms and so on. I took a five year hiatus but returned when 3rd edition came out.

When I'm not writing adventures, I work as a network security analyst in Edmonton, Alberta, Canada. I have a wonderful girlfriend (Susan) who encourages me in everything I do, and two great dogs (Phil and Emma) that are just a big ball of fun.

There simply aren't enough free adventures out there, and I hope to change that, one adventure at a time. If you are a DM writing adventures for your players with pen and paper, I urge you to scan them and upload them for everyone to enjoy, or better yet, write them on the computer and send them off for everyone to enjoy.

This adventure was written over a period of about three weeks and released on April 17th, 2002. I'm writing another adventure for level 9 characters. It is going to be quite a bit longer than this one, so I expect it will take about six to eight weeks to write. If you enjoyed this adventure, send me an email and when the next one is finished, I'll send you a copy.

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